



NORTHBORO INVITATIONAL TOURNAMENT  
9 YEAR OLD RULES

July 12, 2010

# Northboro Invitational Tournament - 9 Year Old Rules

The tie breakers to determine the seeding for the playoff are as follows:

1. Best Record
2. If a tie, then head to head
3. If a tie, then least number of runs allowed
4. If a tie, total difference of runs (Maximum of 7 added per win; Maximum of 7 subtracted per loss)
5. Coin Flip - where the preceding tiebreakers do not apply nor resolve seeding

In the case of a 3-way tie in pool play, head-to-head will be disregarded in determining the Pool winner. Once a pool winner is determined, head-to-head will be considered for seeding.

Trophies will be awarded to first and second place teams following the finals. One sportsmanship trophy will be awarded to a player on each team.

During the course of each game, the umpire-in-chief shall have absolute discretion for rules interpretations and judgment calls.

Standard Little League Rules Apply Except for the Following:

## **The Game**

1. All games are 6 innings. Exception, no new inning may be started with less than 15 minutes before the next scheduled game on a field
2. A complete inning is one in which three outs are made or 5 runs have scored. Under no circumstances can more than 5 runs be scored during the first five innings of the game.
3. In the sixth inning, if the visiting team is behind by more than 5 runs, they may score in excess of 5 runs to tie the game. Under no circumstances can the visiting team score more than 5 runs to take the lead. The home team can then win the game with a run in the bottom of the sixth.
4. In the sixth inning, if the home team is behind by more than 5 runs, they may score in excess of 5 runs to tie the game and send it into extra innings, but may not win the game by scoring more than 5 runs.
5. All extra inning games will require three outs to be made in each team's half of the extra inning, unless the home team scores the winning run before the third out.
6. The Mercy Rule is waived for extra innings.
7. There will be no official scorer. Each team shall keep a scorebook and check the score and pitch counts between each inning.
8. Any player who will reach their ninth birthday by April 30, 2010 and will not reach their tenth birthday before May 1, 2010 and has played in the respective league's regular 2010 season as a roster player is eligible to participate.
9. Only players listed on the Team Roster supplied to the Tournament Director may participate in a game. Use of ineligible player is grounds for forfeit.

10. Exactly nine (9) players will take standard defensive positions when in the field. Games may be played with as few as 8 players.

## Pitching

1. Any player may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
2. Once removed from pitching, that player cannot return to pitch in the same game.
3. Intentional walks are not allowed.
4. A player may not pitch in more than one game in a day.
5. There will be no official pitch count recorder. A coach from each team must count and accurately record the number of pitches a specified pitcher pitches during a game. After each inning the coaches counting and recording the number of pitches should collaborate on the totals to ensure no deviation. Coaches should come to an agreeable count after each inning.
6. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age	Pitches allowed per day
9 years old	75

**Exception:** If a pitcher reaches the limit imposed in Regulation VI for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

7. Pitchers league age 14 and under must adhere to the following rest requirements: ( LL Tournament Rule pg T-12 )
  - *If a player pitches 66 and above pitches in a day , four (4) calendar days of rest must be observed.*
  - *If a player pitches 51 – 65 pitches in a day, three (3) calendar days of rest must be observed.*
  - *If a player pitches 36 - 50 pitches in a day , two (2) calendar days of rest must be observed.*
  - *If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.*
  - *If a player pitches 1-20 pitches in a day, zero (0) calendar days of rest must be observed.*
  - *Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Also, a player who catches any part of 4 or more innings cannot pitch in the same game.*
8. After the game, the team coaches should mutually confirm the number of pitches thrown by each pitcher in a game, and shall report totals on the **PITCH COUNT** sheet along with the following information.
  - Home Team Name, Visitor Team Name
  - Home Team Score, Visitor Team Score
  - Game Date
  - Pitching Information: (all players that pitch should be reported)
  - Pitchers names with uniform # and total number of pitches
9. The HOME team manager must either email or hand the signed pitch count sheet and game results to the Tournament Coordinator. If results are emailed, the visiting team manager should be copied. **Contact information for the 2010 Northboro Tournament Coordinator: Jim Forbush – forbush@charter.net, cell (617) 549-0194**

10. Violations of any pitch count regulations can result in the protest of the game in which it occurs. Any violations should be identified immediately when they occur.
11. Pitching regulations extend to the Semi Finals and Championship Games.

**NOTES:**

- a. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. *When a protest situation is imminent, the potential offender should be notified immediately.*
- b. Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.
- c. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

**Example 1:** A pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required three days of rest.

**Example 2:** A pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 75 more pitches in the resumption of the game because he/she has observed the required three days of rest.

