

2016 Fred Soucy Minor League Division Invitational Tournament Rules

1. All players in the tournament must comply with Little League Eligibility requirements. Cal Ripken Age Determination will be used, division age based on player's age as of April 30, 2016.
2. No pinch runners (including Rule 7.14 Special Pinch Runners) are allowed unless there is an injury. The player to make the last batted out is the pinch runner unless it is the first inning of a game and no player has made an out. In this case, the last batter in the order shall be the pinch runner.
3. Home team is the second listed team on each scheduled game (i.e., A vs. B, B is the home team.)
4. During the playoffs, the team with the higher seed is the home team. If there are two number one seeds from different brackets, the home team is the team with the better record. If these teams have the same records, the home team is the team with the least runs against per game during pool play of the tournament. If still tied after these tiebreakers, a coin flip by the home plate umpire before the game will determine the home team.
5. There will be a continuous batting order for all divisions; all players present in full uniform must bat in the game (12 players present, 12 players bat). The order may be reset every game.
6. Teams are allowed to make free defensive substitutions. Notice should be given to the other team.
7. Each player must play a minimum of 9 defensive outs per game. Exceptions: 1) games shortened due to weather or darkness. However, if 4 innings have been completed, all players must have played at least 3 defensive outs -in other words, the team must be on track to obey the rule should the game be shortened; and 2) teams with 14 or more players at game time must play each player a minimum of 6 defensive outs.
8. Only the player at bat can have a bat in their hands. No on deck batter is allowed and no player shall be allowed to hold or swing a bat in or around the dugout.
9. Only players, coaches and managers are allowed in the dugouts.
10. All players, coaches and managers must remain in the dugout unless they are hitting or playing in the field (players) or a base coach (players, managers and coaches).
11. There shall be a maximum of 3 coaches, including the manager, within the active field boundaries during actual live ball play. Any additional coaches must be outside the field boundaries, although they may be nearby the dugout to help with scorebooks etc.
12. If one of the 3 managers or coaches is ejected, a substitute may not take his place in the dugout.
13. Players coaching bases must wear a batting helmet.
14. Only the Manager is allowed to discuss calls or rules with umpires, and must do so appropriately.

15. If after 4 innings, 3 ½ innings if the home team is ahead, one team has a lead of 10 runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

- If the visiting team has a lead of 10 runs or more, the home team must bat in its half inning.
- This rule is in effect in all games, including the playoffs. The manager has no option.

16. There will be a 6 run maximum per inning for the 8U and 9U divisions except for the last inning. When play ceases normally, if 6 or more runs have been scored, the inning is over, and 6 runs will be recorded for that team. In the last inning, 3 outs must be recorded to end the inning.

17. Pitching will be in accordance with the Official Little League Rules for pitching. Any pitcher in the tournament may pitch. A manager must remove a pitcher when the pitcher reaches the limit for his/her age group, but the player may remain in the game at another position.

- Ages 11-12 -Maximum pitch count 85 pitches per day
- Ages 9-10 -Maximum pitch count 75 pitches per day
- Ages 7-8 – Maximum pitch count 50 pitches per day
- 66 or more pitches in a day, 4 calendar days of rest must be observed
- 51 -65 pitches in a day, 3 calendar days of rest must be observed
- 36-50 pitches in a day, 2 calendar days of rest must be observed
- 21-35 pitches in a day, 1 calendar days of rest must be observed
- 1-20 pitches in a day, no calendar day of rest is required
- A player may not pitch in more than one game in a day
- A player may not pitch in consecutive games unless the pitcher pitched less than 21 pitches in the previous game. A player may not pitch in 3 consecutive games in any event.

18. This rule, which applies to each pitcher who enters a game, governs the visits of the manager or coach to the pitcher at the mound:

- A manager or coach may come out twice in one inning to visit with the pitcher, but the 3rd time out, the player must be removed as a pitcher.
- A manager or coach may come out 3 times in one game to visit with the pitcher, but the 4th time out, the player must be removed as a pitcher.
- The manager or coach is prohibited from making a 3rd visit while the same batter is at bat.

