

BAA 2009 TOURNAMENT

9 & 10 BOYS RULES

1. Coin flip will determine the home team during regular play and seed games. The team that has traveled the farthest will call it. In the championship game, the team with the best record will choose home or away.
2. Players cannot reach the age of 11 prior to April 30, 2009. Proof must be submitted if requested.
3. All team players must belong to the same youth organization as the team who has entered the tournament, no AAU teams
4. Pitching rubber will be 46 feet from home plate. Bases are sixty (60) feet in distance.
5. No balks and no infield fly rule.
6. Only official Little League bats are allowed (2-1/4")
7. No roster additions after your first game.
8. Teams will use four (4) outfielders (no rover). Outfielders must be thirty (30) feet behind the infielders
9. Each team must have at least nine (9) 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 (9) or more wins.
10. Bunting is allowed.
11. 9 & 10s will bat the bench. Free substitution is permitted.
12. Should a base runner not be able to run, the last player out will substitute.
13. Each player will field at least two (2) innings per game, unless an injury occurs.
14. Stealing is permitted once the ball has crossed the plate. If the runner leaves early, the team gets one warning, should any player from that team leave early after the warning that runner will be called out.
15. Home plate CANNOT be stolen.
 - a. NOTE: A runner on third base cannot steal home and score if the catcher makes a play to second. The runner cannot advance from third to home on the throw to second regardless of the outcome of the play. All throws from the catcher to the pitcher are dead balls. If there is a runner on first base only, and the runner steals second base he/she can advance to third or home at will as a result of an overthrow to second base. A hit ball is live.
 - b. After a pitch, play is dead at the release of the ball from the catcher to the pitcher at the mound.
16. Pitching regulations are in accordance with Little League Rules:
 - i. Any player on the team may pitch but no more than 2 innings.
 - ii. A player may pitch a maximum of nine (9) innings for the tournament. Pitching records will be kept by the official scorekeepers and must be furnished upon request to any team.
 - iii. Before the end of the 4th inning a 9 year old must pitch one inning (3 outs or 6 batters faced).
 - iv. Delivery of a single pitch to a batter constitutes having pitched an inning (for eligibility only, does not apply to iii rule)
 - v. A player once removed, as a pitcher may NOT pitch again in the same game.
 - vi. No restrictions on the number pitchers that can pitch in a game.
 - vii. Only **FOUR** (4) walks an inning, the remaining batter must hit the ball or be called out on strikes. A hit batter is counted toward the 4 walks. After 4 walks, pitches that are out of the strike zone and not swung at are a no pitch. The only exception to the 4 walk rule is after reaching 4 walks, batter(s) get hit by the pitch, they are awarded a base.
 - viii. Only three (3) hit batters per pitcher, per game. Then on the third hit batter of the game the pitcher must be removed. If the same pitcher hits two (2) batters in the same inning, then that pitcher must be removed.
 - ix. A pitcher is not permitted to wear a batting glove or wrist bands or white sleeves (protruding from under the issued uniform) while pitching.

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17. The opposing team's manager will be notified before the start of the game if a boy/girl will not be playing due to disciplinary or sickness reasons. A manager is not obligated to play a player if he comes late or when the game is in progress.
18. If a player is late but in the line up and misses the "at bat" that will be counted as an out (first time only).
19. A runner must make every effort to slide or avoid contact while running the bases. Runner is out if there is intentional contact, runners are not out if they do not slide.
20. Head first slides going to a base will be an automatic out (no first offense umpire warning). The runner is however allowed to go in head first while returning to a base.
21. Scorebooks will be exchanged at the start of the game in any question concerning pitchers concerning pitchers eligibility over the available innings he/she has.
22. The umpire should try to call the game behind the plate.
23. This tournament is a one umpire tournament; however, to strive for more accurate officiating, there may be two in any given game. The umpire behind the plate has the final word and may overturn the field umpires call if it is a technical call only.
24. No appeal plays. The umpire will call all plays during the game.
25. Blood rule – fifteen (15) minutes. Blood on uniform – uniform must be removed. If a player is unable to continue the next at bat will be an out, subsequent at bats will be passed over.
26. All games end fifteen (15) minutes before the scheduled start time of the next game. Regulation games shall be six (6) innings. Official game – A game is official after 4 1/2 innings. If the game is tied after 4 1/2 innings and the game is stopped due to inclement weather, the game will finish as a tie. If a game is tied 15 min. prior to the start of the next game, the game will remain a tie. If the game is stopped before 4 1/2 innings due to inclement weather or darkness; the game must be replayed from the start.
27. Ten (10) run rule after four and a half 4 1/2 innings. If both managers agree the game may continue for 6 innings if time permits.
28. The tiebreaker rule is as follows: Points will be awarded for all games: -2 for a forfeit, 0 for a loss, 1 point for a tie and 2 points for a win. The next tie breaker will be head to head. The third will be least amount of runs allowed. Fourth will be runs scored and fifth will be a coin toss.
29. **The manager is the only individual allowed to communicate with the umpire. That communication should be in a civil manner. One warning from the umpire, on the second offense the person(s) will be asked to leave immediately and will have a one game suspension.**
30. **All scheduled games must be played. If your team cancels or refuses to play for any reason; your team will be dropped from the championship games and the next place team will take your slot.**

Players, coaches, managers, umpires and all spectators have an obligation to conduct themselves in a reasonable manner at all times during and after a game.

Managers are responsible for the conduct of their team, and their fans. No negative comments about opposing teams, harassing of umpires or opposing team fans will be tolerated.

1st offense: Team warning.

2nd offense: Individuals will be asked to leave or be removed from the park.

3rd offense: Team forfeits the game.