

INGOMAR FRANKLIN PARK ATHLETIC ASSOCIATION

2004 Ten (10) & Under Tournament Rules

Little League Rule Book with the following exceptions:

Roster - Maximum of fifteen (15) players. No more than four (4) coaches including manager and scorekeeper.

Roster Complaints - Team must furnish birth certificates within 24 hours.

Age - Ten (10) year old or younger on July 31, 2004.

Home/Visiting Team - Determined by toss of coin at the beginning of the game.

Players on the Field - Nine (9) players. Forfeit with less than eight (8) players.

Starting Time - Fifteen minutes grace to field the minimum of eight (8) players.

Late Arrivals - Must be added to the bottom of the batting order.

Start of Game Warmups - Five (5) minutes to home and away teams.

Between Innings Warmups - Six (6) pitches maximum.

Umpire Calls - You may NOT review or appeal judgment calls.

Pitching - Maximum of three (3) innings per game and twelve (12) innings for the entire tournament. *A pitcher is not permitted to pitch in consecutive games.* One pitch constitutes an inning pitched for the purpose of this rule.

Hit Batsman - Two (2) per inning or three (3) per game and the pitcher must be removed from the pitcher position.

Stealing/Pickoffs - More than one base is allowed (i.e., "all you can get" unless ball goes out of play).

Sliding - Avoid contact rule is in effect. Any contact, other than incidental contact, will result in an "out" call. Players are advised to slide in order to avoid this consequence. Head first sliding is not permitted unless the runner is returning to a base.

Stealing Home - Permitted.

Leaving Early - Teams get one warning each. Runner must go back and pitch is to be taken over.

Defensive team has option of waiving replay. Subsequent occurrences the runner is OUT.

Pitcher Substitution - Once pitcher is removed he can not return to the pitcher position. *A pitcher must be removed if a coach takes more than two (2) trips to the mound.*

Other Substitution - Little League Rule 3.03 shall apply. "A player in the starting line-up who has been removed for a substitute may re-enter the game once, in any position in the batting order, provided: (a) his or her substitute has completed one time at bat and; (2) has played defensively for a minimum of six (6) consecutive outs; ... (4) only a player in the starting line-up may re-enter the game; (5) a starter (S1) re-entering the game as a substitute for another starter (S2) must then fulfill all conditions of a substitute (once at bat and six defensive outs) before starter (S2) can re-enter the game."

Protest - Solved immediately on the field by umpires and tournament director if necessary.

Runs - Unlimited in each inning. Ten (10) run rule applies after the the trailing team has batted in the fourth inning. If the visiting team reaches a ten (10) run lead in the top half of an inning, the home team must have the opportunity to bat before the rule applies.

Pinch Runners - Allowed only in the event of injury or as a courtesy runner for the catcher when there are two (2) outs. Runner for catcher must be the player who made the last out.

Out-of-Play - Under/over fence, on deck area, etc. runner gets base he was going to plus one.

Infield Fly Rule - In effect.

Balks - None.

Bunting - Allowed.

Injury - Play immediately stops once home plate umpire calls "time."

Bat Throwing - If a batter throws the bat, the umpire will issue a GAME WARNING, alerting both teams that any succeeding batter on either team will be called out for throwing the bat. Runners hold or return to base if batter declared out. *Defensive team has option of waiving replay.*

Fan Behavior - Manager is responsible for his fans.

Rain Delays - Game will resume at the exact point of interruption. Game is official after the losing team has batted four (4) innings.

Schedule Changes - Each team will be allowed only one (1) schedule change per tournament providing this request is made at least 24 hours before the start of the game.

Tournament Format: First round will consist of 4-team divisions with round-robin play. Four teams will advance from the first round to the championship round. For 8 team brackets, the top two teams from each four-team division advance (chosen using tiebreakers within that division). Top seed in first division plays second seed in second division and vice versa. Winners play for 1st. For 12 team brackets, the top team in each division advances (chosen using tiebreakers within that division, if necessary) and then one wild-card team is chosen either if it alone has the best remaining record or using tiebreakers among all teams from both divisions that are tied with that record. Wild-card team is seeded 4th, seeding among division winners determined by overall record and then tiebreakers.

Tie breakers:

- 1) Head-to-head
- 2) Fewest runs allowed for all games
- 3) Fewest runs allowed in games between all tied teams
- 4) Coin flip

-if at any step the number of teams remaining tied is the same as the number of teams to select for advancement, those advance and coin flip used to determine which has higher seed

-if at any step the number of teams remaining tied is more than the number of teams to select for advancement, continue with the next tiebreaker for only the teams remaining tied after the previous tiebreaker

-if at any step one team wins, advance that team (giving it the highest remaining seed) and if necessary start again from tiebreaker 1 to select another team from the remaining teams

Examples

A, B, C all tied at 2-1, D lost all games. A beat B 7-5, B beat C 6-4, C beat A 5-4. A and B both beat D 10-1, C beat D 16-2.

A allowed 11
B allowed 12
C allowed 12

A advances on tiebreaker #2. If needed, B then advances on tiebreaker #1

A, B, C all tied at 2-1, D lost all games. A beat B 7-6, B beat C 6-4, C beat A 5-4. A and B both beat D 10-1, C beat D 16-2.

A allowed 12 (11 against tied teams)
B allowed 12 (11 against tied teams)
C allowed 12 (10 against tied teams)

C advances on tiebreaker #3. If needed, A then advances on tiebreaker #1.

A, B, C all tied at 2-1, D lost all games. A beat B 7-5, B beat C 6-3, C beat A 5-4. A and B both beat D 10-1, C beat D 16-2.

A allowed 11
B allowed 11
C allowed 12

If two teams are to advance, A and B both advance on tiebreaker #2.

If only one team is to advance, flip coin between A and B (even though C would have won tiebreaker #3 since it lost tiebreaker #2)