

# ***RHAA 9u, 10u and 12u Tournament***

## **I. GENERAL RULES AND REGULATIONS:**

- A. **The Home Plate Umpire has complete control of the game.** Judgement calls by the Umpire may not be questioned. *Rule interpretation questions only, will be handled once a time-out is granted.*
- B. **GOOD SPORTSMANSHIP IS THE MOST IMPORTANT RULE.** *Unsportsmanship like conduct will not be tolerated, and will result in a player and/or coach being ejected from the game and/or tournament.* Swearing before, during, or after a game will not be tolerated. Any abuse of the umpires will not be tolerated and can result in removal of that individual from the game and / or remainder of the Tournament.
- C. The Plate Umpire will establish all “Field Specific” Ground Rules prior to the start of each game.
- D. All playing rules will follow the *Little League Rules*, unless otherwise stated in the RHAA Tournament Rules.
- E. All Bats will be allowed. I.e. USA Bat, 2 ¼, 2 ¾, wood or Big Barrell.
- F. Anyone maliciously damaging equipment and/or property will be ejected from the Tournament and will be required to pay for ALL damages.
- G. **NO SMOKING OR CONSUMPTION OF ALCOHOL OR ILLICIT DRUGS BY PLAYERS, COACHES OR SPECTATORS WILL BE ALLOWED ON RHAA PREMISES DURING THE TOURNAMENT. VIOLATORS WILL BE EJECTED FROM THE PREMISES FOR THE DURATION OF THE TOURNAMENT.**
- H. **“KEEP THE ATHLETES FIRST, WINNING SECOND”** The purpose of this tournament is to offer a competitive level of baseball that continues to be a healthy, safe and fun environment for everyone involved, whether you win or lose.
- I. **The Tournament director and RHAA Board member in charge will make all final judgements.**

## **II. AGE REQUIREMENTS**

**A - Each player must be age eligible (9, 10 and 12) (or have been by the date of May 1st).** Each Head Coach must have with him a roster, along with proof of age for each player (copies of Birth Certificates). Please provide these with your roster at check in before your first game under the Red Pavilion by the concession stand.

## **III. ROSTERS/PLAYERS**

- A. You may carry as many as 15 players on the roster. You **MUST** field a minimum of 8 players at the start of any game, or the game will be considered a forfeit.
- B. Players can only be on the roster of one team participating in the tournament.
- C. Each team can field 9 (9u and 10u– 10 defensive) (12u – Minimum of 8 and Maximum of 9) defensive players. A team can bat up to 15 players. If the team elects to use a continuous batting order they can freely substitute all players in and out of any defensive position (pitchers must follow pitcher substitution rules). The number of players in the batting order must be consistent throughout the game. (Ex. If you start with 15, you must finish with 15). If a player is unable to complete the game, and there are no substitutes available, it will count as an out for each at bat, for the remainder of the game.
- D. All game starters can re-enter the game once; ***pitchers may not re-enter as a pitcher.*** They can play any defensive positions but must be returned to original batting position. Non-starters may not return to the game once they have been removed from the game.

#### IV. GAME RULES

- A. A complete game shall be (6) completed innings, unless the Home Team leads at the end of 5 ½ innings of play.
- B. An official game must be at least (4) complete innings (3 ½ if Home Team is winning)
- C. **All games have a 2-hour time limit.** No inning shall be started after 2 hours from the start of the game. *Only the Championship Games will be allowed to continue.*
- D. If a team is winning by 12 runs or more after 4 complete innings, the game is over. ***The winning team will only be awarded the opposing team's run total plus 10 for Tie-Breaking purposes. The Twelve Run Rule WILL NOT be in effect for Championship Games.***
- E. If there is a tie game, the game will go into extra innings as long as time limit has not been exceeded.
- F. Players must slide feet first at all bases if there is a play and only head first if you are retreating to a base. it will be an automatic out if the player does not slide when there is a play.
- G. Any ball pitched or thrown that gets lodged or goes under the fence is a dead ball and the runners will advance one extra base without being put out (one plus one rule if runners are advancing on a thrown ball). If the umpire does not see the ball lodged or go under the fence it remains live, so be sure to have your players notify the umpire prior to retrieving the ball by raising a hand.
- H. Stealing of all bases is allowed once ball has crossed the plate – 9u and 10u. 12u – anytime
- I. Base runners will be returned to the base from which they came if they leave early on a pitched ball. The runners may leave an occupied base when the ball crosses home plate. On a batted ball the runners will be returned to the closest vacant base, if they leave too early. No runner can score if they leave the base too early on an infield hit. ***First violation will result in a team warning, and the player will return to original base. Additional violations by the same team will result in an automatic out.***
- J. No dropped 3<sup>rd</sup> strike 9u and 10u. 12u – Dropped 3<sup>rd</sup> strike in effect, Catcher to tag hitter or throw to first for out.
- K. **Infield Fly Rule** will be in effect.
- L. Bunting is allowed
- M. Throwing a bat constitutes a team warning. ***The next team thrown bat will be a dead ball and a automatic out.***

#### V. PITCHING RULES

- A. A pitcher may not pitch more than 3 innings (or 9 consecutive outs) per game (a pitcher cannot pitch more than 12 innings for the entire tournament).
- B. The Plate Umpire will record number of innings pitched by each pitcher. These records will be maintained at the Concession Stand throughout the Tournament. Any violation of the pitching rules will result in a forfeit of the game in which the violation occurs.
- C. Pitchers may not re-enter as a pitcher.
- D. **Only 1 visit per inning to the mound by the coach is allowed.** Any additional visits will result in the pitcher being removed immediately; *(A trip to the mound that results in a removal of a pitcher does not count as a visit to the mound).*
- E. A second trip to the mound during the same inning will require immediate removal of the pitcher *(any undue delays will not be tolerated by the Plate Umpire).* The removed pitcher may remain in the game at any other position, except pitcher.
- F. The pitcher will be allowed only 5 warm up pitches between innings, unless a new pitcher is inserted and then the new pitcher will have up to 10 warm up pitches.

## **VI. TOURNAMENT FORMAT**

- 1) Each team will participate in 3 games in pool play
- 2) Teams will be seeded after pool play.
- 3) Winners of seeded games play for championship.
- 4) Tie-Breakers will be as follows:
  - a) Win – Loss Record
  - b) Head to Head
  - c) Total runs allowed (least)
  - d) Run differential
  - e) Coin Flip