

Rochester Youth Baseball
9/10 Year Old All Star Tournament
2007 Rules

Eligibility, Rosters, and Draws

1. All players must attain the age of 9 by April 30, 2007 and must not attain the age of 11 by April 30, 2007.
2. There is no quota on ages (i.e., any combination of 9 and 10 year olds is acceptable).
3. Rosters are limited to 15 players.
4. Final Rosters must be submitted, with copies of birth certificates, to the Tournament Director one hour prior to the first game. Rosters may be e-mailed to michaelbare@verizon.net Please do not scan and e-mail birth certificates.
5. The Tournament Director will be Michael Bare and can be contacted at 508-763-3445.
6. RYB reserves the right to place teams entered in the tournament through experience with the teams and size of the program.

*** RYB does not provide insurance for the participants. All players and coaches must be covered by their own insurance.**

Tournament Format and Schedule

1. Round Robin format with all teams guaranteed three games. The field of eight teams will be divided into two brackets. The top two teams from each bracket (as determined by the team's overall win/loss record) will advance to the semi-finals.
2. In the case of a tie between two or more teams in any one bracket, the following tie-breaker rules shall apply in descending order:
 - a. Head-to-head won/loss record (when only two teams are tied)
 - b. Least number of runs allowed (all three games combined)
 - c. Most runs scored (all three games combined)
 - d. Coin toss
3. RYB reserves the right to alter or change the tournament schedule.

Safety and Decorum

1. Headgear shall be worn at all times, both at bat and on the bases.
2. Metal spikes shall not be worn on the playing surfaces or in the dugouts.
3. All players (except fielders and batters) must remain in the dugouts when the ball is live.
4. While a pitcher is warming up, the on-deck batter must remain outside the 20-ft. circle around home plate.
5. Only one player is allowed on-deck. All other players must be in the dugout.

6. Coaches may warm up pitchers between innings. However, if a player is warming up a pitcher (as part of the game or in the bull pen area), they must wear a catchers mask.
7. If a pitcher is warming up in the bull pen area, a coach must be present to protect the players from foul balls. A player may be used for this purpose but must be wearing a helmet.
8. All players must wear team uniforms and team hats.
9. All coaches must wear team hats.
10. No player is allowed to wear any visible form of jewelry.
11. It is the responsibility of each manager to control the actions of a team's players, coaches, parents, and fans. Harassment of players or umpires will not be tolerated. Harassment will result in a warning. If the harassment continues, the umpire will declare the game a forfeit. The Tournament Director reserves the right to review such situations and apply sanctions up to, and including, disqualification from the tournament.
12. Judgment calls can not be questioned or overruled.
13. All protests will be promptly settled by the Tournament Director.

Tournament Play

1. Playing rules (regular season) as published by Little League Baseball of Williamsport, PA have been adopted as official; except as modified and/or clarified below.
2. A maximum of four adults will be allowed in each dugout.
3. Teams should be present one-half hour before playing time.
4. Winner of the coin toss can either choose home or away or take choice of dugout.
5. Batting orders can not be altered during the game.
6. "Must-Slide-Rule" will be enforced. Except when running to first base, when a defensive player is at a base or home plate and a play is about to develop, the runner must slide or veer out. If contact occurs between the runner and fielder, failure to slide is an out. This is a judgment call by the umpire.
7. Headfirst sliding is not allowed except when a player is returning to a base.
8. There will be a two-hour time limit for each game. A new inning will not be started after two hours from the scheduled start of a game (unless the game was delayed for reasons unrelated to the game participants and the official start is adjusted by the Tournament Director and/or the umpires prior to the start of the game). Playoff games will be allowed to reach the normal conclusion regardless of the time required.
9. A 10-run lead after 4 innings (3 ½ if the home team is ahead) will complete the game. If the visiting team gets a 10-run lead after 4 innings, the home team gets to bat in the inning and the game then ends unless the home team cuts the deficit to less than 10 runs). This 10-run rule does not apply in the semi-finals or the final.
10. No game may be started with fewer than 9 players. If, at any time after starting, for whatever reason (including injury), a team is unable to field at least 8 players, that team shall forfeit the game. In situations where a team finishes a game with

- fewer players than its initial starting lineup, it will record an “out” for the position of missing batters in that lineup. If a team is forced to reduce its lineup due to injury and there are no players on the bench to replace the injured player, then the team may finish the game with the shorter lineup and not record outs for the missing player. However, the injured player may not re-enter the game.
11. Any team that cannot field a team of 9 players by 15 minutes after the scheduled start of the game will forfeit the game. The score of a forfeit game shall be 6-0.
 12. If a player is injured while running the bases or by being hit by a pitch, a courtesy runner may be allowed at the discretion of the umpire. The courtesy runner must be a rostered player who is not in the line-up at that time.
 13. An Extra Hitter (“EH”) is allowed. Each team must signify before each game if they are using the EH. A game started with an EH must be continued with the EH. The EH is considered a tenth player and must play the field for 6 defensive outs. The EH may be moved freely in and out of the game at any time and to any position except pitcher, but must be credited with 6 defensive outs and at least 1 at-bat. See Pitching Rules if the EH is moved to the pitching position.
 14. Substitution and Re-entry: Fielding positions may be swapped at any time, without restrictions except for the pitcher (see Pitching Rules). Such switches are not “substitutions”. A player brought in to substitute will take the place of a specific player in the batting lineup. Per Little League rules, the removed player may not re-enter the game until his substitute has had 1 at-bat and been in the lineup for 6 out defensively.
 15. Every player present must get at least 1 at-bat and play the field for 6 defensive outs. For example, the EH, if used, is not credited with 6 defensive outs while sitting on the bench as the EH. The defensive outs do not have to be contiguous. This rule is waived if a game ends before 6 innings.
 16. The special pinch runner rule (Little League Rule 7.14) shall be in effect. That rule states “Once each inning a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player. A player may only be removed for a special pinch runner one time during a game. The player for whom the pinch-runner runs is not subject to removal from the lineup. If the pinch runner remains in the game as a substitute defensive player or offensive player, the player may not be used again as a pinch runner while in the batting order. However, if removed for another substitute that player or any player not in the lineup, is again eligible to be used as a pinch runner.
 17. All coaches should monitor the opposing team’s substitutions prior to the end of the game. Any team failing to meet the substitution requirements during the course of the game will be forced to forfeit the game.
 18. No player may appear in the tournament finals unless that player has appeared in at least 2 previous games.
 19. “Slashing” is prohibited. Slashing is the practice of wagging the bat in a squared bunting position to intentionally distract the pitcher.
 20. Should a halt be called in a game before it is “official”, that game will be resumed from the point where it was stopped. If halted once a game is “official”, the score shall revert to the score of the last complete inning. Barring insurmountable

weather conditions (including darkness), every attempt will be made to play all games to completion.

Pitching Rules

1. No curve balls are allowed. A curve pitch (in the discretion of the umpire) will be considered an illegal pitch. An illegal pitch will be called a ball.
2. Pitchers are allowed to pitch a maximum of 10 innings for the tournament, with no more than 6 innings in any one day and 6 innings in any one game. One pitch in any given inning shall count as an inning pitched.
3. A player removed as a pitcher cannot return to the same game as a pitcher.
4. A third trip by the manager or a coach to the same pitcher in the same inning, or a fifth trip to the same pitcher in the game, requires removal as a pitcher from that game.
5. No balks will be called. An illegal pitch will be called a ball.
6. An intentional pitch at a batter (in the umpire's judgment) will result in the pitcher and manager being ejected.
8. If a pitcher hits 3 batters in one inning or five in one game, he or she must be removed.