

# MT LEBANON BASEBALL ASSOCIATION

## 9U-12U TOURNAMENT RULES



### Field Locations

Games will be held at one location with three (3) fields, namely Dixon, Middle Field, Clint Seymour Field. Please note Dixon is a dirt field. Middle and Seymour are turf fields. There is a parking lot between Dixon and Middle, as well as to the right of Seymour. Rules for our turf fields are below.

Google address is: 879 Cedar Blvd., Pittsburgh, PA 15228.



### Mt. Lebanon Recreation Department Turf Rules

Welcome to Mt. Lebanon's Seymour and Middle Fields. Please observe all rules and regulations.

1. Organized use of the fields is by permit only. Permit holders will have priority use of the field.
2. No smoking, tobacco products or flames of any kind.
3. No food or beverages (except water) are permitted on the turf.
4. No chewing gum or sunflower seeds.
5. No glass containers.
6. No domesticated animals.
7. No chairs.
8. No metal cleats or sharp objects, including tent that can penetrate the surface of the field.
9. Shoes must be clean/mud-free.
10. No vehicles other than authorized maintenance vehicles.
11. No bicycles, skateboards or skates.
12. No storage of heavy equipment or heavy static loads.
13. Do not drag goals or other equipment on the turf.
14. Golfing, shot put, discus, javelin or other non-authorized use is prohibited.
15. Snow removal of any kind is prohibited.
16. Do not use chalk, tape or other adhesives on the turf. Use of temporary paint is only permitted with prior authorization from the municipality, and then only by an authorized agent.

## 1. General

- 1.1. All teams are required to carry their own insurance coverage.
- 1.2. Concession Stand is available during the Tournament (Cash/Card accepted).
- 1.3. Mt Lebanon Baseball Association will provide baseballs for all games. Baseball: AD-Starr AD100/200 or comparable.
- 1.4. Batting Cages are available for use prior to games.
- 1.5. Please have teams warmed up and ready to go at least 15 minutes prior to your listed game time. Games may start early if your scheduled field is open and umpires are ready. Infield practice will only be allowed as time permits.
- 1.6. In all pool play games, a coin flip will determine choice of away/home team. For all bracket games the higher seed will have the choice away/home team.
- 1.7. The home team will have the official book (unless official scorer is available). All line-up changes must be reported to the opponent's scorebook. Each team's scorekeeper should check with the other to confirm the score at the end of every inning.
- 1.8. At the conclusion of each game, both managers must sign the official book with the score of the game, the pitchers used during the game, and the number of innings each pitcher pitched in the game. This information should also be provided to the Tournament Director via text or email.

## 2. Game Play- Official MLB Rules and Regulations will be applied unless superseded by local tournament rules below.

- 2.1. **9U-10U Divisions** will be played on 60 foot bases with a 46 foot pitching distance. No leadoffs or dropped third strike rule. Infield fly rule is in effect. Runners may steal when the ball crosses the plate. There are no balks in these divisions. No headfirst slides allowed while advancing to a base (only diving back to a base).
- 2.2. **11U-12U Divisions** will be played on 70 foot bases with a 50 foot pitching distance. Leadoffs / stealing are allowed and dropped third strike and infield fly rule are in effect. Balks will be called (1 warning per pitcher). No headfirst slides allowed while advancing to a base (only diving back to a base).
- 2.3. The "**Avoid Contact**" rule is in effect for all bases including home plate. Collisions should be avoided where possible. The umpire's decision shall prevail.
- 2.4. Bunting is allowed. A "Slash Bunt", where batter fakes a bunt and swings away, is **NOT** permitted and will be considered an out.

## 3. Eligibility

- 3.1. Players must be of eligible division age as of **April 30<sup>th</sup> of current year**.
- 3.2. A player cannot play for more than one team in a division unless the team has obtained written approval by the Tournament Director.
- 3.3. All players are required to wear full uniforms with a number prominently displayed. Players may wear plastic molded or rubber spikes, turf shoes or tennis shoes on our fields. **No metal spikes are permitted.**
- 3.4. A team roster must be provided to Tournament Director prior to the start of the tournament and includes each player's jersey number and date of birth. It is the coaches' responsibility to have proof of player's age in the event it is challenged. A manager has 24 hours to provide a copy of a birth certificate to a Tournament Director if a formal dispute with a player's age arises.
- 3.5. A maximum of 15 players are permitted on the roster, plus one manager, two coaches, and one scorekeeper. These are the only individuals permitted in the bench area or on the field prior to and during a game.
- 3.6. A minimum of 8 players is needed to start a game. Forfeiture is fifteen minutes after the scheduled starting times unless otherwise approved by a Tournament Director.

## 4. Bat Restrictions

- 4.1. All 9U-12U games will be played with **USABat Standard** approved bats. All bats must bear the stamp of the USABat licensing mark; Wood bats are permitted.
- 4.2. Use of an illegal bat will result in a dead ball with batter being called out and a team warning. Subsequent violations may result in team disqualification at the discretion of the Tournament Director.

