[](http://scwestside.com/2014/08/12/fall-ball-sign-ups-last-chance-tomorrow-813)

**SC Westside 9U Tournament Rules**

**2016**

1. Assumption of Risk and Indemnity Agreement, Insurance, Medical Consent Form, Roster/Release Agreement, and birth certificate copies are to be turned in at manager’s meeting if ready. Check-in with completed forms at the registration table at least one hour before the start of your first game if your forms have not already been completed and approved by tournament staff.
2. Coin flip to determine home field for pool play and higher seed is home team for playoffs. Either coin flip by umpire appox.15-mins. prior to your game, or by two coaches (4 total) from each team.
3. Game start time is the scheduled start time for your game – not the first pitch.
4. Games are a maximum of 6 innings. For pool games: No *new inning* to start after 90-minutes of play. For playoff games: No new inning to start after 100-minutes of play. A *new inning* starts with the last out of the previous inning.
5. No infield practice between innings. A strict “in/out policy” in effect. Only 5 warm-up pitches allowed. Coaches may warm up pitchers.
6. Have the catcher & pitcher ready. Pinch runner allowed for catcher or pitcher with 2 outs. Pinch runner must be player who made last batted out.
7. Pitching Rules: Pitchers are allowed to pitch 6 innings or 18 defensive outs per tournament weekend. (i.e. pitcher comes into pitch in the bottom of the 3rd inning with two outs the pitcher is still available to pitch 17 defensive outs) The home team will keep the official scorebook, and scorekeepers for both teams will confirm innings pitched after each half-inning, but the home team book is the official count. SC Westside will provide each field with an official scorebook.
8. Any player, who plays catcher in four or more innings in a game, is not eligible to pitch later on that calendar day. And also any player who pitches more than 3 innings in a game cannot later play catcher during that calendar day.
9. No INFIELD FLY rule.
10. Only Little League approved bats – No big barrel bats.
11. There is no on deck circle for this tournament. Only the player at bat shall take practice swings.
12. 11 Player Roster Minimum (No Maximum)

12.1 Teams with less than 11 player roster will have to take an out for each missing batter up to the 11th batter. (i.e.) Teams with a roster of 9 players would take an out for batters 10, and 11 when their time to bat comes.

1. Continuous batting order including all players on the team roster present for the game.
2. Team must field 9 defensive players or the game is forfeited.
3. Minimum 6 defensive outs per player per game.
4. No slash-bunts (i.e. bringing the bat back after showing bunt, and swinging or slapping at the ball).
5. No leading off. Base runners shall not leave their bases until the ball has been delivered and has reached the batter.
6. 5 run cap per inning for first 5 innings. 6th inning is not capped but is limited 10 players. Home team is allowed final at bat even if there is no possibility to win since any additional runs may impact Playoff Seeding.
7. Mercy rule: 12 run differential after 4 innings or 10 run differential after 5 innings have been completed.
8. If the game is tied after 6 innings, and the game has not reached the time limit, a California tie breaker will be executed. A California tie breaker is an inning where the batting team places the last batter of the previous inning on 2nd base and plays the inning.
9. A pool game may end in a tie after the time limit is reached.
10. An elimination (play-off) tied game must continue until the tie is broken.
11. SC Westside reserves the right to make a decision on any unforeseen rule that comes up.
12. Umpire’s call is final and will be made at the time of the call. At no time will an official be called for ruling.

**This is a 9 and under tournament, please remember this at all times.**

1. Manager is responsible for fans, players and coaches. Umpire or a SC Westside Official will ask the Manager and/or coaches to leave if fans, players and coaches become unruly.  Failure to leave the complex will result in disqualification of the Manager’s team. No manager or coach shall voice a complaint of an umpire call or ask for an appeal without asking for and being granted permission an on field discussion by the lead umpire.
2. If any team is found to have an illegal player - team will be told to leave.
3. How Playoff Seedings are done (in order): Overall Record, Head to head, runs against, runs for.
4. 2015 Little League Official Regulations and Playing Rules are in effect unless stated otherwise above.