

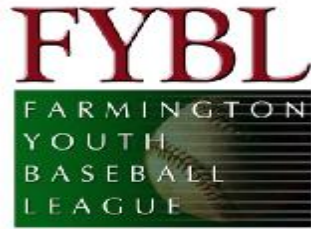
**9th ANNUAL  
2010 FARMINGTON KURT LINDQUIST MEMORIAL  
TOURNAMENT RULES  
Updated: June 25th, 2010**

**ROSTER:**

1. Teams shall have a minimum of 12 players and a maximum of 15 players. Eligible players are 9-12 years old who played in the National League or (Majors) Little League baseball in the 2010 season (can not be a member of an All Star tournament team). The manager of each team MUST have a copy of each player's birth certificate at every game. The manager may ask the umpire in Chief to check any player's birth certificate. If the birth certificate is not at the game, the player in question must be removed immediately. If the manager cannot provide a birth certificate of the removed player before the tournament ends, ALL games the player in question played in shall be considered a forfeit.
  
2. No roster changes are allowed after the first game has been played.

**PRELIMINARY:**

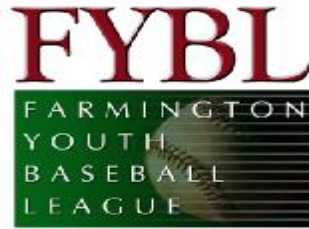
1. Teams are randomly assigned as home and visitor. This will be reflected in the schedule. During the playoff round, the higher seed will be considered the home team
  
2. The decision of the Tournament Director is final.
  
3. No inning can start after 8:15 P.M. (non-lighted fields) 10:00 P.M. (lighted fields). The Umpire in Chief and/or the Tournament Director shall stop play if conditions warrant.



4. Both Managers MUST complete the pitch count information on the fybl web site. The winning manager must record the winning score immediately following the game.
5. It is each team's and league's responsibility to have proper and safe equipment and to ensure each member on the roster has proper insurance.

### **PLAYING RULES:**

1. Official 2010 regular Major Little League playing rules shall govern tournament play with exceptions as noted.
2. Unsportsmanlike conduct such as, throwing of bats, gloves, helmets, hats, and harassing opponents is NOT permitted.  
First occurrence – Umpire shall give a verbal warning to the entire team.  
Second occurrence (by any member of the team) – Umpire has the discretion to eject the player in question.
3. Each team will field 9 players (3 outfielders only). Each player must play a minimum of 6 consecutive defensive outs. Continuous batting order applies to the entire roster on every team. In the event a player does not meet the minimum playing requirements, the player shall start the next game to fulfill the previous game playing requirements and the current game-playing requirements before the player can be substituted out.
4. Due to the continuous batting order, no one can enter the game as a pinch runner unless the player is injured. If injured, the previously out batter is the pinch runner.
5. Managers/Coaches/Assistants are NOT allowed to warm up pitchers in between innings. Only players are able to warm up pitchers



wearing a catchers mask. This is a Little League rule and will be enforced.

## **6. Ending a Game**

- a. Every attempt should be made to finish a game in the allotted time which is 2 hours.
- b. If a game needs to end due to darkness or another game is schedule for that field, the game will end.
- c. If a game is called due to darkness, another scheduled game, rain, etc., the score at the previously completed inning will determine the winner. If the home team is winning in an incomplete inning, the home team shall be the winner. In this situation, the team is released from the 2 inning playing rules.
- d. 4 innings must be completed to be a qualified game.
- e. 9 players qualify as a team for play. If a team cannot field 9 players, the game will be delayed ten (10) minutes from the official start time in order to field a team. If, after a 10 minute wait, a team cannot field an official team, they will forfeit the game.

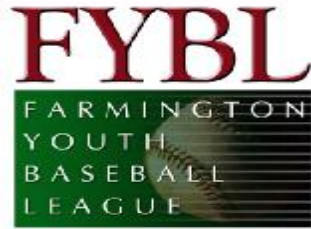
## **PITCHING RULES:**

2010 Little League Pitch Count Rules apply.

The table below gives an overview of the number of pitches that will be allowed per day for each age group.

### **Pitching Guidelines:**

League Age	Pitches Per Day
11 -12	85
9 – 10	75
7 – 8	50

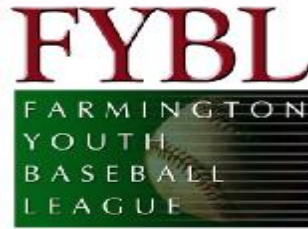


**Exception:** Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. **Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

League age 16 and under rest requirements:

66 or more pitches	4 calendar days rest
51 – 65 pitches	3 calendar days rest
35 – 50 pitches	2 calendar day rest
21 – 34 pitches	1 calendar day rest
Under 20 pitches	No calendar day rest required

1. All pitching from the mound @ 46 feet
2. Manager must remove pitcher when pitch limit is reached – pitcher may finish batter to which he is pitching
3. Teams should agree on pitch count between innings
  - a. Both teams should count pitches for each team, compare between innings and at the end of the game.
  - b. All pitch counts must be entered onto the FYBL web site after immediately following each game.
4. A player once removed from the mound may not return as a pitcher in the same game.



5. Violation of these rules is subject to protest and can result in forfeiture by action of the tournament director.
6. Manager may visit same pitcher twice in one inning – third time Manager must remove that pitcher.

### **PROPER ON FIELD CONDUCT**

The below items are intended to reinforce proper Little League etiquette as outlined in the rules.

1. No ball/strike calls, on field decisions as they relate to safe/out calls, etc. are to be challenged by any Manager/Coach. It is the umpire's discretion to remove a player/coach from the game if these calls are challenged. This includes what I call "Chirping" from the dugout. "Chirping" is grumbling about plays/calls from the dugout loud enough for the umpire to hear.
2. If a manager/Coach wishes to clarify a call based upon LL Rules, they must call time out after the play and politely ask the umpire about the call/ruling. Regardless of the outcome, the manager/Coach must accept that decision and not further challenge the umpire.
3. Managers/coaches are also responsible for the conduct of their players and parents. Anyone who is disrespectful to the umpire or any opposing player or coach should be removed from the game or the stands. The umpire has the ability to make that decision as well.
4. Only 3 coaches are to be in the dugout. No one is allowed behind the batters box. No other parents or coaches are allowed in the dugout.
5. At West Woods Field: the dugouts are deemed to be from the end of one teams bench to the end of the other teams bench including the area behind the batters box. No parents/non players are allowed in this area.



6. Lastly, if poor sportsmanship/conduct is witnessed by the Tournament Director or a member of the Farmington Youth Baseball Board of Directors, I reserve the right to remove that person from the game.

### **MISCELLANEOUS:**

1. Exchange lineups before the start of each game – latecomers may be added at time of arrival. Note: latecomers lose their right under to minimum playtime.
2. All scheduling is subject to change. Farmington All-star games shall take precedence on field.
3. The tournament Director will arrange make-up games.
4. Infield fly rule will be in effect.
5. Travesty rule – A maximum of 5 runs per inning can be scored in innings 1 thru 5. If, at the end of 4 innings, a team is leading by 11 runs, the game will end. At least 4 innings must be completed to be an official game. There is no run limit in the 6<sup>th</sup> inning.
6. If a live ball goes under a fence or stuck in a fence, the closest player shall wave his hat, the ball is dead and the umpire shall award the batter/runners the bases allowed by rule.
7. No donuts or weights of any kind are to be used on the bats or in the on deck area. Little League has no on deck area. Bats are only to be swung at home plate.
8. We all want to win, but let's not forget to have some fun too.