## 5. Time Limits

- 5.1. 9U-12U pool play games are scheduled to play 6 innings with no new inning after 1 hour 45 minutes of play.
- 5.2. Game time starts upon completion of the plate meeting. It is the responsibility of the coaches to get the start time from umpire.
- 5.3. The new inning starts as soon as the third out from the previous inning has been recorded.
- 5.4. There is no time limit for championship games.
- 5.5. A game is official after 4 innings if called because of bad weather. If called before that, it will be considered a suspended game and play will resume at that point. Tournament director reserve the right to alter the format of the tournament due to weather, darkness, or any other unforeseen circumstances.

## 6. Tied Games

- 6.1. Pool play games will end after the allotted innings or time, regardless of the score.
- 6.2. Pool play games will end in a tie if time limit is reached.
- 6.3. If a bracket game is tied at the end of the allotted innings or the time limit, extra innings will go to a Shoot-out format. The last batted out will start on second with one (1) out. This will continue until there is a winner.

## 7. Pitching Restrictions

- 7.1. 9U-12U Divisions- A pitcher may pitch a maximum of 3 innings in a game and 10 innings per tournament (tournament limit may be adjusted depending on # of potential games). One pitch thrown constitutes an inning pitched. Each team's manager is responsible for following and documenting these pitching rules or be disqualified from the tournament. Also, coaches should make every effort to adhere to **Pitch Smart Guidelines** (located below).
- 7.2. Once a pitcher is removed from pitching during a game, the player cannot re-enter as a pitcher later during the game.
- 7.3. Each pitcher will be permitted one balk warning per game prior to the balk rule being enforced. Second balk is advancement of runners.
- 7.4. A pitcher must be removed upon the second visit of the inning to the mound by a manager or coach. Calling the pitcher over to a chalk line for consultation once the inning has commenced is considered a visit to the mound.

## 8. Mercy Rules

- 8.1. 3RD INNING- N/A, 4TH INNING- 15 runs, 5TH INNING- 12 runs
- 8.2. Mercy rule is IN EFFECT for Championship games.

## 9. Seeding & Tie Breakers

- 9.1. Win/Loss record
- 9.2. Head to head (only in case of a 2-way tie OR sweep if all tied teams played each other)
- 9.3. Runs allowed
- 9.4. Run differential
- 9.5. Runs scored
- 9.6. Coin flip

## 10. Batting Order & Substitutions

- 10.1. **Roster Batting:** All rostered and uniformed players in attendance must be used in a continuous batting order. Any player arriving after the first pitch of the game is inserted at the end of the batting order. Once the batting order has cycled, no player can be added to the order. If a player was named in the batting order, and his turn comes to bat and he is not present, an out shall be immediately recorded unless there is an injury or alternative reason acceptable to a Tournament Director(s).
- 10.2. **Free Defensive Substitutions** are permitted throughout the game. Substitutions or position changes during an inning are **NOT ALLOWED** except for injury or during pitching changes.
- 10.3. 9U-10U will defensively field ten players.
- 10.4. 11U-12U will defensively field nine players.

## 11. Courtesy Runners

11.1. Teams are allowed a courtesy runner only for the catcher and only when there are two outs in the inning. Courtesy runner will be the last recorded out.

## 12. Sportsmanship

12.1. The umpire's rulings are final. Protests will not be allowed. Please support the umpires.

12.2. All players, coaches and fans will be expected to conduct themselves in a sportsmanlike manner at all times.

Razzing, heckling, taunting and making disparaging remarks to the opposing team and umpires will not be tolerated. Any player, coach or fan whose conduct is unbecoming or abusive will be removed from the premises at the discretion of the Tournament Director and umpires. **Any individual** ejected from the game will miss the remainder of the game, plus the next game. If the same person is ejected for a 2nd time, he, or she, is suspended for the remainder of the tournament. Failure to comply will result in forfeiture of the game.

## Pitch Smart Guidelines

### Ages 9-12

#### (Typically 46-50' Pitching Distance)

- Focus on athleticism, physical fitness, and fun
- Focus on learning baseball rules, general techniques, and teamwork
- Do not exceed 80 combined innings pitched in any 12 month period
- Take at least 4 months off from throwing every year, with at least 2-3 of those months being continuous
- Make sure to properly warm up before pitching
- Set and follow pitch-count limits and required rest periods
- Avoid throwing pitches other than fastballs and change-ups
- Avoid playing for multiple teams at the same time
- Avoid playing catcher while not pitching
- Players should not pitch in multiple games on the same day
- Play other sports during the course of the year
- Monitor for other signs of fatigue
- Pitchers once removed from the mound may not return as pitchers
- No pitcher shall appear in a game as a pitcher for three consecutive days, regardless of pitch counts

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+