



2018 Art Wright Memorial Day Tournament Rules & Regulations (9U, 10U Little League)

<http://www.seattleelitebaseball.com>

Tournament Information

- Dates: Saturday, May 26 – Monday, May 28
- Format: **4 game** guarantee; USABat standards
- Baseballs: Teams are required to supply 2 new and 1 gently used baseball for each tournament game

Game Play Rules (9U – 10U Little League)

- Playing rules will follow the Little League "Green Book" for Majors Division, Regular Season. This includes:
 - USABat standards are in play for this tournament (see section on bat rules)
 - Infield fly rule is IN EFFECT
 - No head-first sliding while advancing (head first OK when returning to a base)
 - Called games are considered official after 4 innings (3 ½ if the home team is leading)
 - No run limit per inning

"Green Book" Exceptions

- **Dropped third strike** – NO dropped third strike – strike 3 is an out
- **Courtesy runners** - Allowed **with 2 outs** for the catcher only; must be the player that made the last out (continuous batting order) or a player not currently in the game
- **Mercy Rules**
 - 12 runs after 3
 - 10 runs after 4
 - 8 runs after 5
- **Pitching Rules**
 - **Pitching Limitations**
 - Pitchers can pitch a maximum of 3 innings in a single game
 - Pitchers can pitch a maximum of 6 innings in a calendar day
 - Pitchers can pitch a maximum of 8 innings for the duration of the tournament
 - Pitchers that pitch 4 or more innings in one calendar day require one day rest
 - **NOTE:** A single pitch thrown in an inning constitutes an inning for limitation purposes
 - **PENALTY:** In the case that a team uses an ineligible pitcher, he will immediately be removed from the game and the head coach will be ejected from the current game. No forfeit – the new pitcher will have ample time to warm up.
 - **Mound Visits** – big book rule; 1 visit per inning per pitcher, 2nd visit in an inning to the same pitcher must result in a change. No limit per game.
 - **Pace of Play** – warmups between innings limited to 8 pitches or 1 minute, 30 seconds between innings
- **Lineup/Playing Time Rules**
 - The batting lineup may consist of 9 players, 10 players with an extra hitter (EH – see below) or a continuous lineup with free defensive substitutions. NOTE: If batting 9 or 10, you may still substitute freely on defense.
 - For teams choosing to bat 9 or 10 players, High School rules will be in effect for substitutions - starters are eligible to re-enter the game in their original spot in the lineup. Substitutes are NOT eligible to re-enter once removed.
 - **Extra Hitter (EH)**
 - The EH is an additional player in the batting order that can move into and out of the field on defense freely. Consider the EH the 10th defensive position.
 - Use of the EH is optional and must be declared on the official lineup card submitted to the umpires prior to the game.
 - If a team starts the game with an EH (10 players in the lineup), it must finish the game with an EH. If for some reason (injury, etc) a team that starts with 10 players is left with only 9 eligible players, the spot of the player removed from the lineup will result in an automatic out.
 - There are **no minimum requirements** for defensive outs.
- On deck batters are allowed (behind the batter)
- Coaches are allowed to warm up pitchers prior to and during the game
- Coaches are allowed to be in full uniform and/or baseball attire; this is NOT required



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Game Play Rules (cont.)

• **Bat Rules**

- USABat standards are in play for this tournament
 - Bats must have the USABat certification mark
 - Exceptions include solid one-piece wood bats and BBCOR stamped bats
 - Multi-piece and composite wood bats must have the USA certification mark
 - Each team is responsible for making sure their team bats are legal – this is NOT the umpire's responsibility. In the case where an illegal bat is used, the batter will be declared out and all base runners returned to their original bases at the start of the at-bat. Subsequent use of an illegal bat will result in the same penalty, along with a coach ejection

