



Flourtown-Erdenheim Little League



**The Carl Weir Memorial 8 Year Old Tournament
Established 1995 – Flourtown-Erdenheim Little League**

2006 Official Rules of Play – Version 2006.1 ©

IMPORTANT NOTE: These rule are posted online at
<http://www.springfield-baseball.org/2006Weir/2006Rules.doc>

Tournament Preliminaries

TP1: This is a combination pool play and single elimination tournament. During the pool play section, four pools of four teams will play each other once (6 games total per pool). Once pool play has completed the first and second place teams in each pool will compete in a single elimination tournament concluding with a championship game. The seeding for the single elimination portion will be as follows.

| <u>Pool A</u> | <u>Pool B</u> | <u>Pool C</u> | <u>Pool D</u> |
|---|---|---|---|
| 1 st Place – Plays Pool B 2 nd Place | 1 st Place – Plays Pool A 2 nd Place | 1 st Place – Plays Pool D 2 nd Place | 1 st Place – Plays Pool C 2 nd Place |
| 2 nd Place – Plays Pool B 1 st Place | 2 nd Place – Plays Pool A 1 st Place | 2 nd Place – Plays Pool D 1 st Place | 2 nd Place – Plays Pool C 1 st Place |

Tiebreakers will be (1) Defensive Runs Allowed / Total Defensive Innings Played, (2) Offensive Runs Scored / Offensive Innings Played (3) Head to Head Competition

The tournament committee shall determine all policies and procedures of this tournament. All decisions of the tournament committee shall be final.

TP2: This is a Little League Baseball District 22-sanctioned tournament. Only teams chartered by Little League are eligible to participate.

TP3: Each team shall consist of a minimum of 12 and a maximum of 14 players, 1 adult manager and 2 adult coaches. While it is recommended that players be “Little League eight-year-olds” (as set forth in official Little League rules), seven-year-old players are permitted to fill out a roster. A player may be rostered on only one team. Official Little League rules establish a player’s age as of April 30th of the current year.

TP4: A roster listing the name, address and date of birth for each player and the name of the manager must be submitted prior to your first game at a place and time determined by the Tournament director. Your league President must sign your roster as verification that all players are eight years old or younger according to the guidelines set forth in TP3. No changes to the rostered players are permitted after the pre-tournament draw, other than replacement of an injured player. If a player is replaced due to an injury, he or she may not be put back on the roster. Each coach or manager may be replaced for one game.

TP5: Insurance coverage shall be the responsibility of the individual teams.

TP6: Unless notified otherwise, all games shall be played at the Flourtown-Erdenheim Little League fields, Bysher Avenue and Bethlehem Pike, Flourtown.

Game Preliminaries

GP1: In the event of an inclement weather cancellation, the managers of the teams scheduled to play shall be contacted by the tournament directors and notified of the new date of the contest. In the event of threatening weather, teams are instructed to report to the field, at which point a determination will be made as to the status of the game.

GP2: Each team shall supply its own equipment, bats, gloves, catcher's gear and protective helmets. Only Little League approved equipment is permitted. Each team must supply its own scorebook, which shall be presented to a tournament official to be signed after each game.

GP3: Only players, one (1) manager, and two (2) coaches are permitted in the playing area, dugouts, or other designated team areas during the game.

GP4: At least 25 minutes prior to the start of each game, each manager shall notify the official tournament scorekeeper and the opposing manager of the number of players that will appear in his batting lineup. At least 15 minutes prior to the start of each game, each manager shall provide three (3) written or typed copies of his lineup (including the batting order, each player's first and last name, and uniform number) as follows: one (1) to the official scorekeeper, one (1) to the opposing manager, and one (1) to the announcer's booth. Managers are asked to review the pronunciation of their players' names with the adult announcer.

GP5: All players must be in uniform, including conventional baseball pants, hats and jerseys. Players need not wear the same jersey or hat if players represent various teams in their league. However, it is recommended, but not required, that at a minimum, all players be provided uniform team hats. Hats must be worn and shirts tucked in at all times. Adult managers and coaches may not wear baseball pants or team jerseys.

GP6: Good sportsmanship is expected of all players, managers, coaches and fans at all times. Players are encouraged to root for their team in a positive manner. Unsportsmanlike or other improper conduct by players, managers, coaches, or fans will not be tolerated and shall be the basis for ejection from the game by an umpire or tournament official. Managers are responsible for the conduct of their fans. No player, manager, coach, or fan shall distract any player or umpire at any time.

GP7: Little League Rules and regulations shall apply unless indicated otherwise in these rules. Protests shall be raised as soon as possible during the course of play and shall be resolved by tournament officials before play continues. Decisions of the tournament officials are final. Protests shall not be considered after a game is complete.

GP8: Smoking is prohibited at any F.E.L.L. facility, including the playing fields, dugouts, bleachers, and snack bar. Alcoholic beverages are also prohibited throughout the entire complex.

