

2012 Burlington Battle of the Titans (1 and 2)

U8-U14 Rules

All Rules follow the 2012 Little League Rule Book with the following additions and/or exceptions:

Roster:

1. A team must have eight players to start a game. If players are running late, a 10 minute grace period from scheduled start time will be allowed before the game is counted as a forfeit.
2. Your roster may be changed with the Tournament director prior to the first game. After the first game starts, the roster is frozen.

Field Dimensions:

1. U8-U10, 60ft bases, 46ft mound. LL rules.
2. U11-U12. 70ft bases, 50ft mound.
3. U13-U14, 90ft bases, 60'6" mound.

Equipment:

1. No Steel spikes, except U13 and U14.
2. U8-U12, Big barrel bats are allowed, only up to 2 5/8". Nothing larger.
3. All Teams must wear caps and numbered jersey's
4. Batters, base-runners, and player base coaches all must wear helmets. No bat boys allowed in the dugout.

Pitching Rules:

1. U8-U12, Pitchers are allowed (2) consecutive innings per game. U13-U14 are allowed (3) consecutive innings per game. One pitch counts as an inning pitched.
2. A manager or coach may visit the mound once per pitcher per inning. A second visit in the same inning means the pitcher must be removed. Rule applies to each pitcher that enters the game.
3. Please anticipate potential pitching changes, to help speed along the game.
4. One team balk warning per game will be allowed for U11, U12. No balk warnings for U13 or U14

General:

1. Line-up, a starter may re-enter the game once and then only in the same batting spot. Substitutes cannot re-enter a game.
2. You may bat a 10th person as an additional hitter. He may hit anywhere in the lineup. He may move to a spot in the field later as long as player in the field is moved to his spot. You can also bat a continuous order, with open defensive substitution. If an injury occurs and a player can't finish the game, it will NOT be an out everytime his spot comes up in the batting order.
3. The Team Bench is limited to the manager, coaches, players, and (1) scorer. (4 adults max)
4. The tournament director will determine conditions of the fields in case of bad weather.
5. The fields are considered neutral. A coin flip will decide the home team. The farthest team away will call. In the championship round the higher seed will be the home team.
6. No protest can be called on umpire judgment calls. No protests allowed at all.
7. No game may be forfeited or a team disqualified without authorization of tournament director/committee.
8. On deck hitters are allowed. They must stand on the side of the field behind the hitter for safety reasons.

9. If the score is tied at the end of the game, California rules will be used. California rules place the person who made last out in the previous inning at second base to start the inning. There will be (1) out and each batter will start with 2 ball and 1 strike count. Play then continues as usual. Play will last for (2) innings, if it is tied after the completion of that inning, the records will go in as a tie. Except for Semis or Championship.
10. Stealing. U8-U10, No stealing until the ball crosses the plate. One team warning for leaving early, 2nd occurrence results in an out.
11. Bracket Tie Breakers: Pool Record, Head to Head, Runs Allowed, Runs Scored. See Tourney Director. Will be based by tourney set-up.

Time:

1. All U8-U14 Games are 6 innings. The umpire is the official timer. No new inning may start after 1 hour and 40 minutes unless the score is tied. In the event of injury or weather the umpire will stop the time. There is no time limit in the Championship or semi final games.
2. The following rules will be enforced to keep the tournament on schedule:
 - a. Pitcher may “walk” a batter by simply advising the umpire.
 - b. No more than 5 warm up pitches between innings and 7 pitches for a new pitcher. There are mounds by each dugout that can be used for warming up while your team is batting. Plan ahead.
 - c. Infield or outfield practice between innings is allowed. Keep it quick!!
 - d. The baseball must be returned to the pitcher after an out is made. A pinch runner may be used anytime for a pitcher or catcher, but must be used with 2 outs. This must be a player that is not presently in the game or the last out. Please have this runner designated and ready to go.
3. There will be a 10 run rule that will be in effect after the 4th inning. A legal game is 3 ½ innings if the home team is winning by 10 or more. This applies to every game including championship and semis.
4. No infield or batting practice before the game at the tournament site. Check w/ tournament for other practice areas.
5. Have your line-up ready 15 minutes before game time. Present lineup to each team prior to the game. Each team will be responsible for scoring the game. The umpire will verify score with tower, each ½ inning.
6. Be at the diamond no later than 20 minutes before scheduled start. If we can start a game early, we will.

Conduct:

1. No player, manager, or coach will be allowed to use profane or abusive language to players, umpires, or any other tournament official. This also goes for the spectators and parents. **PLEASE CONTROL YOUR PARENTS.**
2. Only players, managers, coaches, and a scorekeeper shall occupy the dugout.
3. If any player, manager, or coach gets ejected from the game, they must leave the field immediately. (out of visual sight of the umpire). Ejected players are ineligible to play the next game. Ejected Managers or Coaches will not be allowed back in the tournament at all. Ejected parents are not allowed back on the complex for the duration of the tournament.

Rain Delay Policy:

In the event of weather delays the games but does not cancel the entire day or tournament, the following rules will apply:

1. The tournament official or head umpire will have the final say at each location.

2. The safety of the players and everyone involved with the tournament is our primary concern. If there is any concern about the condition of the field contact the tournament official.
3. If a rain delay occurs the following policy should be followed:
 - a. A complete game will be considered 3 full innings if the game is rained out. If the game is delayed, the game clock will be stopped for up to 15 minutes due to rain. Beyond that the game clock will continue until the time expired. At that time the win will be awarded to the team in the lead if more than 3 innings have been played.
 - b. If the game is stopped in the middle of an inning, the umpire will award the win to the team leading the game at the end of the last complete inning, as long as 3 full innings have been played. If the game is tied and the game is cancelled due to weather, the game will be declared complete and the results will be counted as a ½ game win and ½ game losses for both teams on Friday and Saturday. If the game is stopped before 3 complete innings, the game will be declared complete and the results will be counted as a ½ game win and loss for each team on Saturday.
4. It is the desire of the Battle of the Titans to see that all games are played in full. These rules are intended to assist the field officials in fairly dealing with the potential of rain delay. It is our intention to allow the field official to use his judgment and to do everything necessary to get all games in while at the same time keeping the players and families safe.