

# *O.V. Fathers Day Tournament*

*June 17-19, 2011*

Rules are listed below:

All teams must check-in at snack bar before their first game with roster, birth certificates and payment. Tourney fee: \$225 per team

- Tournament Info: **3 Game Guarantee**
- Home team determined by coin flip for all age groups - team that travels furthest has call.
- Each team will help in the set-up, clean-up and take down of fields at each venue.

## **6u Specific Rules**

- Bunting is not permitted. (if a team does bunt, the umpire will call "dead ball", all runners will be placed back on their respective bases, and the hitter will be charged with a STRIKE.)
- Stealing is NOT permitted.
- Teams may play with four (4) outfielders. Outfielders may not be allowed to assume an infield position. All outfielders must stay behind the infield cut-outs and within the baselines.
- Batter is out after **three (3) strikes** or after the **sixth (6th) pitch** is thrown. (No walks).
- No more than a full roster may hit in any single inning except for the last inning.
- Each game will last **five (5) innings or 1 hour. No new inning shall begin after the 50 min. mark has been reached. (No time limit in championship game.)**
- There is no 10-run mercy rule, but there is a **5-run per inning rule ... except the last inning.**
- **Automatic time-out** happens when the ball is on the infield and is in the control of a any defensive infield player, not necessarily the pitcher. It is the judgment of the umpire as to when control has been established.
  - No advance on overthrows.
  - A chalk line will be drawn between 1st base and 2nd base, 2nd base and 3rd base, and 3rd base and home plate, to help the umpire determine where runners are when the "automatic time-out" is called.
    - Runners who have not crossed the chalk line, will be returned to either 1st, 2nd or 3rd base;
    - Runners who have crossed the chalk line, will be allowed to advance to either 2nd, 3rd or home plate.
- Two defensive coaches are allowed on the field of play.
- The defensive player listed as pitcher cannot leave the pitching circle until the ball is hit. If this happens, the play continues. After the play has ended, the offensive team has the option of taking the result of the play or call for a "no-pitch" and play over. (first offense = warning; second offense = removal from pitching position)
- The "infield fly" rule is not used or allowed.

- When a batter ball hits the "pitching" coach, the following rules shall apply:
  1. if in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance;
  2. if in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.
- Pitcher's line - a chalk line drawn at least 25' from home plate from which the pitching coach shall pitch;
  1. The pitching coach must keep one foot on, straddle, or pitch from behind the pitchers' line;
  2. The pitching coach cannot coach while in the pitching position, either verbally or physically. (Once the ball has been hit, the pitching coach must position himself as not to be an obstruction to the defensive team on the possible play. If a coach violates this rule after the ball is pitched, then obstruction will be called. (first offense = warning; second offense = replacement of pitching coach and he cannot return to pitching)

**We will be using USSSA rules for 8u, 10u, 12u and 14u with the following exceptions:**

8u, 10u, 12u & 14u adjusted rules and speed up:

- 9 defensive players
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**8u:**

- no balks, no dropped 3<sup>rd</sup> strike, players may steal 2<sup>nd</sup> and 3<sup>rd</sup> once the pitch has crossed the plate - no stealing of home; no infield fly rule; chalk line will be drawn between 1<sup>st</sup> & 2<sup>nd</sup>, 2<sup>nd</sup> & 3<sup>rd</sup>, and 3<sup>rd</sup> & Home to allow the umpire a mark in which to return or advance base runners; no advance of base runners once any infield defensive player catches and maintains the ball; no advance of bases from catcher overthrows back to pitcher; one base only for overthrows.

**10u, 12u, & 14u:**

- Saturday and Sunday infield practice limited to 1st game of the day only.
- catcher/pitcher speed-up w/2 outs only (player off bench or last out)
- automatic intentional walk
- automatic appeal
- must slide or veer on double plays
- avoid contact at any base (if possible)
- You may bat any number of players after the 9<sup>th</sup> man up to and including your whole roster
- Free substitution of defensive batting order except pitcher
- All pitching changes must be recorded with the official scorekeeper. (If a manager fails to make the pitching change with the official scorekeeper, First offense: warning and pitcher

of record accumulates innings as well as substitute; second offense: the pitcher of record will accumulate all additional innings as well as substitute, and manager is ejected.)

Base and pitching distances:

- 6u - 50ft bases, 38 ft coach pitch (no metal cleats allowed)
- 8u - 50ft bases, 38 ft kid pitch (no metal cleats allowed)
- 10u - 60ft bases, 44 ft kid pitch (no metal cleats allowed)
- 12u - 70 ft bases, 48 ft kid pitch (metal cleats allowed)
- 14u - 80 ft bases, 54 ft kid pitch (metal cleats allowed)

Max runs per inning:

- 8u and 10u innings 1-4 5 run max, inning 5 10 run max, and inning 6 is unlimited

Mercy rule (8u-14u) [Length of Game] [Run Differential] [Start Inning]:

- 6 inn - 15 runs - 3<sup>rd</sup> inning (8u - 10u)
- 6 inn - 10 runs - 4<sup>th</sup> inning (8u - 10u)
- 7 inn - 15 runs - 3<sup>rd</sup> inning (12u - 14u)
- 7 inn - 12 runs - 4<sup>th</sup> inning (12u - 14u)
- 7 inn - 10 runs - 5<sup>th</sup> inning (12u - 14u)

Pitching limits per division: [clarification - one pitch equals one inning]

- 6u - Coach pitch only.
- 8u - 2 innings per game, 8 max for the tournament (rest rules apply - after 4 in a day 40-rest)
- 10u - 3 innings per game, 8 max for the tournament (rest rules apply - after 4 in a day 40-rest)
- 12u - 3 innings per game, 10 max for the tournament (rest rules apply - after 4 in a day 40-rest)
- 14u - 7 innings per game/day, 16 max for tournament (no 40 hrs rest)

## **Game Times**

**Mustang 10U: Game is called at the 1:55 mark**

**Bronco 12U: No new inning after 2 hrs**

**Pony 14U: No new inning after 2 hrs**

- (No time limit in championship game.)

On-site Tournament Director shall have final say on all disputes, appeals, etc. that cannot be made by the umpire and/or coaches agreement.

Pool tie-breakers: head-to-head, runs allowed, run differential, runs scored, and finally coin toss.

