

**2012  
9/10, 10/11 & 11/12  
Junior BASEBALL  
DISTRICT 2  
TOURNAMENT**

**RULES & POINTS OF EMPHASIS**

THIS PACKET WAS DEVELOPED TO HELP COACHES UNDERSTAND SOME OF THE RULES THAT VARY FROM REGULAR SEASON TO THE DISTRICT TOURNAMENT. ALL THE RULES DISCUSSED ARE FOUND IN THE LITTLE LEAGUE RULE BOOK . ALSO, WE THOUGHT IT MIGHT BE EASIER FOR COACHES TO UNDERSTAND AND FIND THESE PARTICULAR RULES IN A PACKET FORM RATHER THAN A BOOK. UNFORTUNATETLY, NOT ALL COACHES READ THE BOOK, SO WE THOUGHT THIS COULD BE HELPFUL.

# BASIC POINTS OF EMPHASIS

- **REPLACEMENT PLAYERS/COACHES/MANAGERS**

TEMPORARY REPLACEMENT – MUST CALL D.A. LOU BLEGGI 24 HRS PRIOR TO GAME TIME

PERMAMENT REPLACEMENT – MUST MEET ELIGIBILTY REQUIREMENTS

- **EQUIPMENT - BATS / HELMETS/CATCHERS EQUIPMENT**

**LITTLE LEAGUE, 9/10 YEAR OLD DIVISON, 10/11 YEAR OLD DIVISION**

CATCHERS HELMET AND/OR CATCHERS HOCKEY TYPE MASK MUST HAVE ATTACHED “**DANGLING**” THROAT GUARDS

SKULL CAPS ARE NOT PERMITTED

MALE CATCHERS MUST WEAR LONG CHEST PROTECTOR

FEMALE CATCHERS’ CAN WEAR EITHER SHORT OR LONG CHEST PROTECTOR

ALL BATS MUST FIT THE RING GAGE. UMPIRES WILL CHECK BATS FOR EACH TEAM

HELMETS CANNOT HAVE ANY DECALS OR BE REPAINTED OTHER THEN BY THE MANUFACTURER OR AUTHORIZED DEALER

- **JEWELRY**

Players must not wear jewelry *such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item or hard decorative item. (EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible.)*

- **UNIFORMS**

ANY PITCHER MAY NOT WEAR A WHITE OR GRAY UNDERSHIRT THAT IS VISIBLE.

IF A VEST TYPE SHIRT IS USED, THEN A PITCHER MAY WEAR A WHITE OR GRAY UNDERSHIRT SINCE THE SHIRT IS CONSIDERD PART OF THE UNIFORM

EACH PLAYER MUST HAVE THE LITTLE LEAGUE PATCH ATTACHED TO THEIR UNIFORM SLEEVE. IF THE TEAM IS WEARING A VEST TYPE SHIRT, THEN THE PATCH MUST BE ATTACHED TO THE UNDERSHIRT SLEEVE

- **MANAGERS / COACHES**

**DRESS CODE FOR COACHES**

COACHES CANNOT WEAR TEAM UNIFORMS

ALL COACHES CAN WEAR EITHER PANTS OR SHORTS. SHORTS MUST BE APPROPRIATE IN LENGTH AND STYLE. IF YOU ARE NOT SURE ABOUT PARTICULAR CLOTHING, PLEASE CONTACT D.A. LOU BLEGGI ASAP.

**The use of electronic equipment during the game is restricted. No team shall use electronic equipment, including walkie-talkies,**

cell phones, etc., for any communication with on-field personnel including those in the dugout, bullpen, or field.