GP9: All games shall be played on regulation Little League playing fields with 60- foot bases. The bases are fixed bases. Please prepare your players if they currently do not play with fixed bases. When contact between opposing players is imminent, sliding, avoidance, or runner surrender is mandatory on any play made at any base (with infractions being determined at the umpires' discretion). If a player fails to slide, avoid, or surrender, he shall be called out and the ball shall be deemed dead. Aggressive contact by a runner (as judged by an umpire) shall result in additional penalty or immediate removal of the player for the remainder of the current game. No warning shall be required to be given to any player, manager, or coach prior to enforcement of this rule.

GP10: The tournament uses pitching machines (JUGS Jr.). The machines shall be set approximately forty-six (46') feet from home plate. The speed shall be set between 52 and 55 mph. Tournament officials shall set, adjust and operate the machine, and players, managers and coaches shall not touch the machine. Any adjustment to the speed shall be made at the top of an inning, but the umpire may adjust the trajectory or location of the pitch at any time to ensure that pitches cross the strike zone. The manager of the batting team may request that the trajectory and location of the pitch (higher, lower, inside, outside) be adjusted, but the final determination shall be made by the umpire.

GP11: All games shall be regulation six-inning games. Games shall become official upon the completion of four (4) innings (or three-and-one-half innings if the home team is leading). Incomplete or tie games shall be considered suspended and shall resume at the point of suspension. If less than one (1) complete inning has been played prior to suspension, the game shall begin over. If a team is ahead by fifteen (15) or more runs after the completion of five (5) innings (or four-and-one-half innings if the home team is ahead), the game shall end.

GP12: Before each game, the managers shall participate in a coin flip. The winner of the coin flip shall have the choice of being home or visitor.

GP13: The announcer, prior to the beginning of the game, shall introduce the players, managers and coaches. Introductions shall begin with the visiting team. Players, managers, and coaches shall line up on the grass along the foul line starting at the corner of the batter's box when their name is announced. Both teams are to remain along the foul line for the playing of the national anthem and the Little League pledge.

GP14: The playing field will be available for infield practice 45 minutes before the start of the game. The team arriving first should occupy the first base dugout, which gives it rights to the field for a 15-minute period commencing 45 minutes prior to the start of the game. The team occupying the third base dugout shall have the field for a 15-minute period following the first team. No access to batting cages will be permitted. All teams must yield the field 15 minutes prior to the start of the game for field preparation.

The Game

G1: Adult base coaches are permitted. One (1) adult coach must be in the dugout at all times. No defensive coaches are permitted in the field. No managers or coaches may cross the foul lines into fair territory except in the case of player injury, and then only after the umpire has given permission. Each team shall have one (1) time-out per half-inning. All infielders (but no outfielders) may approach the foul line during a defensive time-out, and all players must remain in fair territory.

G2: Nine players are permitted to field defensively. All players must remain seated on the bench in their respective dugouts, when not in the field defensively. No “on-deck batters” are permitted. No player other than the batter in the batter’s box may have a bat in his or her hands.

G3: All player substitutions, and all changes in either defensive positions or batting order, shall be reported to both the opposing manager and the official scorekeeper prior to the substitution or change.

G4: This tournament enforces minimum player participation rules. The batting line-up shall contain no less than twelve (12) and no more than fourteen (14) players. Should a team have less than twelve (12) players, an automatic out shall be assessed against that team each time a vacant batting position comes due to bat, except in the case of injury or illness occurring during the game (as set forth in rule G5). Every player on a team shall be included in the batting order and shall participate in the field for a minimum of six (6) consecutive defensive outs, and any player that has not played defensively must be inserted by the start of the fourth inning. Any violation of the participation rules shall be subject to immediate protest to the tournament committee, which may declare a forfeit by the violating team or impose any other penalty it deems appropriate.

G5: If a player is unable to meet the participation requirements due to injury or illness, the team shall not be penalized provided that the opposing manager and official scorekeeper have been notified prior to the time that the player would otherwise have continued or been inserted. If a player is unable to bat due to injury, illness or ejection, there shall be no penalty and his place in the batting order shall be skipped, provided that the opposing manager and official scorekeeper have been notified prior to the player’s at-bat. Once a player is excused from the participation requirements or batting order for injury or illness, the player may not be reinstated in the current game.

G6: A player may enter the game defensively any time there is a dead ball. Any player (whether a starter or substitute) may re-enter the game once, provided he was not replaced for injury or illness and his substitute has fulfilled the minimum participation requirement. If a batter or base-runner is injured and cannot continue on the bases, the first batter that preceded him or her in the batting order that is not currently on base shall be the pinch runner. (For example, if Batter #9 is injured on a single, and Batter #8 is on third, then Batter #7 shall be the pinch runner.) No courtesy runners for catchers are permitted.

G7: A defensive player shall be positioned as the “pitcher.” This player must wear a protective helmet, must have at least one (1) foot within approximately two (2') feet of the circle on the mound, and must be positioned in between the pitching rubber and the forward arc of the circle closest to home plate. Once the ball reaches the plane of home plate this player may move freely, except that he or she may not enter the circle.

