

2019 Verona Little League Mid-Summer Bash Tournament Rules – 9U Division

Eligibility

No player will be 10 years old or older on or before August 31, 2019. Team rosters are limited to 15 players. Teams must provide birth certificates to the tournament director upon request. Failure to do so will result in disqualification with no refund.

Players are allowed to play on only one team per division; players are not to be shared.

Tournament Rules

All 2019 Little League International rules apply with the following exceptions and clarifications:

Safety

1. Verona Little League and any tournament sponsors are not liable for injuries occurring during the tournament.
2. Coaches may warm up a pitcher between innings.
3. Runners must slide on close plays. Runner may be called out at umpire's discretion.
4. Players may not slide head first except when returning to a base. Players sliding head first when advancing to the next base will be called out.
5. Metal spikes are not allowed.
6. No on-deck batters are allowed. Players coaching bases must wear a batting helmet.
7. Defensive coaches must remain in the dugout or adjacent to the dugout door.
8. Only team coaches and players are allowed in the bench area.
9. Use of bat donuts is not allowed.

Game Preliminaries

1. Bats must meet the USA Bat standard.
2. Players' shirts must be tucked in at all times.
3. Players must remove all jewelry.
4. A coin flip will decide home team. Home team is official scorekeeper and visitors will operate the scoreboard.
5. Prior to the beginning of each game, each team must decide to either bat their entire lineup with free substitution or bat nine and substitute per Little League rules. VLL believes all kids making the trip deserve a chance to play and strongly encourages batting the entire roster. The final decision remains with the team, but must be stated at the pregame meeting.
6. There are no minimum playing time regulations for this tournament.
7. Time between games is for maintenance of fields, not infield practice. No infield practice will be allowed before any game during the tournament.

Starting and Ending the Game

1. Game length is 6 innings. No new inning will begin after 1 hour 30 minutes for all games. Innings begin immediately after the third out of the previous inning is recorded. If the score is tied at the end of 6 innings or at the time limit, the game will end in a tie. Ties will count in the bracket seeding procedure. For seeded games, each team will place a runner (last out) on second base and the extra inning will begin with one out. This will be repeated until a winner is determined.
2. Run rules will be in effect for all games as follows: 15 runs after 3 complete innings (2 ½ if home team is ahead), 10 runs after 4 complete innings (3 ½ if the home team is ahead) and 8 runs after 5 complete innings (4 ½ if the home team is ahead).
3. A team must have 9 players to start a game and 7 players to finish once the game has started. No new players may be added during a game. If you choose to bat 9 and finish with less than 9 due to injury, outs will be taken for empty spots in the batting order. There will be 9 players in the field defensively.

4. A game shortened by rain is a complete game if 4 complete innings have been played, 3 ½ innings if the home team is ahead. A game called prior to this point will be a suspended game and will continue from the point the game was suspended when play can resume.
5. The score of a game called after 4 complete innings will be the score at the time the game is called if the home team is ahead or the score at the end of the last complete inning if the away team is leading at the time the game is called.
6. In the event a game is called due to rain after 4 complete innings and there is a tie at the time the game is called, the game will be complete for pool play. See #5 above for the official score of the game. A suspended seeded game will continue from the point that play was suspended when and if play can resume.
7. Winning team coach will report the final score of the game and innings completed. Please write down the winner, innings played and scores on the 9U Division schedule sheet found at the concession stand.

Batters & Runners

1. A batter may not bunt. If a bunt is attempted a strike will be called and all runners must return to the previous bases they occupied prior to the pitch.
2. There is no advancement to first on a dropped third strike.
3. The infield fly rule will be in effect.
4. Stealing is allowed once the ball crosses home plate. Home plate is closed.
5. Runners leaving early will be called out at the discretion of the umpire.
6. A courtesy runner must be used for the next inning's catcher when there are two outs, but may also be used prior to having two outs. The courtesy runner is the player who made the last out if batting the entire roster otherwise the courtesy runner must be a player currently on the bench. No other courtesy runners are allowed.
7. One offensive time out for a coach/batter conference is allowed per inning.

Pitchers

1. A player may pitch 2 innings per game. Throwing one pitch in an inning constitutes an inning pitched. A pitcher may not return once removed from a game.
2. There are no restrictions on playing the catcher position after pitching or pitching after catching.
3. A pitcher is allowed up to 6 warm-up pitches between innings when entering a game and 4 pitches between innings for an existing pitcher.
4. A pitcher must be removed on the second mound visit made by a coach in an inning. A coach may not make more than one mound visit during the same batter.

Umpires

1. Umpires are to be treated with respect at all times. Umpire abuse will not be tolerated. Ejection from the game or team disqualification from the tournament may result. Managers are responsible for themselves, their coaches, players, and fans.
2. There are no protests and the decision of the field umpires is final.
3. Any umpire's decision which involves judgment, such as, but not limited to whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach, or substitute shall object to any such judgment decisions.
4. If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.

Tie Breakers

1. Record
2. Head to Head
3. Runs Allowed/inning played
4. Total run differential (10 max per game)
5. Coin flip