

Mountain/River 9u Tournament - June 18-26, 2016

West Hartford, CT

The following Rules shall govern the play of the 9u Mountain/River Invitational Tournament :

1. Four-team, single elimination/five game guarantee format.
2. The Tournament will be for Players who are 9-years old by April 30, 2016; teams may include younger players if they do not have enough older boys to fill their Rosters. Teams must submit official Team Rosters before the first game of the Tournament to the Tournament Director(s) for verification.
3. Rosters shall be limited to 15 Players per Team.
4. Players shall be required to wear uniforms similar to each other with same color pants and hats; coaches will be allowed to game shirts matching their team or polo type shirts with shorts and baseball cleats /sneakers.
5. A regular hardball (not safety or a RIF 5 ball) will be used for all Tournament games.
6. Baseballs and Umpires will be provided by West Hartford.
7. Games are to be (6) full innings of play (5 ½ innings if Home Team is ahead). Games are official after 4 full innings (3 ½ if the Home Team is ahead). There is NO time limit established for these games. If games are called due to inclement weather during an inning, which are official (min 3.5 innings), the game will revert back to the last complete inning played. If a game is called due to weather and is at an official point (min 3.5 innings) AND TIED, then game will be continued from the same point on at a later date. If the game is called and has not reached "official" the game will be replayed in its entirety from the start.
8. A half inning will be considered complete if the offensive team scores five (5) runs (the "Max Runs Per Inning Rule") or the defensive team records three (3) outs, whichever occurs first. The Max Runs Per Inning Rule shall not apply in the last inning for either team. The Max Runs Per Inning Rule shall not apply when a home run is hit over the fence or upon a ground-rule double. In either event and in all innings, each and every run driven in by the home run or ground-rule double will count.
9. Mercy Rule - the game will automatically be called if a Team is ahead by 10 runs or more after the game is deemed official (if the home team is ahead by 10 runs after 3-1/2 innings, the game ends ; if the visiting team is ahead by 10 runs, the game MUST go the full inning
10. For teams with rosters of 12 players or less, every player must play a minimum of three (3) defensive innings per game (unless the game is terminated prior to the end of the sixth (6) inning), and a continuous batting order of all players will be in place. If a team has thirteen (13) or more players, then every player must have a minimum of one (1) at bat and play a minimum of two (2) defensive innings (unless the game is terminated prior to the end of the sixth (6) inning).
11. Substitutions can be made freely and players can be inserted into the field more than once.
12. The defensive team must field 9 players if they are in attendance at the game. Six must be infielders (infielders include the pitcher and catcher). The outfielders must be a minimum of twenty (20) feet from the infield-outfield grass line.
13. If a team has less than 9 players present - - 6 players or less is a forfeit. 7 or more, no forfeit rule for lack of players. The opposing team shall loan the team a player(s) to allow the short team a full team on defense. 'Loaned' players shall be the player last in the order (first inning) and/or the player that made the last out in all subsequent innings. When missing players come up in the order, an out will recorded (max one/inning). Borrowed players must be place in the OF.
14. The Infield Fly rule will be in effect.
15. If a courtesy runner is required, due to injury or otherwise, this runner shall be the player on that team who made the last out. Also, each team has the option to pinch run for their catcher should he /she be on base with two (2) outs in order to get the catcher's gear on and expedite the game.
16. Play in the field will be called dead when in the umpire's opinion the ball has been returned to the pitcher
17. Base running. Sliding should be encouraged if there is a play at any base but it is not mandatory (Players are to slide or attempt to avoid). No head first slides, except back to a base. Player will be called out if the umpire determines the player's true intention was a head first slide (ie. as players at this level may unintentionally perform such slides). Runners may advance on passed ball and walks at their own risk. Limit advancement to home on passed ball/wild pitch to one/inning.
18. Walks and steals are in play. A steal may be attempted after the ball breaks the plane of home plate. No leading. A player will be called out if he/she leaves early. First infraction is a team warning (player and all behind him must return to previous base/at bat); second infraction is an automatic out.
19. No advancement on an overthrow by a catcher during a steal attempt.

