



LITTLE LEAGUE RULES WILL BE FOLLOWED IN ALL SCENARIOS WITH EXCEPTION OF THE FOLLOWING STIPULATED RULES:

I. General Rules

1. Each team in the tournament will consist of no more than 14, nor less than 9 players.
2. Each team must have at least nine players to start or continue a game. If at any time this rule is not met, the game is over and the team with enough players to play, nine or more, wins.
3. A 10U team may “call up” from an 8U team *in the same community*. “Call ups” must be rostered as alternate players prior to the start of the tournament.
4. Each manager must turn in a tournament roster prior to their first game.
5. **The official playing age is that player’s age as of April 30, 2017.** All rostered players must be no more than ten (10) years old on this date. Birth certificates must be available upon request (Managers are encouraged to keep copies on-hand). If a birth certificate cannot be produced at time of request, that team must produce the document before its next game. If a birth certificate (or photo copy) cannot be produced, the player in question will not be eligible for subsequent games, and the game in which the age of the player was challenged, shall be considered forfeited.
6. During the round robin portion of the tournament, a coin toss will be used to determine the home team. The team that traveled the farthest to the game will call the coin toss.
7. During the Semi-Finals and Final Game, the higher seed will be the home team. The tie-breaker process will be applied in determining the higher seed of the Final Game.
8. Head Coaches will select an MVP from the other team, with assistance from that team as required.

II. Playing Field

1. Pitching rubber will be 46 feet from home plate.
2. Bases are sixty (60) feet in distance.

III. Conduct

1. The BAA expects coaches to set the example in their actions and words because players and families will follow that lead. Our goal is for this tournament to be fun, instructive, and competitive for the players and we want families to enjoy the opportunity to watch them play ball!
2. Generally, it is the duty of the manager to insure proper conduct by his team. Players, coaches, and parents will treat the umpires with respect. Any member of the tournament committee reserves the right to ask anyone to leave the Chartiers Park Complex due to inappropriate behavior.
3. If a call does not go your way, we totally understand... it’s part of the game. However, we expect the coaches to give the umpires the respect that they deserve and **Managers are the only people permitted to discuss a call with the umpire(s).** Assistant Coaches and players may not approach or yell at umpires regarding calls. Umpires will issue a warning to teams if assistant coaches or players approach them or exhibit poor behavior regarding calls. If any assistant coach or player attempts to engage an umpire or continues to exhibit poor behavior after a warning, that person will be ejected from the playing field.
4. If a manager or coach is ejected from a game, that person is suspended for the following game and is not permitted to be in attendance for that game. The manager or coach could also face an additional suspension as determined by the tournament committee. If conduct continues, the team could forfeit the game and/or remaining games in tournament.
5. If a player is ejected from a game, that player is suspended from the following game but must attend the wearing street clothes and be with his team on the bench. The player will remain suspended until that requirement is satisfied.



IV. Field Regulations

1. Except for players warming up or on deck, all players must remain inside the dugout.
2. All equipment will be kept behind the protective fence in an orderly fashion.
3. No throwing of bats or helmets, there will be one team warning. After team warning, all other players will be called out. Runners must keep their helmets on while on the base even during timeouts.
4. For safety precautions, only four (4) coaches, a scorekeeper, a batboy, and team players will be allowed in the dugout at all times. This includes siblings and parents of players.

V. Playing Rules

1. Each team will bat its entire roster in the batting order.
2. **Each player on the team will play at least three (3) innings in the field.**
3. Teams will play ten players in the field. The players will consist of pitcher, catcher, four infielders, and four outfielders (no rover). **No outfielder may be within thirty feet of any base.**
4. If an illness or injury occurs during the game, the player removed from the game will be passed over and will not be outs.
5. **Stealing is permitted once the ball has crossed the plate. If the runner leaves early, the team gets one warning. Any subsequent offenders from that same team will be called out.**
6. Home plate CANNOT be stolen. A runner on third base cannot steal home and score if the catcher makes a play to pickoff attempt or throws down to any base. The runner cannot advance from third to home on the throw, regardless of the outcome of the play.
7. *After a pitch, play is dead at the release of the ball from the catcher to the pitcher at the mound. This includes stealing 2nd Base immediately following a walk.*
8. No balks and no infield fly rule.
9. Bunting is allowed, but no fake bunting and swinging - for safety reasons. **If the batter shows bunt, they must bunt or pull back.** If a batter attempts to swing away or check swings after showing bunt, that team will receive a warning. Any additional players from that team who show bunt and swing away or check swing will be called out and all runners will return to their bases.
10. Any unnecessary contact or flagrant fouls can, at the discretion of the umpire, result in ejection.
11. There will be NO courtesy runner for the catcher with two outs.
12. There will be free defensive substitution. The batting order will stay the same, and players may rotate in and out of the game.
13. A runner must make every effort to avoid contact while running the bases. Runners are not out if they do not slide, *but a player may be called out if he does not slide and there is contact.* This is a judgment call by the umpire(s).
14. No head first slides unless returning back to a base. No warning - the runner will be called out.
15. When five runs are scored in the offensive team's half inning, the offensive team automatically takes the field regardless of the number of outs. The inning shall not end however until play has been stopped and all runs resulting from that play shall be counted. Example: the offensive team has scored four runs in the current inning and the bases are loaded. The batter, after hitting the ball, stops at second base when the play has ended. All the base runners have crossed the plate. The three runs count and the team will be entitled to seven runs in that inning.
16. The five run rule is waived for every inning after the 5th. *If the 5th inning is declared the last inning (due to time constraints) before the top of the inning begins, the five run rule shall be waived in the 5th inning.*
17. Only umpires can call timeout. Managers, coaches, and players may only request it.



