

# Oshkosh Youth Baseball Tournament Rules – 9-10 Year Olds

## **PLAYER ELIGIBILITY:**

1. Players cannot reach the age of 11 prior to April 30, 2006. No exceptions.
2. All team players must belong to the same cities Youth Baseball Organization as the team that has entered the tournament. NO AAU teams.
3. Violation of either Rule #1 or Rule #2 will result in forfeiture of all fees and the team will be disqualified.
4. Team rosters must be turned into the tournament director prior to your first game. Copies of Birth Certificates must be made available upon request. No player may be added once your roster is turned in.
5. Team rosters will consist of no more than fifteen (15) players.

## **PLAYING RULES:**

1. Little League rules apply, with the following exceptions:

## **GAME & LENGTH:**

1. A coin flip will determine home team. The home team will be the official scorekeeper and is responsible for completing the 'Official Game Summary'.
2. Each team will bat their roster and have unlimited substitution. If a player shows up after the teams batting order is called for, the player will be added to the bottom of the batting order.
3. Each team will play 10 players in the field. In case of an injury, there will be NO automatic out for the injured players batting position. In the event that the player is injured during his/her at bat and cannot complete the at bat, an OUT will be declared for that at bat only. The next time the injured player is due up for his/her at bat, there will be NO automatic out.
4. Games will be six (6) innings in length. A time limit of 1 hour and 40 minutes will be in effect. For the championship game, a time limit of 2 hours will be in effect.
5. A 10-run rule will apply after 4 innings (3-1/2 innings if the home team is ahead) and 8-run rule after 5 innings.
6. In case of rain – four (4) innings constitutes a complete game.

## **PITCHING:**

1. A pitcher may pitch no more than three (3) innings in a game and twelve (12) innings for the tournament.
2. The delivery of one or more pitches in an inning will constitute an inning pitched.
3. Two trips to the mound by a manager or a coach to the same pitcher in the same inning will cause the pitcher's automatic removal from the game as a pitcher. Once the pitcher is removed from the mound, a pitcher may not return to the mound during the remainder of that game.
4. A new pitcher is allowed eight (8) warm-up pitches. A pitcher who is in their second or more inning is allowed five (5) warm-up pitches.
5. Games in which an ineligible pitcher has been used, the game shall be declared a **loss.**
6. Intentionally walking a batter may be done by telling the umpire.

## **SUBSTITUTIONS:**

1. With two outs, a courtesy runner for the catcher is mandatory to speed up the game. The courtesy runner shall be a player who made the last out in the game.

## **BASERUNNERS:**

1. Base runners must slide on close plays. Players must slide feet first into the base the baserunner is heading. **Head first slide is allowed back to a base only.** Intentionally running into a fielder will result in disqualification.
2. Base runners will not be allowed to steal home on: 1) a wild pitch 2) on a thrown ball to the pitcher that is NOT mishandled OR 3) runners on first and third, a catcher attempts to throw out the runner stealing second.
3. Base stealing is allowed when the pitch crosses home plate. Runners leaving early will be called out automatically.

## **ADDITIONAL RULES:**

1. No infield practice allowed prior to the start of the game.
2. Steel spikes are not allowed.
3. The infield fly rule will not be used.
4. No appeal on a missed base – an automatic out to be called by the umpire.
5. **No batter will square to bunt and then pull back and swing away.** The batter will be called out and play is dead. Any runner(s) on base will return to the base occupied at the time of the pitch.
6. Only the manager may discuss a decision with an umpire. The umpires will be treated with respect by players, coaches and fans.
7. No manager or coach will be allowed behind the backstop during the game in which they are participating is in progress.
8. Protest committee members will be present at the tournament games. A manager must immediately claim a violation of a rule at which time play will be suspended until the protest committee has made its decision based upon information received from the managers and umpires and the committee's observations. The protest committee's decision will be final. NO protest will be honored after a game has been completed.
9. Poor sportsmanship by players and fans will not be tolerated. There will be no hollering at or harassing of opposing players OR umpires during OR after the game. Intentionally throwing of equipment will result in disqualification. The use of tobacco or alcohol beverage in any form is prohibited on the playing field or bench area. Let's make this a FUN tournament for all.
10. Tournament sponsors are not liable for injuries occurring during the tournament.
11. The tournament director reserves the right to change the tournament format in case of inclement weather.
12. No chanting at the time of the pitch.

## **REMINDERS:**

**Managers and coaches are responsible for the conduct of themselves, team and their fans. No negative comments about opposing teams. No harassing of umpires, other teams, or fans will be tolerated.**

**1<sup>st</sup> Offense: Team Warning**

**2<sup>nd</sup> Offense: Individual(s) will be asked to leave the ballpark**

**3<sup>rd</sup> Offense: Team forfeits game(s)**

**REMEMBER – LET'S MAKE THIS A FUN TOURNAMENT FOR ALL !!!!!**

## **TIE BREAKERS:**

1. Head to Head
2. Least Amount of runs given up (2-teams only)
3. Most Runs Scored
4. Coin toss.