

2010 Baseball Tournament Rules

Overview: “JUST FOR THE FUN OF IT”

This is our league motto and the intent of our tournament. We hold this tournament to provide the opportunity for towns across our region to play against one another in a competition that promotes sportsmanship and above all fun. We expect each player, coach, and parent to play by our motto “**Just for the fun of it**”. If everyone keeps this in mind we are sure to provide a positive experience for everyone involved.

AISA Tournament Board

McAvoy Park Rules:

- Only water is allowed in the dugout and on the field. This will be strictly enforced. **No seeds, gum, or gator-aid will be allowed in these areas.**
- No food is allowed to be brought in from outside the park. There is a town run concession stand on site.
- Smoking is not permitted inside the gated area and alcoholic beverages are not allowed on site including the parking lot.

Rosters:

- Players must have been no more than 12 years old on April 1st 2010.
- Team rosters must have a minimum of 10 players and maximum of 15. Rosters must be handed in prior to your first game by email or at the tournament desk.
- Only players listed on the original rosters are eligible to play and any player used during the single elimination portion of the tournament must have played in a minimum of one round robin game.
- Birth certificates need to be provided within 24 hours if requested.

Pitching Rules:

- A pitcher may pitch a total of 12 innings / 36 outs in the tournament. The teams in the championship game only may allow their pitchers 9 additional outs.
- A pitcher may throw no more than a total of 9 outs per game.
- Seven warm-up pitches are allowed between innings and ten warm-up pitches allowed for new pitchers.

- Once a pitcher is removed from the mound he may re-enter the game at any position besides pitcher provided they were in the original starting line-up.
- **Only three visits by a coach to the mound per game. Any additional visits will result in immediate removal of the pitcher.**
- Two trips to the mound in a single inning for the same pitcher will require removal of the pitcher.
- A pitcher must be removed if they hit two batters in an inning or three during their allotted maximum 9 outs per game.
- Coaches must provide names and uniform numbers to the opposing team prior to a pitcher beginning in order to track pitched innings.
- A tally of players innings pitched will be kept by each opposing team and handed in to the head tournament table when reporting the game scores.

Game Rules:

- **EACH GAME HAS A MAXIMUM TIME LIMIT OF 2 HOURS AND AN INNING CAN NOT BEGIN AFTER 1HR AND 50 MINUTES FROM THE START OF THE GAME. (THE CHAMPIONSHIP GAME HAS NO TIME LIMIT)**
- If an inning is started prior to the 1 hr and 50 minute deadline it must be completed unless the home team is ahead.
- If the score is even at the end of the time limit teams will be given a tie in the standings.
- A completed game will be 6 innings or 5 ½ if the home team is ahead. In case of rain or time limit it will be 4 innings or 3 ½ if the home team is ahead.
- A 10 run rule is in affect after 4 innings or 3 ½ if the home team is ahead. This rule also applies to all games including the championship game.
- During the round robin portion of the tournament each team will have one home and away game. Home/Away will be determined by a coin flip for every team's third game. Elimination games will have the higher seed as home team.
- Teams should have 10 players on the field (must have a minimum of 9) and four outfielders. The intent is to have a straight up outfield consisting of a LF, LC, RC, and RF. Rovers and or a single short outfielder is not allowed.
- All players in the field starting line-up must be in the beginning batting order. You have the option of adding one or two additional hitters for a starting batting order totaling 12 player.
- Any player in the original batting order may exit or enter the game at anytime but may only enter and exit the pitcher position once.
- Any player (substitute) that is not in the starting batting order may enter the game at anytime for one of the original batting line-up players (starter). Once the substitute is removed from the game he may only re-enter the game due to an injury and must bat in the injured player's line-up position. The starter may re-enter at anytime but must bat in their original line-up position.
- Pinch runners are only permitted in case of injury to the base runner. The pinch runner used must be the player who made the last recordable out for your team.

The original runner that was injured must be removed from the remainder of the game and a substitute player must bat in his line-up spot.

