

## Willowick Baseball League

### Mitey Mites Tournament

#### GENERAL RULES:

- The tournament director or his/her appointed representative (e.g. Umpires) shall be the sole judge as to the playing conditions of the fields and is responsible to make a decision for a called game and/or termination of play.
- Three-game minimum, see Rain-Out Policy.
- A roster with player's last name, first name, birth date, and uniform number must be turned in at start of tournament to Concessions. Have birth certificates available in case questions arise. Tournament age is player's age as of May 1.
- Teams shall be at the field 30 minutes before the scheduled game time. If a team cannot field a team at the scheduled start time, they will forfeit. All games must start and end with at least eight (8) defensive players otherwise a forfeit.
- Bases will be 60' in length. Pitching will be 40' in length.
- A coin flip in pool play will determine home team. The higher seed will be the home team in all single elimination bracket games. Home team is responsible for keeping official score book.
- No protests are allowed.
- No metal cleats allowed.
- Profanity or misconduct by a player, coach, or manager will not be tolerated and may result in dismissal from the game, tournament, and park. If does not leave team will be forfeited.

#### RAIN-OUT POLICY:

- In the event of bad weather, Willowick baseball has the right to modify and complete the tournament any way feasible to all teams involved. Refunds will be issued based on games completed. Any started game with umpire(s) paid may be considered a played game in the refund policy. Full refunds are not possible due to park rentals and umpire payments.

75% Refund if no games are played

60% Refund if one game is played

No Refund if 2 or more games are played

#### BATTING / LINEUP RULES:

- A continuous batting order, using the entire attending team roster, must be used throughout the entire game.
- Dropped third strike is NOT in effect.
- Speed-up rule is in effect. Teams may use a courtesy runner with two outs for the catcher. The runner must be the last batted out.
- No Bat Size Restrictions.

#### GAME RULES:

- No inning shall start after 1:45 hour unless the inning is needed to create an official game or to complete an extra inning game. Games suspended due to weather that have not reached an official game will continue from that point. All single elimination games will have NO time limit.
- Note: If a Home team is at bat and leading at the time limit, no further batters permitted-game over.
- Games can end in a tie in pool play only.

- Runners must slide or give up if there is a play being made at a base. No hurdling or running into the fielder and no head first slide unless you lead off and going back to base is allowed.
- Games are 6 innings in length.
- Mercy Rule: 12 runs after 4 innings, 10 runs after 5 innings, 8 runs after 6 innings.

#### Pitching Rules:

- One pitch constitutes one inning pitched. (Does not include warm-ups) A Pitcher is allowed one (1) inning per game, three (3) innings total maximum for seed play, and two (2) innings maximum for single elimination tournament. Five (5) innings maximum for the tournament.
- Pitching will be done by the player in 3rd and 4th innings; batting team's manager or coach will pitch 1st, 2nd, 5th, 6th and any additional inning. One foot of the pitching coach must be in the circle if applicable or within 5 feet of the pitching rubber.
- Balls and strikes will be called by the umpire behind the plate for the entire game (Includes Player and Coach pitch).
- NO WALK RULE at any point, the count reaches 3 balls, the batter's coach will pitch to the batter. The PLAYER PITCHER MUST STAND WITHIN FIVE FEET on either side of the coach as the coach pitches. As soon as that batter is done the coach runs back to his position and the normal player pitcher then begins pitching to the next batter.
- When coaches come in to pitch there will be a 5 PITCH MAXIMUM (including foul balls). Pitching coaches must pitch overhand NOT underhand. If the pitching coach throws a pitch that is not a strike it is simply called a no pitch and the count remains at three balls and the coach pitches again, there is no ball four and no walk. If the count is three balls and two strikes and the pitching coach throws a strike (swinging or called by the umpire) then the batter is out. If, after the 5th coach pitch, the batter has not hit the ball or has not been called out with 3 strikes the batter is automatically out.
- A manager or coach shall be allowed to visit the pitcher once per inning. On the second visit to the mound he must remove the pitcher.
- Coach Pitch:
  - Maximum of 7 pitches per batter
  - 3 strikes will determine a strike-out.
  - There are no bases on balls.
  - If last pitch is fouled off the batter will receive another pitch.
  - All pitching is overhand and will approximate a player's pitch. NO lobs allowed.

#### Defense Rules:

- No infield fly rule.
- Four outfielders will play in the outfield grass.
- A maximum of 6 infielders, including pitcher and catcher will be allowed.
- Half-way lines between 1<sup>st</sup>-2nd, 2nd-3<sup>rd</sup>, and 3<sup>rd</sup> and home plate.
- Runners advance at own risk. This is to encourage defensive players to try and make a play on runners trying to advance. If a defensive throw is attempted on a runner, the ball will be ruled dead after the first throw, and no runners may advance any further than one base regardless of where the ball is thrown.
- An infield player may raise their hand and call time once they have control of the ball and inside of the baselines. A base runner that has advanced over halfway to the next base when time is granted will be permitted to advance without liability to be put out.
- There will be no stealing or lead-offs.
- A foul ball must rise above the batter's head to be considered an out when caught by the catcher.
- No bunting. Balls hit within 6 feet of home plate will be considered a bunt and ruled dead ball. It is the umpire's consistent discretionary call when determining the ruling of a bunt.
- Player starts at one position, he or she will play that position throughout the inning unless an injury occurs.
- 1st & 3rd infielders may be one foot inside the base line, but not on the base line.
- Each team may score a maximum of 5 runs per inning (1st – 4th innings) starting in the 5th inning and any

additional inning, there are no scoring restrictions.

TIE BREAKER:

- 1) Head to Head 2) Fewest runs allowed 3) Most runs scored (Max 8/game) 4) Coin-flip

REPORTING SCORES:

- Winning teams shall text score to Doug Pintar (314) 629-9190