

INGOMAR FRANKLIN PARK ATHLETIC ASSOCIATION

2004 Rules for 11 and 12 year old Tournaments

Little League Rule Book with the following exceptions:

Roster: Maximum of 15 players. No more than 2 coaches, one manager and one scorekeeper.

Roster Complaints: Team must furnish birth certificates within 24 hours. In the event of a challenge, you will forfeit the tournament if a challenge is upheld.

Age: Cannot have reached his 12th birthday (for 11 year old tournament) or 13th birthday (for 12 year old tournament) by July 31, 2004.

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

Players on the Field: 9 players at one time. Forfeit with fewer than 8 players. The only player permitted behind the batting cage is the on-deck batter. All other players must be in the bench area.

Starting Time: 15 minutes grace to field the minimum of 8 players.

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

Start of Game Warm-Ups: 5 minutes to home and away teams.

Between Innings Warm-Ups: 6 pitches maximum.

Umpire Calls: You may NOT review or appeal judgment calls. Any abuse of an umpire will not be tolerated. Complaints must be registered by the MANAGER to the tournament coordinator.

Pitching: Maximum of 3 innings per game. *A pitcher who pitches more than one inning is not permitted to pitch in consecutive games.* No tournament limit. One pitch constitutes an inning pitched for the purpose of this rule. Intentional walks are prohibited.

Batting: All members of the team who appear for the game must bat in a set order.

Hit Batsman: 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 is 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: Each team gets one warning. Runner must go back and pitch is to be taken over. Defensive team has the option of waiving the replay. Subsequent occurrences and the runner is OUT.

Pitcher Substitution: Once a pitcher is removed, he cannot return to the pitcher position.

Other Substitution: Free substitution for all non-pitching positions.

Protest: Solved immediately on the field by the umpires and tournament director if necessary. Managers are the only individuals who may dispute a call by an umpire. They must object utilizing an appropriate tone and appropriate words. They may not object to any ball or strike calls. If the manager objects to a field call, he must be able to cite to a particular tournament rule or the little league rule book. No judgment calls may be challenged.

Coaching: 1st base, 3rd base and bench/scorekeeper are the only coaches permitted on the bench. Coaches are responsible for controlling their bench and teaching sportsmanlike conduct. Coaches may not protest any umpire call, only the manager. If a coach protests a call, he will be given one warning for the tournament. If he protests a second time, he will not be permitted to participate as a coach in the rest of the tournament.

Runs: Unlimited. Ten run rule applies after the trailing team has batted in the 4th inning. If the visiting team reaches a 10 run lead in the top half of the inning, the home team must have an 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 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/she was going to, plus one.

Infield Fly Rule: Is in effect.

Balks: None.

Bunting: Allowed.

Injury: Play immediately stops once home plate umpire calls "time." The umpire may allow the play to continue before calling time out.

Bat Throwing: Batter is OUT if he throws the bat. NO WARNINGS. Runners hold or return to base.

Fan Behavior: Manager is responsible for his fans. Unruly fans will be asked to leave. Failure to control fans may result in forfeit.

Rain Delays: Game will resume at exact point of interruption. Game is official after losing team has batted 4 full innings.

Schedule Changes: Efforts will be made to reasonably accommodate, but the schedule is tight.

Absence of Rule: In the event that a situation arises that is not covered by any of the above rules, the umpire's decision will be final.

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)