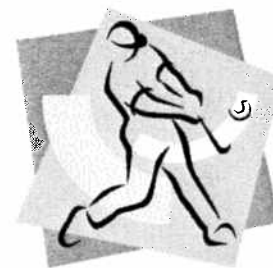
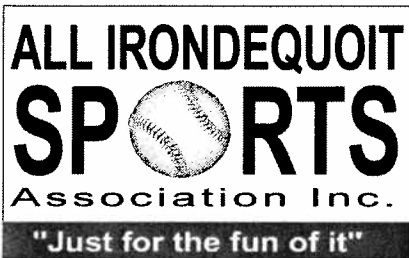
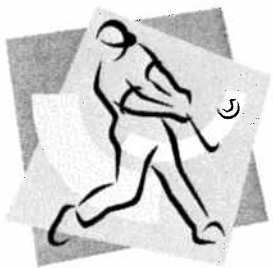
- Stealing is allowed only after a pitched ball crosses the plate. All runners must stay on their base until the ball crosses the plate. If a runner leaves early the pitch will be constituted a dead ball, the player will be sent back to their base, and a warning will be issued to the team. If any player on that team leaves early during the remainder of the game that player will be called out and removed from their base.
- **Head first slides are not permitted.**
- Players are encouraged to slide at each base when a play at that base is imminent. Players are required to slide on plays at the plate and will be called out if they do not.
- Throwing a bat constitutes a team warning. A second offense after the warning is issued to that team will constitute in the offending batter being called out.
- The home plate umpire has the right to eject any player, coach, or parent from the game. If this occurs the player or coach must serve a one game suspension and the parent will not be allowed in the gated area the remainder of the tournament.
- Any rules not defined in the above mentioned will be determined using AISA league rules. If coaches have any questions or concerns with these rules they should be addressed at the tournament head table prior to the start of play.

Tournament Format:

- The eight teams will part of one division.
- Each team will play three round robin games.
- Teams will be awarded three points for a win, two for a tie, and one for a loss.
- Teams will be seeded following the round robin games for the single elimination portion of the tournament by the following tie-breakers in the order listed below.
 - Most overall points
 - Head to head
 - Teams total runs allowed
 - Teams runs for vs runs against differential
 - Coin flip

Home Run Derby:

As an added bonus we would like to invite each of our seven guest teams to enter two players in our home run derby. The derby will be Saturday morning starting at 9 am and will consist of two rounds. The first round each player will receive 10 swings. Any ball (fair, foul, or swing and miss) not hit over the homerun line (165') will be counted as a swing. The players with the top six home run totals (a minimum of one must be hit) will advance to the second round. Each of the second round contestants will receive an additional 10 swings. The top three players with the highest cumulative total from both rounds combined will receive trophies. In case of a tie for any of the top three totals a 5 pitch swing off will be used determine the top three home run hitters.



Team Roster for: _____

PLAYER

AGE & BIRTHDATE

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.
- 13.
- 14.
- 15.

COACHES

PHONE NUMBER

- 1.
- 2.
- 3.

ROSTERS MUST BE RECEIVED PRIOR TO FIRST GAME

2010 AISA Tournament Schedule

Tuesday 6/27 (home team listed second)

5:30

N Field – 40/1 vs AISA

S Field – Spencerport vs G&T

7:45

N Field – RH vs Brighton

S Field – HFM vs Greece

Wednesday 6/28 (home team listed second)

5:30

N Field – Brighton vs HFM

S Field – Greece vs RH

7:45

N Field – G&T vs 40/1

S Field – AISA vs Spencerport

Thursday 6/29 (home team by coin toss)

5:30

N Field – Brighton vs AISA

S Field – 40/1 vs HFM

7:45

N Field – RH vs G&T

S Field – Greece Vs Spencerport

Friday 6/30 (rain day)

Saturday 7/1 Playoff (higher seed is home team)

9:00 – HR Derby

12:00 – N Field 5 vs 4 S Field 6 vs 3

3:00 – N Field 8 vs 1 S Field 7 vs 2

5:30 – N Field 5/4 vs 8/1

 S Field 6/3 vs 7/2

7:45 – N Field 7/6/3/2 vs 8/5/4/1