19. A pitcher once removed from the mound may not re-enter the game as a pitcher.

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

21. Intentional walks are not allowed.

22. For the 8U Division only, a batter may not walk with the bases loaded. If a pitcher throws four balls and the bases are loaded, a coach will enter the game to pitch to the batter. The count shall be reset for

the at bat against the coach, and play will proceed until the ball is put into play or until the batter strikes out. There are called strikes with coach pitching.

23. For the 8U, 9U, 10U, and 12U divisions, stealing and advancing is as per the LL Green Book rules, including Rule 7.13.

24. However, for the 8U and 9U divisions, stealing and advancing has these modifications:

- Runners may steal bases only after there are two outs in an inning
- Before there are two outs in an inning, runners may only advance on a pitch hit into play, a walk, a hit batsman, catcher's interference, or other base awards on a live ball.
- Runners cannot steal home under any circumstance. For example, a player cannot take home on a passed ball or wild pitch.
- Runners cannot advance once the ball is securely possessed by the pitcher within the circle surrounding the pitcher's mound until the next play.
- While stealing, runners cannot advance an additional base on an overthrow by the catcher
- However if any runners are advancing or returning before the ball is securely possessed by the pitcher within the circle, those runners may continue to advance or return.
- Any runners that advance in violation of this rule will be returned as if they had left before the pitch passed the batter as per Little League Rule 7.13.

25. The playoffs will be structured as follows. Playoff structure is subject to change based on the number of teams registered for each division:

- If there are 8 or more teams in a division, the division will be divided into two pools. The top two teams from each pool will advance to the semi-finals (crossover). The two winners will advance to the final game.
- If there are fewer than 8 teams registered for a division, there will only be one pool. The top four teams will advance to the semi-finals. The winners will advance to the final game.
- If there is a division of four teams, pool play will consist of a three-game round robin, and the top two teams will play in a championship game. The bottom two teams will play a consolation game to fulfill the four game minimum.
- Alternative divisional structures may be implemented if 12 or more teams are entered into a division (three or four pools, gold and silver brackets, etc.).

26. In the event of a tie in the standings, tiebreakers shall be determined by: (1) head-to-head results; (2) least number of runs allowed per game for the tournament; (3) coin flip.

27. Failure to play a game, unless authorized by the Tournament Director for good cause, shall result in a forfeit. Failure to field a team of at least 8 players within 10 minutes after the scheduled start time for a game shall result in a forfeit. A team may not play a game with less than 8 players.

28. In the event that a game is called for any reason, the game will be an official game (or resumed as applicable) in accordance with Official Little League Rules.

29. Only players on the rosters officially submitted to the Tournament Director are eligible to play in the tournament. A manager must obtain permission from a Tournament Co-Director to use any player not already on the submitted roster. The use of an ineligible, 'non-rostered' player will result in an automatic forfeit.

30. Each team will be allowed up to 10 minutes for pre-game warm-ups. The home team will take infield practice first. Pre-game warm-ups may be excluded if they will impact the start time of the game.

31. Coaches may warm up pitchers. Any player warming up a pitcher must wear a catcher's helmet with throat protector and use a catcher's mitt. A player warming up the pitcher does not have to be wearing a protective cup, as per Little League rules. **LIMIT WARM-UP PITCHES TO 6 PER INNING.**

32. No batting donuts are allowed.

33. Managers are responsible for the conduct of the players, parents and fans of the team.

34. If you can HEAR, SEE OR FEEL a THUNDERSTORM:

- Suspend all games and practices immediately.
- Stay away from metal including fencing and bleachers.
- Do not hold metal bats.
- Get players to walk, not run to their parent's or designated driver's cars and wait for your decision on whether or not to continue the game or practice.
- If a player's parent is not attending the game, the Manager will take responsibility for evacuating that child.
- A game or practice cannot commence or resume within 30 minutes of the last visible lightning. For example:
 - i. Play is halted by lightning at 6:00pm, and there are no further lightning strikes. Play can resume at 6:30pm.
 - ii. Play is halted by lightning at 6:00pm, but the lightning continues until 6:20pm. Play can resume at 6:50pm.

35. Play hard, play fair, play ball and have fun! That's a RULE !