VI. Bats

1. **Composite bats are NOT permitted for the safety of the players.** Only official Little League bats are allowed (2 ¼"). Composite Handle Bats are permitted, but they MUST say "aluminum" or "alloy" on the barrel. If there is any question that a word was scratched out, sharpied over, etc... the bat will not be permitted. A team that has been found to be using a composite bat will automatically forfeit the game. The opposing Manager must question the bat prior to the next pitch. In an effort to avoid penalizing an entire team, the game will continue with the understanding that it is a forfeit.

VII. Length of Game

1. Games will be six innings in length or a 120 minute time limit. 120 minute rule will take precedence over all length of game rules (even tie situations), with the exception of playing enough innings to meet the official game requirement below. There will be no time limit **and** extra innings will be permitted in the case of a tie *only* in Semi-Finals and Championship Game.
2. The tournament committee will monitor all time limits. ***A new inning will not start after 105 minutes have elapsed.*** It is encouraged that teams warm-up quickly between innings so that there will be an opportunity to play the entire game. Umpires will be directed to move the game along in between innings as well.
3. An official game is five (5) innings or four and a half (4-1/2) innings with the home team winning. Games called due to weather or unforeseen circumstances will be suspended with batters, runners, balls, strikes, and pitchers recorded.
4. The 10-run rule will be in effect after five (5) innings for the visiting team and after four and a half (4-1/2) innings for the home team. The 10-run rule *will not* be in effect for the Championship Game.
5. The tournament committee reserves the right to shorten games as a result of inclement weather.

VIII. Pitching

1. Pitching regulations are in accordance with Little League Rules:
 - a) Any player may pitch with NO restrictions on the number pitchers that can pitch in a game.
 - b) ***A player may pitch a maximum of nine (9) innings for the tournament, and no more than three (3) innings per game.*** Pitching records will be kept by the official scorekeepers and must be furnished upon request to any team. Delivery of a single pitch to a batter constitutes having pitched an inning.
 - c) A player removed as a pitcher may NOT pitch again in the same game.
 - d) Only five (5) walks per pitcher per inning, then a pitcher must be replaced.
 - e) Only three (3) hit batters per pitcher, per game. If a pitcher hits two (2) batters in the same inning, that pitcher must be removed.
 - f) A pitcher is not permitted to wear a batting glove, wrist bands, or white sleeves (protruding from under the issued uniform) while pitching.
2. **Curveballs are not permitted to be thrown in our tournament.** The BAA and the Chartiers Valley/Keystone Oaks League to which we belong do not permit 10U or 12U pitchers to throw curve balls. A consensus of six communities has agreed that type of movement is not appropriate or healthy for developing arms at this age. If the umpire believes that a curveball was thrown, he will declare "no pitch" and issue a warning. If that pitcher attempts to throw another curveball, the team will be required to remove that pitcher from the mound.



IX. Dress Code

1. Every player will be expected to wear his/her full uniform.
2. The full uniform includes the team shirt (tucked in at all times), pants, and socks.
3. **The pitcher must wear a chest protection device while on the mound.** (No need to purchase one, Bridgeville can provide one to borrow for the game.)
4. Catchers must wear a chest protector, face mask and a catcher's helmet. Fielders' gloves or catchers gloves are permitted.
5. Helmets must be left on until runners leave the field of play. There will be one team warning. After a team warning, all other players will be called out.
6. Absolutely no jewelry, casts, or splints.

X. Miscellaneous

1. Ground rules will be discussed before each game and will be consistent throughout the tournament.
2. No appeals. A protest must be made at the time of the incident and must be done properly.
3. Foul and/or abusive language is means for ejection.
4. Any player throwing the bat will be warned along with the rest of the players on that team. The next player from that team to throw a bat will be called out, the play will be dead, and the runners will return to their bases.
5. No fake tags.
6. On overthrows to first base and third base, there is no limit to the number of bases the batter and runners may advance. If the ball goes over the fence or out of bounds, the runner will be awarded the only the base to which he/she is headed.
7. The umpires will use the unattached bag rule.
8. **There will be zero tolerance with composite bats. To avoid controversies during the game, the umpire(s) and managers will inspect each team's bats prior to the start of the game. Managers ensure players don't accidentally pull a different bat out of their bat bag during the game.**

XI. Scoring

1. Teams will receive two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss.
2. A forfeit will count as negative two (-2) points for the team that forfeits and two (2) points for the opposing team. The score of a forfeit will be 6-0.
3. The two teams from each bracket with the most points will advance. In the case of a tie, follow the rules defined below.
4. Teams that forfeit any pool games will not be permitted in the Semi-Finals or Championship Game.



XII. Tiebreakers

1. In the process of breaking a three-way or four-way tie, the tiebreakers are used to determine the 1st place position. When determining the 2nd place team, the tie breaker process starts over with remaining teams. EX. - If there is a 3 way tie and 1st place is then determined, the remaining two teams would then go through the two team tie breaker.
2. Two Teams
 - a) Head-to-head
 - b) Runs allowed
 - c) Run differential
 - d) Coin toss
3. Three or Four Teams
 - a) Runs allowed
 - b) Run differential
 - c) Runs allowed between tied teams
 - d) Run differential between tied teams
 - e) Coin toss

XIII. RESCHEDULING GAMES

1. Once the tournament begins, games may only be rescheduled due to inclement weather and/or with the consent of the tournament staff. Games ARE NOT to be rescheduled because of a lack of certain players. Call-ups should be used in order to keep the schedule.
2. The tournament committee/director will settle any disputes or conflicts.