Time Limits

- As our fields are maintained by City personnel, we need to impose the following time limits on all **pool play and consolation** games:
 - **No new inning** will start after 1 hour and 45 minutes. The game clock will start at the conclusion of the pre-game plate meeting and will be kept by the umpires on the field.
 - There is NO drop dead – if an inning starts, it will be played to completion
 - If the game is a tie, and the time limit has not yet been hit, extra innings should be played until the time limit is in effect. Games tied after hitting the time limit will count as a ½ win, ½ loss for the purposes of determining the final standings at the conclusion of pool play.
- Championship games will be played to completion without a time limit. All other bracket games will adhere to the no new inning after 1 hour and 45 minute rule listed above. If a bracket game is tied after hitting the time limit, extra innings will be played to determine a winner.
- **We will attempt to stay on schedule as much as possible.** Teams should do their best to be warmed up and prepared to play at their scheduled game times, regardless of when the game being played in front of them ends. Player health and safety will be first and foremost, but please show a sense of urgency when getting players & pitchers warmed up for your games if the prior game runs longer than expected.

Rainouts/Shortened Games

- Games called due to darkness or rain will be considered complete if 4 innings have been completed (3 ½ if the home team is ahead). Games which are called in the middle of an inning will revert to the score of the last completed inning.

Player/Coach Conduct

- Any player ejection will result in a one-game suspension, to be served in the next tournament game. Player ejections should be reported to tournament staff by the offending team immediately following the contest.
- Coach ejections will NOT result in a fine or suspension. However, if a particular coach represents his team and the tournament in a way detrimental to sportsmanship and fair play in their dealings with the umpires, the tournament staff reserves the right to apply suspensions/tournament bans as deemed necessary.

Tournament Web Site & App

- Tournament results will be posted on our web site at www.seattleelitebaseball.com under the Tournament section. We will also provide updates on our Seattle Elite Twitter account ([@SeattleElite](https://twitter.com/SeattleElite)) as well as our Facebook page (<http://www.facebook.com/SeattleEliteBaseball>).
- We also have a phone app for our tournaments this year. Simply search 'Seattle Elite Baseball' in Google Play or the iOS store to download the app. Tournament scores, standings, etc. will be updated there throughout the weekend.



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Seeding Guidelines & Tiebreakers

Pool Play Standings

Pools will be ranked from top to bottom based on pool play record.

- **NOTE:** Any pool play crossover games WILL count in the final standings.

Bracket Seeding

In cases where multiple teams from a pool advance, they will be seeded as follows:

- First place teams in each pool will be compared against each other and seeded accordingly
- Second place teams would be seeded after ALL first place teams, compared against each other and seeded accordingly
- **EXAMPLE:** In a 3 team pool situation where the top two teams advance to bracket play, the first place teams would be seeded 1-3 and the second place teams would be seeded 4-6

Wild Card Selection

In divisions that have a Wild Card advancing to bracket play, all non-pool winners will be ranked based on the criteria above (using pool play record first). The best non-pool winner advancing to the championship bracket as the Wild Card.

Tiebreaker Criteria

If ties exist, the following tiebreaker criteria will be used:

- 1) Head-to-Head Record (in the case of a two-way tie)
- 2) Total runs allowed (ranked fewest to most)
- 3) Run differential (max +/- 8 per game)
- 4) Total runs scored
- 5) Fewest runs allowed in a single game
(EX) If a team allowed 3 runs in one game and 5 in the other, the tiebreaker score would be 3
- 6) Most runs scored in a single game
(EX) If a team scored 3 runs in one game and 5 in the other, the tiebreaker score would be 5
- 7) Runs scored in each inning (compare 1st inning first, followed by 2nd, 3rd, etc)

EXAMPLE

- Teams A, B and C all finish at 2-1 in pool play. Since head-to-head record would not break this tie, you move to step 3 above (runs allowed).
 - Team A = 7 runs allowed
 - Team B = 10 runs allowed
 - Team C = 13 runs allowed
- In this scenario, Team A is seeded #1, Team B seeded #2 and Team C seeded #3

Conflict Resolution

- As with any competitive situation, conflicts are sure to arise over the course of the tournament. Seattle Elite Baseball & GSL Tournaments are committed to ruling on all conflicts in a way that (1) is fair to the teams involved and (2) good for the tournament as a whole.