

# 10u Tournament Rules and Schedule

## Bangkok Christmas Classic: 20-22 December, 2019 10 & Under Rules

- **Tournament Format:** TBD
- **Tie Breaker for Playoff Seedings:** In the event two or more teams have the same record after their round robin games conclude, the order of finish will be based on (a) head-to-head record(s) among the tied teams; (b) and, if still tied, the team with the best run differential; (c) and, if still tied, cumulative fewest runs allowed in the tournament to date.
- **Innings in fair weather:** We will attempt to complete 5 innings in less than an hour and thirty minutes. No new inning will be started after 1:10. If the game is tied at that point, please see "*Tie Breaker*" below.
- **Minimum regulation game:** Four full innings (3½ if the home team is ahead) constitute a regulation game. Should less than a regulation game be played due to weather and the game cannot be restarted at a time and place convenient to both coaches and tournament officials, then (a) the game will be judged a tie; (b) runs scored and allowed will be tallied and counted as of the last complete inning; (c) any innings pitched count towards the total innings pitched for that day.
- **Special rules governing weather delays:** If a game already played to regulation-length is subsequently delayed due to poor weather, then the game *will not be resumed* if, when the umpires determine the field has become playable again, fewer than fifteen minutes remain before the scheduled start of the next game. (Note that runs scored in partial innings pre-suspension will not count: the score that existed at the end of the last completed inning becomes the final score for a regulation game.)
- **Tie Breaker for Regular Games:** If at the end of a tied regulation 5 innings game, the time is under 1:30 then a 6<sup>th</sup> inning is played (and so forth until a complete inning ends after the 1:10 mark). In that instance, the last batter from the previous inning starts from 2<sup>nd</sup> base with one out. There is no sudden death, as both teams come to bat until a winner emerges.
- **Six Run Rule:** Once a team has scored six runs in an inning, that half inning shall be deemed over, even if three outs are not recorded (except in the last inning, which features unlimited runs). No team may score more than six runs in an inning unless it is the last inning of the game.
- **Mercy Rule:** At the end of 3½ (if the home team is ahead) or 4 innings, any game in which one team leads by 15 or more runs will be declared over by the umpire. At the end of 4½ (if the home team is ahead) or 5 innings, any game in which one team leads by 10 or more runs will be declared over by the umpire.
- **Distances:** Pitching is from 46 feet from a flat surface. Bases are at 60 feet and fences will be approximately 180 feet for U10s.
- **Ball:** All games will be played with standard leather balls, as approved by Little League rules.

- **Bats:** The bat must meet the USA Baseball bat (USABat) standard as adopted by Little League. It shall be a smooth, rounded stick that is made of wood or of material and color tested and acceptable to USABat. It shall not be more than 33 inches in length; nor more than 2<sup>5</sup>/<sub>8</sub> inches in diameter, and if wood, not less than <sup>15</sup>/<sub>16</sub> inch in diameter (<sup>7</sup>/<sub>8</sub> inch for bats less than 30 inches) at its smallest part.
- **Age Cut-Off:** Players must not turn 11 before December 23, 2019 for 10 and Under division. Exceptions may be provided if it's fair to the other teams participating i.e., overage players are not exceptionally skilled as determined by the Tournament Committee. Managers must receive from the Tournament Director an approved Waiver in writing before the tournament begins. All eligible players must also submit official passport copies to the Tournament Director prior to starting the tourney. *Note that overage players may NOT pitch in the tournament, but playing catcher is allowed.*
- **Shoes:** No metal spikes allowed, this will be strictly enforced.
- **Warm-ups:** On field warm-ups will be allowed prior to the start of games *only at the home plate umpire's discretion*. **Games must start on time, even if one team doesn't receive the same on-field warm-up time as the other.** Coaches need to work with the umpire to cooperate and ensure that any available warm-up time is shared evenly. Between innings, any delay in the pitcher/ catcher taking the field may result in home plate umpire's curtailing or canceling the warm-up pitches.
- **Game Rules**
  - 9 players play in the field (3 outfielders).
  - Bunting is allowed, but not any slash bunt (player shows bunt, but proceeds to swing)
  - Infield fly rule will apply at the Umpire's discretion.
  - The Tournament Director recommends a minimum of 10 and a maximum of 15 players be included on the team roster per game. *Teams may bring more than 15 players, but they don't have to name every player to their squad for each game.*
  - A Manager may choose to bat more than 9 players in their batting order, but must keep the same order throughout the game.
  - A starter may re-enter in the batting order only for the player that originally replaced him. However, replaced players must have completed a minimum of 3 outs on defense for U10s.
  - Free substitution is allowed in the field for each inning, *except* for the pitcher.
  - Pitch Count for Under 10s:
    - A pitcher may pitch as many innings as the coach allows, but not more than 80 pitches per day. Once the pitcher is removed from pitching, he/she cannot pitch later in the same game.
    - The same pitcher may pitch in two games in one day, provided the cumulative total does not exceed 80 pitches.