**THE SCOREBOOK MUST ALWAYS BE AND REMAIN IN THE DUGOUT**

ANY MANAGER OR COACH THAT COACHES IN ANY OTHER BASEBALL PROGRAM IS NOT ELIGIBLE UNLESS A WAIVER HAS BEEN APPROVED BY THE TOURNAMENT COMMITTEE IN WILLIAMSPORT

## **RULES & GUIDELINES FOR TOURNAMENT PLAY**

- **PRE – GAME GUIDELINES/RULES**

COACHES **WILL NOT BE ALLOWED** TO WARM-UP PITCHERS OR ACT AS A CATCHER DURING INFIELD/OUTFIELD PRACTICE

EACH TEAM MUST HAVE 2 CATCHERS HELMETS

A PLAYER MUST WEAR A CATCHERS HELMET WHEN WARMING UP A PITCHER

A PLAYER MUST ACT AS A CATCHER DURING INFIELD/OUTFIELD PRACTICE. THIS PLAYER MUST WEAR THE CATCHERS HELMET DURING WARM-UP

- **GAME GUIDELINES/RULES**

DURING TIMES AT BAT, TEAMS MUST HAVE A SUBSTITUTE PLAYER READY TO RETRIEVE THE USED BAT. THIS PLAYER MUST WEAR A HELMET

WHEN THE CATCHER IS ON BASE DURING THE FINAL OUT OF A 1/2 INNING, TEAMS ARE ASKED THAT THEY HAVE A SUBSTITUE READY TO WARM-UP THE PITCHER. THIS PLAYER MUST WEAR A CATCHERS HELMET

IF A MANAGER / COACH WANTS A TIME-OUT, THEY MUST ASK AN UMPIRE AND WAIT UNTIL TIME IS GRANTED. COACHES WILL NOT BE ALLOWED ON THE FIELD UNTIL TIME IS GRANTED

DURING A DEFENSIVE INJURY, UMPIRES WILL GRANT TIME AS SOON AS THE PLAY IS DEAD. COACHES ARE ASKED TO REMAIN IN THE DUGOUT UNTIL TIME IS CALLED

MANAGER/COACHES ARE REMINDED THAT THEY MAY NOT LEAVE THE DUGOUT DURING THE GAME FOR ANY REASON WIHTOUT PERMISSION FROM AN UMPIRE. THE COACH OR MANGER MAY BE REMOVED FROM THE GAME FOR VIOLATION OF THIS RULE

BLACKHAM FIELD - TO REPORT SUBSTITUTES INTO THE GAME, COACHES ARE ASKED TO REPORT TO THE BASE UMPIRE. THE BASE UMPIRE WILL REPORT THE CHANGES TO THE PRESS BOX

ALL OTHER DIVISIONS, COACHES WILL REPORT DIRECTLY TO THE PRESS BOX FOR CHANGES.

ALL CHANGES WILL BE ANNOUNCED FROM THE PRESS BOX

COACHES DO NOT NEED TO DISCUSS CHANGES

**THIS IS  
YOUR  
WARNING!!!!**

**ALL OFFICIAL LITTLE LEAGUE PLAYING RULES FOR REGULAR SEASON AND MODIFIED BY THE TOURNAMENT RULES WILL BE ENFORCED**

**TOURNAMENT RULES AUGMENT & MODIFY REGULAR SEASON RULES, THEY DO NOT REPLACE THEM**

**UMPIRES DO NOT WANT TO HEAR “WE DID THAT ALL SEASON LONG”**

**IF YOU HAVE A QUESTION DURING A GAME, PLEASE ASK**

# PITCHING RULES

## 9/10, 10/11 & 11/12

### BASEBALL

#### 4. PITCHING RULES – LITTLE LEAGUE BASEBALL, 9-10 YEAR OLD, 10-11 YEAR OLD DIVISION, AND JUNIOR LEAGUE

*Violation of these pitching rules is subject to protest and action by the Tournament Committee in Williamsport if protested before the umpire(s) leave the playing field.*

- a. Any player on a regular season team may pitch. Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day. A tournament pitcher may not pitch in regular season or Special Games while the team is still participating in the tournament.
- c. Pitchers once removed from the mound may not return as pitchers

**Junior/Senior League:** A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game

League Age:	13-14 - 95 pitches per day
	11-12 - 85 pitches per day
	9-10 - 75 pitches per day

**Exception: If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch to that batter until any one of the following conditions occur:**

1. that batter reaches base;
2. that batter is put out;
3. the third out is made to complete that half-inning

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

***Any player who played the position of catcher in any part of four innings in a game is not eligible to pitch on that calendar day. (new for 2010 tournament)***

**Pitchers league age 14 and under must adhere to the following rest requirements:**

- **If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.**
- **If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.**
- **If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.**
- **If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.**
- **If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.**

