



# City Tournament 2009



**San Mateo Little League**  
Revised 6/5/2009



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## Tournament Rules

*THESE RULES ARE IN ADDITION TO THOSE CONTAINED IN THE OFFICIAL LITTLE LEAGUE RULEBOOK.*

### A. The Batting Order

- a. **AAA** Batting Order will be the entire team roster. Managers shall establish and submit a batting order to the official scorer and the opposing manager before each game. All batters will bat in order, with no changes allowed in that order.

### B. Minimum Playing Time

- a. **AAA** - There is free substitution, and players once removed from the game may re-enter. However, no defensive substitutions will be allowed in the middle of the inning except pitching changes or substitution due to injury.
- b. **MAJORS** – Players must play three consecutive innings for a minimum of nine defensive outs and one at bat. Players may re-enter in the event the game extends to extra innings or injury to a player. Called games or when the home team is ahead after 5 ½ innings shall be the only exception to the rule

- ### C. Time Limits
- All games, except for the games to determine the champion and runner up, will be limited to 2 hours and 20 minutes. No new inning will start if the time limit is exceeded. A new inning starts at the moment the third out is made completing the preceding completed inning. The Official Scorekeeper must document the start time of each game. All games must be completed until there is a winner.

### D. Run Limits

- a. **AAA** – 5 run limits for each inning except for the 6<sup>th</sup> inning or greater.
- b. **Majors** – no limit

- ### E. 10 Run Rule
- If after 4 innings, the home or visiting team is ahead by 10 or more runs, the game will be over.

- ### F. Home Team
- The higher seed is the home team. If both teams are the same seed, then a coin toss will decide home team

- ### G. Suspended or Rained Out Games
- Reschedule date/time depends on field availability



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## Tournament Rules continued

- H. Bat Throwing** – If a player throws his bat while at bat or otherwise, he will be warned once and will be benched for that game after the second occurrence. If the umpire deems that the player threw the bat on purpose then he may be ejected from the game immediately (M).
- I. Scorekeepers / Umpires** – The home field will provide the official scorekeeper and a minimum of two umpires per game. The home field will also provide game balls.
- J. Playing Time Record** – Managers will complete a Playing Timecard with players listed in *numerical order* to the home plate umpire before each game. The umpire will record each non-participating defensive player for minimum playing time purposes
- K. Plays at Any Base**– Any runner is out when, if in the judgment of the umpire, the runner fails to avoid contact with any player covering any base during a play. During a play is defined when ball arrives near the base (or plate) to make a play on the runner when a defensive player is covering the base (or plate). The runner shall not be called out for any contact incurred during a feet first slide into the player covering any base. A player is not automatically called out, if he does not slide. This is a judgment call made by the umpires. The Chief umpire for the game will have final decision. This is a basic “slide rule” to protect both runner and defensive players.
- L. Umpire / Coach Issues** – Only Managers can discuss calls with the Umpires. A pregame meeting must be established between both Managers and the Umpires to discuss this rule and any home field rules that may apply.
- M. Coaches:** Three adults are permitted to assist on the field or in the dugout. No person other than the Manager and two adult coaches are allowed on the field or in the dugout during games. Only one manager or coach may remain outside the dugout while their team is playing defense.



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### **Tournament Rules** continued

- N. Restraining Line** – A line is drawn from baseline to dugout between home and first and third to home. Managers and coaches may not cross the restraining line without permission of the umpire. Failure to obtain permission from the umpire will constitute a trip to the mound and possible ejection from the game at the discretion of the umpire.
- O. Ejection** - When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. Any manager or coach who is ejected from a game is suspended from his or her team's next physically played game and may not be in attendance at the game site from which they were suspended
- P. Pre Game Warm Up** – The visiting team shall take the field 25 minutes prior to game and warm up for a period not to exceed 10 minutes. The home team may warm up 15 minutes prior to game not to exceed 10 minutes at which time the umpires will call the start of the game. The board member on duty will control the start time of games and resolve any warm-up disputes (M).