- A pitcher who throws more than 40 pitches in one day is required to rest one day.
  - There is a 160 maximum cumulative pitch count limit per player for the Tournament.
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- No curve balls are allowed at U10. At the home plate umpire's sole discretion, a pitcher repeatedly pitching curveballs may be removed from pitching for the remainder of that game
  - Pitchers are allowed a maximum of five warm-up pitches between innings. New pitchers are allowed a maximum of seven pitches.
  - Base runners are not to dive headfirst into any base, except when returning to a base already safely reached. Runners doing so are out.
  - There are no leadoffs. Runners are permitted to steal, but cannot leave the bag until the pitched ball crosses the plate.
  - Runners on third base are not allowed to steal home on a passed ball, a wild pitch, or squeeze play. The runner can steal home only if the catcher makes a wild throw back to the pitcher (or the pitcher does not catch the ball cleanly).
  - The on-deck position is allowed *provided* that the on deck batter positions himself in the on-deck circle located *behind* the back of the batter.
  - Players and coaches are reminded that, in order for a batter hit by a pitched ball to be awarded first base, the player may not move their body towards the pitch in an attempt to be hit. However, if a pitch is headed towards a batter and he stands his ground, then he will be awarded first base. Umpires will watch carefully for players who lean into pitches. Players hit under such circumstances will *not* be awarded first base. The Umpire will make a "ball" or "strike" call and the at bat will continue.
  - On the third strike, the batter is out even if the catcher does not catch the ball cleanly
  - Once a batter squares around to bunt, he must either bunt or take the pitch. Any batter swinging after showing a bunt ('slash bunt') will be declared out, the ball is dead and no runner may advance.
  - Courtesy runner is mandatory for the catcher when there are two outs. No other courtesy runners are allowed (e.g. for the pitcher)
  - Neatly stacked bats and helmets are allowed outside the dugouts. No bags, catcher's gear or balls are allowed outside the dugout.
  - Tournament scorekeepers are volunteers and may not be aware of the total pitches thrown on a particular day. Therefore we would that in the 10U division managers strictly adhere to the pitching restrictions.
  - Violation of the tournament cumulative pitch count rule is grounds for disqualification of the pitcher (as a player and not just as a pitcher), the manager and/ or the entire team at the sole discretion of the Tournament Director.

- Managers or coaches may warm up pitchers between innings. Players warming up pitchers *must* wear a face mask
- There are no prohibitions on catchers then pitching, or pitchers then catching in the same game or multiple games in a day.
- A minimum of *eight* players must be in uniform and able to take the field or bat at the later of the scheduled start of the game or the home plate umpire's readiness to start the game. Fielding fewer than eight players results in a forfeited game, by a score of 7-0. A team with only eight players has until the end of the second inning to field a ninth player, or else the game is a forfeit.
- No appeal may be made on a judgment call. The right of appeal to the home plate umpire is limited to rules interpretations. Only the Manager (to be identified to the home plate umpire before the game starts) may lodge an appeal. **No other appeals will be heard, and the home plate umpire's decision is final.** The Tournament Director and/or the Head Umpires may (or may not) be on site to assist the home plate umpire with rules-based calls.

*Unless specified in the above tournament rules, the tournament will be conducted according to Little League Tournament rules.*

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**Coaches, parents and players must embody good sportsmanship. Umpires need to be treated with respect, right or wrong. The Tournament Director *will* suspend coaches, parents and players who exhibit poor sportsmanship. Repeat offenders will be banned for the remainder of the tournament.**

Tournament Director: Zack Wade