**Intentional Walk – If a pitcher wishes to intentionally walk a batter, he/she must do so by pitching four pitches intentionally outside the strike zone that are not struck at by the batter, and are called “balls” by the umpire. All such pitches will count in determining that pitcher’s pitch count.**

**\*\* A player may not pitch in more than one game in a day.**

**In a game suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher of record at the time the game was halted may continue to the extent of his/her eligibility, provided he/she delivered 40 or less pitches, and subject to each of these conditions:**

- 1. If the pitcher delivered 20 or less pitches before the game was suspended, that pitcher’s pitch count will begin at zero for the continuation portion of the game;**
- 2. If the pitcher delivered between 21 and 40 pitches before the game was suspended, that pitcher’s pitch count will begin with the number of pitches delivered in that game;**



**In a game (“Game A”) suspended by darkness, weather, or other causes and resumed more than one calendar day later, the provisions above shall apply, unless the pitcher of record pitched in another game or games after Game A was halted. In that event, eligibility to pitch in the continuation portion of Game A shall be determined by the number of pitches delivered in the game or games after Game A was halted.**

**Failure to remove a pitcher who has reached his/her maximum number of pitches required by league age or use of an ineligible pitcher is basis for protest. Violation protested before the umpires leave the playing field, shall result (by action of the Tournament Committee) in the suspension of the team’s manager for the next two scheduled tournament games, even if those games are played at the next tournament level. Additional penalties (up to and including forfeiture of a game and/or disqualification of the team, managers or coaches from further tournament participation) may be imposed if, in the opinion of the Tournament Committee:**

- 1. a manager or coach takes any action that results in making a travesty of the game,**
- 2. a team fails to meet the requirements of this rule more than once during the International Tournament, which begins with District play and ends at the World Series level (State level for 9-10 and 10-11), or;**
- 3. a manager willfully and knowingly disregards the requirements of this rule.**

A manager or coach suspended for any reason is not permitted to be at the game site and must not take any part in the game, nor have any communications whatsoever with any persons at the game site. Violation may result, by action of the Tournament Committee, in further suspension, forfeiture of a game and/or disqualification of the team, managers or coaches from further tournament participation.

# Pitching Rules

## Junior/Senior/Big League Baseball

These rules replace the regular season pitching regulations. Violation of these pitching rules is subject to protest and action by the Tournament Committee in Williamsport if protested before the umpire(s) leave the playing field.

a. Any player on a tournament team may pitch. (**NOTE : There is no limit**

**to the number of pitchers a tournament team may use in a game.**)

b. A tournament pitcher may not pitch in regular season or Special Games

while the team is still participating in the tournament.

c. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

d. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age: 16 – 18 (Big League) 105 pitches per day

14 – 16 (Senior League) 95 pitches per day

**EXCEPTION:** If a pitcher reaches the limit imposed above for his/her league

age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

**Note:**

**A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

e. Pitchers league age 15-18 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.

- If a player pitches 31 -45 pitches in a day, one (1) calendar days of rest must be observed.
  - If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.
- f. A player may not pitch in more than two games in a day.
- g. In a game suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher of record at the time the game was halted may continue to the extent of his/her eligibility, provided he/she delivered 60 or less pitches, and subject to each of these conditions:
- 1 . If the pitcher delivered 30 or less pitches before the game was suspended, that pitcher's pitch count will begin at zero for the continuation portion of the game;
  - 2 . If the pitcher delivered between 31 and 60 pitches before the game was suspended, that pitcher's pitch count will begin with the number of pitches delivered in that game;
- h. In a game ("Game A") suspended by darkness, weather, or other causes and resumed more than one calendar day later, the provisions of (g.) above shall apply, unless the pitcher of record pitched in another game or games after Game A was halted. In that event, eligibility to pitch in the continuation portion of Game A shall be determined by the number of pitches delivered in the game or games after Game A was halted.
- i. Failure to remove a pitcher who has reached his/her maximum number of pitches required by league age or use of an ineligible pitcher is basis for protest. Violation protested before the umpires leave the playing field, shall result (by action of the Tournament Committee) in the suspension of the team's manager for the next two scheduled tournament games, even if those games are played at the next tournament level. Additional penalties (up to and including forfeiture of a game and/or disqualification of the team, managers or coaches from further tournament participation) may be imposed if, in the opinion of the Tournament Committee:
- 1 . a manager or coach takes any action that results in making a travesty of the game,
  - 2 . a team fails to meet the requirements of this rule more than once during the International Tournament, which begins with District play and ends at the World Series level or;
  - 3 . a manager willfully and knowingly disregards the requirements of this

rule.