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## Pitching Rules

### A. Pitch Count Requirements

1. The maximum pitches a player can throw in one game:
  - a. 9 or 10 year old - 75 pitches
  - b. 11 or 12 years old - 85 pitches
    - i. Note: 12 years old cannot pitch in AAA
2. The following rest requirements are stipulated:

61+ pitches in a day	3 calendar days + next game's rest
41-60 pitches in a day	2 calendar days + next game's rest
21-40 pitches in a day	1 calendar day
0-20 pitches in a day	0 calendar days
3. A catcher may become a pitcher with no consequences, however:
  - a. **AAA** - Once a player pitches 21 pitches or more pitches, that same player cannot play catcher for the remainder of that game.
  - b. **MAJORS** - Once a player pitches 41 or more pitches, that same player cannot play catcher for the remainder of that game.
4. A pitcher cannot pitch in more than one game in a day.
5. A player may pitch on consecutive calendar days if only the player has had the required days of rest as determined by the pitch count rule. In this case, the pitcher can only pitch up to 20 pitches (0 days of rest required) in order to pitch in the next calendar day.
6. In a game suspended by darkness, weather or other causes and resumed the following day, the pitcher of record at the time the game was halted may continue to pitch to the extent of the remaining eligibility for that game. In this situation, the player may not pitch in any subsequent game if he pitches more than one inning in the suspended game.
7. Pitches thrown in a "Regulation Tie Game" or "Suspended Game" will be charged against their pitch counts and will follow the rest requirements.
8. In "Suspended Games" resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.



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## **Pitching Rules** continued

### **B. Pitch Count Recording**

1. The official scorekeeper will also be the official pitch count recorder for the game.
2. Pitches will be recorded in the Pitch Count Log (see attached) following each inning by the Official Scorekeeper.
3. The official scorekeeper will determine how they will keep the actual pitch count following each pitch (i.e. off of the official book, using a counter, etc.) The recommended method is documenting the pitches in the official scorebook.
4. The home and visiting teams are responsible for tracking their players pitch counts.
5. Intentional walks require the pitcher to throw the pitches, which will be counted towards the pitch count.
6. If a pitcher exceeds their pitch count requirements while pitcher to a batter, the pitcher is allowed to finish pitching to the batter without any consequences.

### **C. Pitch Count**

1. The team's manager is responsible for knowing when his pitcher must be removed.
2. Official scorer must provide current pitch count for any pitcher when requested by either manager or umpire.
3. Official scorer should inform umpire-in-chief when a pitcher has delivered the maximum limit of pitches for that game. The umpire-in-chief should inform the pitcher's manager. However, the failure of this notification does not relieve the manager of his responsibility of knowing when his/her pitcher must be removed.
4. A copy of the Pitch Count Log(attachment) with previous games results will be kept at the field at all times.
5. If during a game, a pitcher is found to have exceeded their pitch limit (if exceeded after reaching the limit and then pitching to another batter), the pitcher will be removed immediately. For a first offense by this team, the pitcher in question will be ineligible to pitch for 7 calendar days. For a second offense by this team from any pitcher, the current game will be forfeited.



# PITCH COUNT LOG

2009 City Tournament



San Mateo Little League

Revised 6/5/2009



DIVISION: \_\_\_\_\_ GAME #: \_\_\_\_\_

DATE: \_\_\_\_\_

TIME: \_\_\_\_\_

HOME TEAM: \_\_\_\_\_

VISITING TEAM: \_\_\_\_\_

INNING	PITCHER (NAME / NUMBER)	# OF PITCHES
1		
2		
3		
4		
5		
6		
7		

INNING	PITCHER (NAME / NUMBER)	# OF PITCHES
1		
2		
3		
4		
5		
6		
7		

### GAME TOTAL

PITCHER	# OF PITCHES

### GAME TOTAL

PITCHER	# OF PITCHES

Official Scorer: \_\_\_\_\_