**Running**

1. A runner may steal from first to second on any pitch, once the ball has crossed home plate. If the throw from catcher is errant, the runner cannot advance to third base.
2. A runner may advance from second to third only on a passed ball (defined as one that goes behind the umpire, extended). If a throw is made from the catcher, the runner cannot advance an additional base.
3. A runner may advance from third to home only on a passed ball and two outs. Two outs are defined to be when the first pitch of the next at bat is thrown. In a first and third situation with two outs, the runner on 3<sup>rd</sup> cannot advance home on a steal attempt and throw down to second.
4. If a runner leaves a base before the pitched ball crosses home plate, the following will occur at the discretion of the umpire:
  - a. The play will be determined to dead and that team will be issued a warning and all runners will be returned to the base they previously held.
  - b. On the second offense, the runner is ruled out and all additional runners will be returned to the base they previously held.
  - c. If after the first warning, multiple runners are on base and all or some of the runners leave early, the lead runner will be ruled out and the other runners will be returned to the previously held base.
  - d. If there are multiple runners on base and only one leaves early, that runner will be determined out, not the lead runner, and the other runners will return to the previously held base.

5. Feet first sliding only.
6. Sliding is mandatory when advancing to 2nd, 3rd and home base when there is a play on the runner. This is strictly an umpire's call and the runner will be called out for failure to slide.
7. Obstruction and interference are not allowed and runners will be called out at the discretion of the umpires.
8. A batter is out on a dropped third strike. The ball remains live and runners on base are free to advance at their own risk within the limits on stealing outlined in the previous running rules 1 through 3.
9. Play ends when the pitcher has control of the ball anywhere on the pitching mound. All runners must return to the base they occupy at the end of the play.

### **Fielding**

1. Players may be freely substituted.
2. **All players must play a minimum of 3 innings in the field.** The only exceptions would be when the game is shortened due to darkness or rain or the visiting team is losing and the home team does not enter the field in the bottom of the 6<sup>th</sup>.
3. The infield fly rule will not be called.
4. Fake tags and hidden ball tricks are not allowed.

### **Batting**

1. Continuous batting order will be used. Each team shall bat all players in the lineup throughout the game. The only change shall be because of injury, a player leaving early or coming late. A late arrival (after the first pitch is thrown) must be placed at the end of the order.
2. Bunting is allowed
3. No on-deck batter is allowed.
4. If the batter throws a bat during a swing, the umpire will call the batter out. This is in the judgment of the umpire to determine a significant loss of control of the bat.
5. All batters and base runners must wear a helmet, no exceptions.
6. Dropped third strikes will be recorded as outs and the batter cannot advance to first.

### **Official Game**

1. An official game consists of a game that has finished 3 ½ innings with the home team ahead or 4 innings with the home team behind.
2. Games that are not regulation due to weather, but have played one complete inning, must resume from the point of suspension as long as the schedule allows for makeups.

## **Home Team**

1. Home team is determined by the schedule draw and will occupy the first base dugout for all regularly scheduled games.
2. During the Semi Finals, the higher seeded team will determine the home team. Home team will occupy the first base dugout.
3. During the Finals, a coin flip will determine the home team. Home team will occupy the first base dugout.

## **Sportsmanship**

1. No players will be allowed to dispute calls or argue with umpires under any circumstances.
2. No “chanting” allowed while the pitcher is in on the rubber.
3. No parent will be allowed to debate calls or interrupt the game to discuss a call with an umpire. If a parent becomes disruptive, the umpire will ask the offending team’s coach to escort the parent away from the playing area:
  - i. The game is stopped
  - ii. The coach of the offending team walks the parent to the parking lot
  - iii. The game resumes while the parent waits for their player at their car
  - iv. Any further disturbances will lead to the team’s forfeit
  - v. If the parent does not cooperate, the team will forfeit
4. No player is allowed to criticize or harass other players on either team.
5. Only the head coach will discuss a call with an umpire and this will be done in a civil, respectful and discrete manner.
6. If someone is asked to leave the complex and does not, the associated team will forfeit the game.
7. All players will shake hands with the other team after every game and, win or lose, conduct themselves in a respectable manner.

## **Suspensions:**

1. Any player, coach or spectator suspended from a game is required to leave the playing field and spectator area for the remainder of that game and the next scheduled game for his/her team.
2. If any player, coach or spectator is suspended from two games then that person will be suspended for the remainder of the tournament.

## **Other**

1. Warm-ups start a half hour before the published game start time. The visiting team has the field

for the first 15 minutes.

2. A maximum of 4 managers/coaches are allowed in the dugout.
3. Managers shall ensure dugouts are clean and clear of all trash at the end of each game.
4. Cancellations / schedule notices will be posted to the home page of Northboro Baseball:  
[www.northborobaseball.org](http://www.northborobaseball.org).