

# **2016 Absecon Invitational Baseball Tournament**

## **Game Rules**

- Little League rules are in effect for our tournament with some exceptions noted below. Note that while we use LL rules as a foundation, this tournament is in no way affiliated or sponsored by Little League Baseball.
- 15 player's maximum per team.
- The home team will be determined by a coin flip prior to EVERY game. If pool play is used home team in playoff will be higher seed. Managers will meet with umpires prior to game to discuss ground rules.
- There will be no new inning started after 1 hour and 45 minutes. New inning begins immediately after the 3rd out of prior inning. Umpire keeps time. Does not apply to 8U Playoffs or 8U/10U/12U Finals.
- Pitchers may throw 2 innings per game with no maximum for the tournament. One pitch constitutes one inning pitched. No pitcher may return to pitch in the same game once he is removed from pitching. There will be no pitch count, so any rules relying on the pitch count are not in effect.
- Pitchers who enter the game during an inning will have 7 warm-up pitches to get ready.
- 9 fielders for 10U/12U. 10 fielders for 8U only.
- NO On-deck batters!!
- We encourage you to bat your entire lineup, but Manager must declare whether their team will bat 9 or all players prior to the start of the game. No designated hitter. No extra hitter. If batting all players, free substitution on defense allowed. If batting 9, minimum playing requirement of 1 at-bat and 3 defensive outs in the field will be enforced.
- Bats unauthorized by Little League may not be used in this tournament. Check the Little League website for the latest list of approved bats.
- Infield fly rule and dropped 3rd strike applies to 12U only. Not for 10U or 8U.
- There is a 10-run "mercy rule" after 4 innings.
- A courtesy runner MAY be used for the Catcher and only with 2 outs. Must be last batted out. Little League "special pinch runner" will not be used.
- Any player warming up a pitcher must wear a catcher's mask.
- Base Coaches are mandatory. ONE coach shall be in the dugout at all times. If necessary, a player shall be used as base coach.
- It is all for the kids, right? Please be respectful and courteous to the umpire and opposing teams before, during and after games. Managers are responsible for ALL actions of their coaches, players and fans. Calls made on-field are FINAL. Zero tolerance policy in effect.

- Game score and coach's opposing team player nomination for the MVP award should be reported to the Stand or to a Tournament Director by each manager immediately following each game. Failure to turn in an MVP card will result in the disqualification of the opposing MVP vote for your team.
- Please remove all trash from the dugout after each game.
- Schedules, rules and results will be posted each day at [www.abseconsports.org/tourney.html](http://www.abseconsports.org/tourney.html). Directions to fields are also available there.

### **Tie Breakers for Pool Play**

- A) Overall Record
- B) Head to Head
- C) Runs Allowed
- D) Runs Scored

### **8U Specific Rules**

- 4 outfielders will be used (all in grass). Teams must bat all players and substitutions are unlimited. You must use a catcher.
- Machine will be set at approximately 38 MPH. Each batter will get 6 'hittable' pitches or 3 swinging strikes. If a batter fouls off the 6th 'hittable' pitch he will continue his at bat until putting the ball in play, swinging and missing, or not swinging at the next 'hittable' pitch. No base on balls.
- 3 recorded outs or 5 run max runs per inning. Unlimited runs in the 6th inning.
- Umpire will make all on-field calls.
- If a batted ball strikes the pitching machine, a dead ball results and all batter/runners advance to the next base.
- On an outfield hit, a batter/runner may continue to advance until the outfielder has released the ball (in any direction). Umpire will make the call.
- If the pitching machine needs an adjustment, it will be done in between innings with approval of both managers.
- No advance on overthrow to any base by an infielder.
- The pitcher must have at least 1 foot in the pitching circle (if drawn) or stand behind the pitching machine.