A manager or coach suspended for any reason is not permitted to be at the game site and must not take any part in the game, nor have any communications whatsoever with any persons at the game site. Violation may result, by action of the Tournament Committee, in further suspension, forfeiture of a game and/or disqualification of the team, managers or coaches from further tournament participation.

## **VISITS**

- A manager or coach may not leave a dugout for any reason during a game without receiving permission from an umpire. The manager or coach may be removed from the field for the remainder of the game for violation of this rule.
- When permission is granted the manager or coach will be permitted to go to the mound to confer with the pitcher. A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.
- A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher. The manager or coach may come out three times in a game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher.
- The rule applies to each pitcher who enters a game.
- NOTE: Only one offensive time-out will be permitted each inning.

# MANDATORY PLAY: 9-10 Year Old Division, 11 Year Old Division, 11/12 Division, Junior Division

- If a tournament team has thirteen (13) or more eligible players in uniform at a game, then every player on a team roster shall participate in each game for a minimum of three (3) consecutive defensive outs and bat at least one (1) time. If a tournament has twelve (12) or fewer eligible players in uniform at a game, then every player on a team roster shall participate in each game for a minimum of six (6) consecutive defensive outs and bat at least one (1) time.
- a. There is no exception to this rule unless the game is shortened for any reason. If a game is shortened for any reason (weather, 10-run rule), mandatory play rule does not apply.
- b. NOTE: A game is not considered shortened if the home team does not complete the offensive half of the sixth or seventh inning (or any extra inning) due to winning the game.
- c. **\*\*Failure to meet the mandatory play requirements in this rule is a basis for protest. If one or more players on a roster do not meet this requirement and if protested or brought to the Tournament Committee's attention, it shall result (by action of the Tournament Committee), in the suspension of the team's manager for the next two scheduled tournament games, even if those games are played at the next tournament level. Additional penalties (up to and including forfeiture of a game and/or disqualification of the team, manager or coaches from further tournament participation) may be imposed if, in the opinion of the Tournament Committee:**
  1. a manager or coach takes any action that results in making a travesty of the game, causing players to intentionally perform poorly for the purpose of extending or shortening a game, or;
  2. a team fails to meet the requirements of this rule more than once during the tournament, which begins with District play and ends at the World Series level, (state level for 9-10 and 10-11), or;

**3. a manager willfully and knowingly disregards the requirements of this rule**

**A manager of coach suspended for any reason is not permitted to be at the game site and must not take any part in the game, nor have any communications whatsoever with any persons at the game site. Violation may result, by action of the Tournament Committee, in further suspension, forfeiture of a game and/or disqualification of the team, managers or coaches from further tournament participation \*\*.**

d. For the purposes of this rule, “six(6)/three (3) consecutive defensive outs” is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies such position while six/three consecutive outs are made; “bat at least one (1) time” is defined as: A player enters the batters box with no count and completes that time at bat by being put out or by reaching base safely.

## SUBSTITUTIONS / RE-ENTRY

This tournament rule replaces regular season Rule 3.03 (re-entry) for all levels of tournament play.

If illness, injury or the ejection of a player prevents a team from fielding nine (9) players, a player previously used in the lineup may be inserted, but only if there are no other eligible substitutes available. The opposing team manager shall select the player to re-enter the lineup. A player ejected from the game is not eligible for re-entry.

Any player who has been removed for a substitute may re-enter the game in the **SAME** position in the batting order, provided:

1. The player being removed has played defensively for a minimum of three (3) consecutive defensive outs, and;
2. The player being removed has completed one time at bat during the game.

