

REGULATIONS

General Regulations

Head Coach's Responsibility

The Head Coach is assigned responsibility over the game conduct of EVERYONE associated with that coach's team; coaches, players, fans and parents. Umpires will address concerns about good sportsmanship with the head coach.

Parent / Guardian Requests

A request to remove a player from a game by that player's parent/guardian shall be honored by the player's coach.

Tobacco Free

Optimist Fields

The entire area including bleachers, concession stand area and walking paths of Optimist Fields are designated as "Tobacco Free" during any Glen Lake Mighty-Mites activities.

Gatewood Fields

All grounds of the Hopkins School District are designated "Tobacco Free" at all times.

Traveling Tournament Regulations

These are the regulations that will be used for Traveling Baseball tournaments hosted by the Glen Lake Mighty-Mites.

1. GAME SCORING, LENGTH, and COMPLETED GAMES

- (a) Each team shall keep track of the box scores and agree on the score as the game progresses.
- (b) Each team shall keep an accurate, up-to-date record of the innings pitched by each player on the team.
- (c) A copy of the starting lineup shall be completed and given to the opposing coach. The cards shall contain the batting order by player name and uniform number and shall be delivered at least 5 minutes prior to game time. Complete team rosters, with a maximum of 15 players, must be submitted to the Tournament Coordinator before tournament play begins. Players not on the roster may not be used during any of the tournament games.
- (d) A "complete" game is defined as any game in which the visiting team has fully completed at least four times at bat and the home team is leading, or the home team has fully completed four times at bat.
- (e) There will be a "10-run" rule after four (4) innings (3½ innings if the home team is leading).
- (f) A "complete" game that ends in a tie will not be replayed but will count as ½ game won and ½ game lost.
- (g) A game started but not reaching a "complete" game status will be resumed from the exact point of interruption.
- (h) Any inning being played 2 hours after the scheduled starting time of a game will constitute the last inning of the game. No innings will start at a time which is more than 2 hours later than the scheduled start time, except in situations where it is necessary to play the fourth inning to reach "complete" game status.
NOTE: An inning starts upon the 3rd out of the previous inning.
- (i) In case of a game which has reached the "complete" game status and subsequent thereto the game is terminated during an inning because of weather conditions, the score will revert back to that at the end of the last complete inning played. If this is a tie, see Regulation 1. (f).
- (j) Each game will consist of six innings. In the case of a tie after six full innings of play, ONE extra inning will be played (time curfew permitting). If the score remains tied after both teams have batted in the 7th inning, the game will be considered a tie and the game will end. Each team will receive credit for ½ game won and ½ game lost.
NOTE: Games in the championship round which determine final standings for trophy presentations will be allowed to continue for as many extra innings as necessary to determine a winner.

2. GAME PLAY (OFFENSIVE AND DEFENSIVE PLAY)

- (a) The strike zone will extend from the armpits to just above the kneecap and will be the width of the plate.
- (b) Unlimited defensive substitution shall be allowed. All rostered players will be in the batting order.
- (c) There will be no penalty for balks on the pitcher. If a balk occurs, the umpire will call it to the attention of the pitcher and the coach, but the base runners will not advance.
- (d) There are no special restrictions on runners advancing from any base while the ball is in play. Runners cannot leave the base they occupy until the pitch has been delivered and has reached the batter. Runners leaving early will be called out. See Rule 7.13. (Rule 7.13: When the umpire detects a base runner leaving the base before the ball has been delivered and has reached the batter: (a) the umpire shall immediately call "Time" and call the runner out. (b) The ball becomes dead. Any action that might result from a delivered pitch is disregarded.)

- (e) When the catcher drops a pitch that is the third strike the batter is out and may not attempt to advance to first base. The ball is live and remains in play.
- (f) The batting order shall consist of all players in uniform and present for the game. If 11 players are in uniform, the lineup shall include 11 names. If a player arrives after the batting order is turned in, the player's batting slot is at the end of the order (in the example above, the player would bat in the #12 slot). The opposing coach must be informed of this addition to the batting order. In case of injury or an early departure from the game, the vacated spot in the batting order will be skipped.
- (g) No substitute runners shall be allowed except in the case of an injury and/or with the approval the opposing coach. The courtesy runner shall be the player who made the last out. (A courtesy runner may be used for the catcher with the consent of the opposing coach.)
- (h) Late arriving players (late defined as not being present when the game has officially started) shall be allowed to play after notifying both the umpire and the opposing coach.

3. *PITCHING RULES*

- (a) Pitchers may pitch:
 - Up to 3 innings per game
 - Up to 6 innings per day
 - Up to 12 innings per tournament if held over three days
 - Up to 15 innings per tournament if held over four days
 The starting pitcher may re-enter as a pitcher in the same game one time. (For the other pitchers, the innings pitched must be consecutive.).
- (b) A single pitch thrown constitutes a full inning pitched.
- (c) The following pitches will be legal: fast balls, straight change-ups, palm balls, and knuckle balls. All other pitches (including but not limited to knuckle curves, curve balls, sliders, etc.) shall be considered illegal. The first violation will result in the pitch being called a ball. The second violation will result in the pitch being called a ball and the pitcher being removed as pitcher for the remainder of the game. (The player may continue to participate in the game in any other position.)
- (d) Intentional walks will be permitted with no pitches required. Coaches must inform the umpire of the intentional walk.