- (a) If a defensive player enters the circle, the umpire may immediately call a time-out, declare a dead ball, and, if the ball was in play (in fair territory) at the time of the infraction, advance each offensive player one base (including the batter).
- (b) If a player places himself in peril of injury at any time while in the vicinity of the pitching machine, the umpire may immediately declare a dead ball and apply the relevant rule to determine whether base-runners should be advanced.
- (c) At the umpire’s discretion, after adequate warning to a pitcher and his manager, a pitcher may be removed for repeatedly entering the circle or placing himself in peril of injury. The manager shall then select a replacement pitcher. The removed player may remain in the game but may not return to the pitcher’s position during the current game.

G8: Subject to the exceptions set forth in this rule, a ball that hits the pitching machine or associated paraphernalia (power cord, etc.) is a live ball and shall remain in play, the same as a ball that hits an umpire. The following exceptions shall apply:

- (a) A batted ball that strikes the machine as to rebound squarely in the direction of the batter (at the umpire’s discretion), or into foul territory below first or third base, shall be declared a dead ball and each runner (including the batter) shall be advanced to the base to which he or she was immediately headed.
- (b) For the safety of the players, a batted ball that comes to rest within the circle, or appears to be coming to rest within the circle (at the umpire’s discretion), such as weak grounders, bunts, pop-ups directly to or within the circle, shall immediately be declared a dead ball and treated as a single for the batter, with no runner advance (unless forced).
- (c) For the safety of the players, a thrown or deflected ball that comes to rest within the circle, or appears to be coming to rest within the circle (at the umpire’s discretion), or appears to be playable only within the circle (at the umpire’s discretion), shall immediately be declared a dead ball and runners (including batter-runner) shall be advanced to the base to which they were immediately headed at the moment the ball was declared dead.

G9: No stealing. If a base-runner leaves the base before the ball reaches the plane of home plate he shall be returned, upon completion of the play, to the base that was left early or the next open base. If, however, the runner who left base early reaches home plate safely and cannot be returned to third base, because it is occupied, the run shall not be counted and no out shall be assessed against that base-runner (also referred to as no-run, no-out). A base-runner that, in the judgment of the umpire, leaves early three (3) times in the same inning shall be ruled out. The umpire shall inform the coaches for both teams upon each infraction.

G10: Each team shall continue batting until there are three (3) outs.

G11: Generally, balls and strikes shall not be called. However, the umpire shall assess called strikes in accordance with the following procedure when, in the umpire's discretion, the batter has failed to swing at several pitches in the strike zone. After a pitch in the strike zone, the umpire shall warn the batter to swing at strikes and thereafter begin to call strikes if the batter takes a minimum of three (3) or more strikes in a row. The umpire shall not call a third strike unless a batter refuses to swing and completion of the game is in question. There shall be no walks.

G12: Each team may bunt once per inning (i.e., one that results in an out or a hit). A bunt is attempted when the batter squares up or holds his or her bat in a stationary position in the strike zone as a pitch reaches home plate. When a team has used its allotted bunt in an inning, the umpire shall notify that team's bench coach or manager that its bunt has been used; however, an umpire's failure to notify the bench coach or manager shall render any additional attempt in the same inning an automatic dead ball with no runner advancement until proper notice is given. Once the bench coach or manager has been so notified, each subsequent bunt attempt in an inning shall be an automatic dead ball and called a strike, and no runner may advance.

G13: Once the ball is hit in fair territory by the batter, the ball remains live until it is in the infield and under control of a fielder, at which time it may tentatively be deemed dead, but any base-runner may attempt to advance (at the risk of being put out) to the base to which he or she was headed at the time the ball came under control in the infield (but no farther). Notwithstanding a tentative dead ball, the umpire shall not stop play until (1) all base-runners reach base and stop running or are put out, (2) with the ball finally in the control of a fielder in the infield, and (3) with no further put-outs being attempted (in the umpire's judgment). At that time, the umpire shall call a time-out and make one of the following calls:

- (a) If the player having control of the ball in the infield made no attempt to put the ball back into play, all runners who advanced during the tentative dead ball shall be returned to the last base they legally reached; or
- (b) If a fielder made a put-out attempt of any kind (via throw, runner pursuit, mishandled tag, etc.), or lost control of the ball, the ball shall be deemed to have been live until it was finally under the control of a fielder in the infield and no further put-out attempts were made, and all base-runners shall remain at the last base to which they legally advanced.

G14: The ball is live on all overthrows and runners advance at their own risk.

G15: No infield fly rule.

G16: All catchers must wear approved protective equipment. The catcher's headgear must include throat guard. All male catchers must wear a protective cup.

G17: Subject to the discretion of tournament officials, unless a game is tied, no inning shall begin after more than two (2) hours of playing time has elapsed. This rule shall apply only to games with a 6:00 p.m. start time.