**A player who has met the mandatory play requirements, and is a pitcher at the time she/he is removed, may be removed for a substitute batter and re-enter the game as a pitcher once, provided the pitcher was not physically replaced on the mound. EXCEPTION: EXAMPLE: Player A is a starter and not a pitcher, Player B substitutes into the game for Player A. Both players have met mandatory play by completing one time at bat and 3 consecutive outs and both occupy the same spot in the batting order. In the fifth inning Player A becomes a pitcher and is scheduled to bat in the sixth inning, but Player B bats for Player A. Both players have met mandatory play requirements and Player A was not physically replaced on the mound as a pitcher, therefore, Player A can return to pitch the sixth inning.**

**(d) Defensive substitutions must be made while the team is on defense. Offensive substitutions must be made at the time the offensive player has her/his turn at bat or is on base.\*\***

## **REGULATION GAME**

Each tournament game must be played to the point of being an official game

Regulation games are 3 ½ (if home team is winning) or 4 or more innings (9/10,10/11,11/12 divisions)

4 ½ (if home team is winning) or 5 or more innings (Junior/Senior/Big League)

**(b) Regulation games (when a winner can be determined) terminated because of weather, darkness or curfew must *be resumed if the visiting team ties the game or takes the lead in their half of the inning and the home team does not complete their at bat or take the lead in an incomplete inning.* This does not apply to games suspended or delayed by weather that may still be resumed before darkness or curfew (as defined in Tournament Rules and Guidelines – Curfew) on the same day.**

## **SUSPENDED GAMES**

Any game in which a winner cannot be determined in accordance with the playing rules shall be resumed from the exact point at which it was suspended regardless of the number of innings played.

**EXCEPTION: In the event that the first inning is not completed, the game shall be re-played from the beginning and all records, including pitching, disregarded. Incomplete (not regulation) or tie games are considered suspended games.**



# TEN RUN RULE

If at the end of a regulation game one team has a lead of ten (10) runs or more the manager of the team with the least runs shall concede the victory to the opponent.

**NOTE:** If the visiting team has a lead of ten (10) or more runs, the home team must bat in their half of the inning.

# PROTESTS

THIS RULE REPLACES RULE 4.19

PROTESTS SHALL ONLY BE CONSIDERED BASED ON:

THE VIOLATION OR INTERPRATION OF A PLAYING  
RULE

THE USE OF AN INELIGIBLE PITCHER

THE USE OF AN INELIGIBLE PLAYER

MANAGERS/COACHES CANNOT PROTEST JUDGEMENT CALLS  
E.G. – BALL/STRIKE , OUT/SAFE CALL

PROTESTS MUST BE RESOLVED BEFORE THE NEXT PITCH

PROTESTS INVOLVING THE MADATORY PLAY RULE MUST BE MADE  
BEFORE THE UMPIRES LEAVE THE PLAYING FIELD

## **ALTERCATIONS/EJECTIONS**

- **ALTERCATIONS:** Any player, manager, coach or official who is involved in a physical or verbal altercation at the game site could be suspended or removed from tournament play by the Tournament Committee.
- **EJECTIONS** - Any manager, coach or player ejected from a game will be suspended for the next physically played game (See Rule 4.07). Ejections shall be noted in the tournament team's affidavit on the Team Note page. Entry should include member's name and date ejected and signed by the Tournament Director or District Administrator.

## **RULES OF EMPHASIS**

1.08 (NOTE 1) - THE ON-DECK POSITION IS NOT PERMITTED  
IN THE TOURNAMENT

(NOTE 2) - ONLY THE FIRST BATTER OF EACH HALF  
INNING WILL BE PERMITTED OUTSIDE  
THE DUGOUT. THIS BATTER WILL BE  
ALLOWED TO TAKE PRACTICE SWINGS

4.16 - 4.17 STARTING/ENDING GAME

6.05 Drop Third Strike (11/12, 10/11 only)

7.06 OBSTRUCTION

7.9 INTERFERENCE

7.13 RUNNER LEAVING EARLY

7.14 SPECIAL PINCH RUNNER  
ONCE EACH INNING A TEAM MAY USE A  
SPECIAL PINCH RUNNER

A PLAYER NOT IN THE BATTING ORDER  
MAY BE USED AS A RUNNER

PLAYER MAY ONLY BE REMOVED FOR A  
SPECIAL PINCH RUNNER ONE TIME DURING  
A GAME