4. *SAFETY AND PLAYER ETIQUETTE*

- (a) All umpire decisions will be final. On a disputed play or interpretation of baseball rules, only the coach or assistant coach shall confer with the umpire in an orderly fashion; the umpire's decision is final. No base coaches (unless a coach or an assistant coach) shall confer with the umpire. After giving the coach or assistant coach a warning, the offending base coach may be ejected from the playing field. All coaches and umpires are expected to become familiar with the basic rules of baseball given in this set of rules.
- (b) The head coach is responsible for controlling the behavior of everyone associated with that coach's team; the coaching staff, the players, and the fans.
- (c) A team may have a maximum of four coaches on the bench, the head coach, an assistant coach, a bench coach, and a scorekeeper.
- (d) Adult coaches shall be allowed to coach 1st and 3rd base and shall remain in the area designated for base coaches. A player who is a base coach must wear a batting helmet.
- (e) After the games, the players and coaches will be responsible for leaving their respective bench areas clean.
- (f) The equipment must be kept behind the bench fences and in an orderly manner. A bat must be retrieved before play resumes.
- (g) All batters and runners must wear protective headgear. The catcher must wear the protective helmet with throat protector. Male catchers must wear a protective cup.
- (h) The on-deck position will NOT be used; players and coaches must remain behind the dugout fence and off the playing field. All unauthorized personnel will be asked to leave the playing field by the league officials or field supervisor.
- (i) Players, coaches, and spectators shall not be allowed to harass the opposing players or the umpire at any time. Penalty shall be ejection from playing field by the umpire after one warning.
- (j) Any player or coach, who, in the judgment of the umpire, intentionally throws a bat or helmet in a malicious manner, shall be subject to immediate ejection from the game by the umpire.
- (k) Any runner must slide when there is a play at home plate, or a base other than first. Violation results in the runner being called out. A fielder cannot block a base or home plate without the ball.
- (l) All batting practice for games played at Optimist Fields will be conducted in the batting cages. Teams scheduled for Field #1 will use the west cage and teams scheduled for Field #2 will use the east cage. The Tournament Director will assist the Team Managers in coordinating the use of the batting cages and the use of the infield (if time permits it to be available for pre-game practice). Coaches may also hit fly balls for outfield practice.
- (m) Dugouts are available on a first-come, first-serve basis. The home team is determined by a coin toss conducted before the game.
- (n) Bats must conform to Rule 1.10. Any batter using an illegal bat shall be called out on appeal. (The defensive team may appeal at any time prior to the first pitch to the next batter.) The illegal bat must be removed from the game. (Rule 1.10: The bat used must meet Little League® specifications and standards. It shall be a smooth, rounded stick made of wood or of a material tested and proved acceptable to Little League® standards. It shall not be more than 33 inches in length, not more than 2¼ inches in diameter, and if wood, not less than 15/16 inches in diameter (7/8 for bats less than 30 inches) at its smallest part. Bats may be taped or fitted with a sleeve for a distance not exceeding 16 inches from the small end. No laminated bat shall be used. White bats are not permitted. Colored bats are acceptable. An illegal bat must be removed. NOTE: The traditional batting donut is not permissible.)

5. FORFEITED GAMES

- (a) A game will be considered a forfeit if fewer than 9 players of a team are dressed for a game 10 minutes after the scheduled starting time. The winning team shall win by a score of 6 - 0. Once a game has started with at least the required 9 players, the game will be played to its conclusion without penalty of forfeiture if the loss of an injured player causes the roster to drop below the required 9 players.

6. INCLEMENT WEATHER

- (a) In the event of inclement weather, it will be the decision of the Tournament Director to postpone the game. In an effort to play as many games according to the published schedule, the decision to postpone a game will be made not more than one hour before the scheduled start time.
- (b) If any portion of the tournament is deemed unplayable, the tournament director reserves the right to do whatever necessary to complete the tournament, including but not limited to the changing of tournament format, shortening of games, etc. The decision of the tournament director is final.

7. GAME BALLS

- (a) Each team must furnish one game ball (meeting the requirements specified in Rule 1.09). The **penalty** for failure to provide a game ball shall be 3 runs awarded to the opposing team. The team removing the ball from play must replace any "home run" souvenir balls. (Rule 1.09: The ball used shall meet Little League® specifications and standards. It shall weigh not less than 5 or more than 5 ¼ ounces and measure not less than 9 or more than 9 ¼ inches in circumference.)

8. TIE BREAKERS

The following methods will be used in the order listed, if needed, to determine the position of each team in the standings:

- (a) Head to Head record.
- (b) Least runs given up during the tournament. (When teams #1, #2 and #3 are tied for position A: If team #2 has given up the least runs, then team #2 is placed in position A and team #1 and team #3 go to tie breaker (a) – head to head record – to determine positions B and C; continuing through as many tie breakers that may be necessary.)
- (c) Most runs scored during the tournament.
- (d) Run differential in all games – that is: each team's total of runs scored minus runs allowed.
- (e) Coin toss. (If three teams are involved each team tosses a coin. The team whose result is different from the other two is the "winner". The remaining two then conduct a "conventional" coin toss.)