10U Robinson

TOURNAMENT RULES

**Section 1: General, Sportsmanship, Conduct, Safety Rules**

## A. Sportsmanship, Conduct, Safety

Manager and Coaches actions must be above reproach. Any profanity, use of alcoholic beverages, tobacco, or unsportsmanlike conduct shall result in strict disciplinary action by officials which may result in ejection from the tournament.

**Any player or coach caught throwing equipment will be given one warning. Any further incident will result in the player/coach being ejected from the game.** Any player or coach ejected from a game will be suspended for at least their next played game. No appeal allowed.

All catchers must wear face masks, protective throat guard, and protective cups when in a game, practice, or warm ups.

ALL USA or USSSA **APPROVED** bats are allowed.Tournament Directors reserve the right to inspect all bats before, during or after the game. Illegal bats will be confiscated and returned at the conclusion of tournament play. Penalties for the use of illegal bats will follow Little League rules.

## B. Other Administrative & General Rules

Any rule not specifically covered herein will go under the official Major/Little League Regulations as presented by Little League Baseball.

It is the Manager's responsibility to have the team clean out the dugout and bleacher area after each game.

Only Managers shall have the right to protest a game. No game may be played under protest. Protests are only valid for RULE only (not judgment calls). Protests will be resolved before play continues.

(10-Year Old Tourney) No player can turn age 11 before May 1 of current year

Copies of birth certificates for all players must be in the possession of the team manager and available for review by tournament directors. All challenges must be made before the game only.

**Section 2: Players, Playing Time, Substitutions, Pitching**

# A) Players

-Teams will consist of a minimum of:

10U: 9 able players

A team can finish a game with one less than the required “able” players…if necessary, in case of illness or injury, however outs will be taken in that player's batting position.

## Playing Time

10U - *Manager may choose to bat the entire lineup*

## B) Substitutions

-Free Substitution Rules Apply.

Clarification: Pitchers may not re-enter the game after being replaced on the mound.

**C) Pitching**

-Any player may pitch.

-Utilizing USSSA standard pitching Rules

3 IP or less to be eligible the next day

6 IP Daily Max

8 IP Tournament Max

-There are no partial innings for a pitcher. One **PITCH** recorded in an inning will count as a full inning for that pitcher.

-If a coach makes a third trip to the mound in one inning, the pitcher must be replaced.

-Pitching substitutions will be kept by the Umpiring Crew designated for your game, and recorded with the Tournament Director following completion of said game.

**Section 3: Run Rule, Other Basic Game Rules**

**A) Run Rule**: 15 Run Rule after 3 complete innings (2 ½ if Home Team is ahead). 10 Run Rule after 4 complete innings (3 ½ if Home Team is ahead). 8 Run Rule after 5 complete innings (4 ½ if Home Team is ahead)

## B) Length of Games

6 Innings or 90 minute time limit. No new inning will begin after 1 hour 20 minutes. In the situation of adverse weather, a game may be stopped. If a game is stopped for any length of time due to adverse weather, a complete game shall be four (4) innings or 3.5 if the home team is ahead. If the game is not complete (ie: less than 3.5 or 4 innings if the home team is ahead), the game shall be suspended and picked up at the point of where the game was left. Any game less than one full inning shall start again as a new game.

## C) Basic Game Rules

## *BEFORE GAME*

Managers will meet with the umpire at home plate 5-10 minutes before the game to discuss ground rules. Managers will exchange rosters showing batting order and position with the opposing manager.

Each Manager should provide a scorekeeper. The Home team will keep the official book and the away team will control the scoreboard.

Due to time constraints, teams will not be allowed to take infield practice between games. Managers are encouraged to warm up their team outside of the fields before game time. Also, once the game has concluded, teams need to leave the field/dugout immediately to help keep the games on time.

During Pool Play games, a coin toss will determine home and visiting teams. During the bracket or elimination rounds, the higher seeded team will be the home team.

Dugouts are not predetermined. First come, first serve.

***DURING GAMES***

Two adult base coaches are allowed during a game. Players are allowed to coach bases, but must wear a batting helmet.

Coaches are expected to keep the game moving. 6 warm-up pitches between innings max.

10U will play 46/70 with leadoffs/steals including home.

Dropped 3rd Strike rule

Infield fly rule is in effect, to be called by the umpire, at his judgment.

All players must be in full uniform.

No fake bunt/Swing (automatic out)

All umpire calls are final.

There is **no mandatory slide rule**. However, players must make an attempt to avoid contact when there is a play at the base. Players are only allowed to slide head first when returning to a base. **Any head first slide in to an “advancing” base will result in an out.**

All batters must back out of the batter's box during a play at home.

# GAME TIME INFORMATION

All games are to be played as scheduled, weather and grounds permitting, or the game will be forfeited by the team refusing to play.

All rainout and postponements will be scheduled at the next possible open date.

If, due to weather or ground conditions, a game cannot start within 30 minutes of scheduled game time, it shall be called a rainout, the next game to start as scheduled. Exceptions can be made only by the Tournament Planners.

PLEASE BE AT YOUR SCHEDULED FIELD 30 MINUTES PRIOR TO THE SCHEDULED START TIME.

To keep games on schedule, the tournament director reserves the right to start games up to 15 minutes before scheduled start time.

# RAIN-OUT POLICY

This is a three-game guarantee tournament. Every attempt will be made to play games as scheduled. However, if adverse weather conditions occur, the following refunds will be given for canceled games.

If you only play: One game - $100.00 refund

Two games - $50.00 refund Three games – No refund

# TIE GAME INFORMATION

Pool Play games may end in a tie game.

Assuming time limit allows, in the event of a tie game after 6 complete innings, each team will place the last batter with an official at bat on second base, with one out, and then continue with the batting order of the game. If the game is not completed in the additional inning, pool games will be called a tie. The same rule applies to additional innings for tournament play excluding the championship game which will be played by regular baseball rules.

# TOURNAMENT SEEDING

Teams will be seeded in a single elimination tournament after two games of pool play. Seeding will be determined by the following priority:

1. Winning Percentage
2. Head-to-Head Results (*if all tied teams played each other*)
3. Runs Allowed - The total number of runs given up in all pool play games played
4. Runs Scored - The total number of runs scored in all pool play games pla