20. Coaches are to instruct their Players NOT to throw their bats after hitting the ball; teach them how to drop it when running to first. We do not want to see any injuries of this nature.
21. Bunting is permitted.
22. NO slash bunting :
 - a. This is when a Batter shows intent to bunt, drawing the infielders in towards the plate. The Batter then draws his bat back and takes a full swing at the pitch. If the Batter should hit the ball while the infielders are still looking for a bunt, one of those fielders could get seriously injured. We will NOT ignore the fact that this is a very dangerous play. We mandate that you NOT allow your players to attempt this maneuver. If in the Umpire's judgment, a Batter tries to slash bunt, then the ball will be automatically called dead, the Batter will be called out / ejected from this game and the Manager will be also ejected from the game as well (Manager will also be subject to additional disciplinary action as deemed appropriate).
23. Coaches are responsible for their players and fan behavior. Teams may not chant or otherwise call out after an opposing pitcher has begun his motion. After issuing a warning to the coach, if an umpire so determines that a fan(s), player(s) or coach(s) is being disruptive to the game play, he may penalize the offending side an out. If the situation is still left unresolved after this penalty, the umpire may request the Coach to have the party at issue leave; the Umpire may ultimately forfeit the offending side if said fan/player(s) refuse to depart

Pitching Rules

1. Pitch counts will be tracked and recorded for every game in each team's official score book. Listed below is a chart that shows the pitch count limits and required calendar-day rest periods, to be followed during the tournament:

Age	Daily Max	Required Rest (by Pitch Total)				
		0 Days	1 Day	2 Days	3 Days	4 Days
9	75	1-20	21-35	36-50	51-65	66+

2. The Scorekeeper/Manager must record and be able to provide the current pitch count for their pitcher to the Umpire, or opposing Manager, upon request. The Scorekeeper/Manager must also notify the Umpire when their pitcher has reached the daily limit.
3. The home and away Manager shall confer at the end of each half inning to compare pitch count totals. In the event of a discrepancy in pitch count of two or less between that recorded by the home team and the away team, the lower pitch count will be the official pitch count. In the event of a discrepancy in pitch count of greater than two, the official pitch count will be an average of the conflicting amounts, rounded to the lower individual pitch.
4. If a pitcher reaches said daily pitch count limit (or any threshold) while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs (final count will revert back to last threshold crossed):
 - a. The batter reaches base
 - b. The batter is put out
 - c. Or, the third out is made to complete the half-inning.

Example: A pitcher begins a batter with 19 pitches, throws 5 pitches to complete the at bat and then is removed from pitching. His official pitch count for the day is 20 and he is eligible to pitch the next day. A new batter cannot be started when at the threshold. So in the same example, if a pitcher is at 20 pitches and begins a new batter who gets 5 pitches, the official pitch count is 25 and he is not eligible the next day.
5. Doubleheaders (two games in one day): If a pitcher throws less than 20 pitches in game 1 he is eligible for game 2, but both games combined will determine eligibility for next game. Both games are included in the players total daily pitch count. If a player goes over 20 pitches in game 1, he is ineligible to pitch in game 2. Rule #4 applies when crossing the 20 pitch threshold in game 1.
6. No player may return to the mound in the same game after being removed as a pitcher.
7. Kid's will pitch on 46 foot standard mound. Standard balls and strikes.
8. Balks will not be called.

9. All other Official Baseball Rules pitching rules shall apply. Once a pitcher has been removed from a game, in the event that game is suspended, the pitcher may not return to pitch in the resumed game.
10. If a team fails to adhere to the above pitching rules, the game shall be forfeited.
11. The manager of the winning team shall report game results, including pitch count totals, to the designated tournament official no later than noon the day after the game.