

HAVERHILL LITTLE LEAGUE RULES

10-12 YEAR OLDS

THE HAVERHILL LITTLE LEAGUE TOURNAMENT IS GOVERNED BY THE REGULAR SEASON RULES OF LITTLE LEAGUE BASEBALL WITH THE FOLLOWING MODIFICATIONS AND CLARIFICATIONS.

GENERAL, AGE, & ROSTER RULES

PLAYERS AGE CALCULATED AS OF APRIL 30TH OF THIS YEAR
TEAM ROSTERS ARE LIMITED TO 14 PLAYERS
TO ELIMINATE CONTROVERSY, PROOF OF AGE MAY BE REQUIRED
UPON REQUEST OF THE TOURNAMENT DIRECTOR, TO BE GIVEN
PRIOR TO NEXT SCHEDULED GAME.

GAMES ARE 6 INNINGS, NO EXTRA INNINGS EXCEPT PLAYOFFS
NO GAME MAY START 15 MINUTES AFTER START TIME. FAILURE TO ARRIVE ON TIME, OR
WITHOUT ENOUGH PLAYERS (9), IS GROUND FOR FORFEIT.
BATTERS, RUNNERS, AND CHILD BASE COACHES MUST WEAR HELMETS
ADULT COACH AT FIRST AND THIRD BASE ARE ALLOWED

EACH PLAYER MUST PLAY 2 INNINGS DEFENSIVELY IN 6 INNING GAME
THE EH OR EXTRA HITTER IS OPTIONAL TO EITHER TEAM
THE EH MUST PLAY 2 INNINGS DEFENSIVELY
NO INNINGS LIMIT FOR PITCHERS DURING THE ROUND ROBIN PHASE OF
THE TOURNAMENT
NINE INNINGS LIMIT PER PITCHER IN THE FINALS ONLY
IF THE PITCHER HITS TWO BATTERS IN AN INNING OR THREE IN A
GAME HE MUST BE REMOVED
NO ON DECK BATTERS! NO FLASHING
GROUND RULES FOR EACH FIELD WILL BE DISCUSSED PRIOR TO THE GAME
COIN FLIP FOR HOME TEAM
IF DIVISION HAS BRACKET PLAYOFFS : DOUBLE ELIMINATION, 14 INNING LIMIT PER PITCHER

RULES OF CONDUCT

THE USE OF ABUSIVE OR VULGAR LANGUAGE BY COACHES, PLAYERS, PARENTS, OR
FANS IS STRICTLY PROHIBITED
EACH COACH IS HELD RESPONSIBLE FOR THE CONDUCT OF HIS STAFF, PLAYERS, AND
FANS
THERE IS NO ALCOHOLIC BEVERAGES ALLOWED ANYWHERE ON TOURNEY GROUNDS
OR RIVERSIDE PARK
THERE IS TO BE NO HECKLING OR INTIMIDATING OF PLAYERS, COACHES, OR UMPIRES
INFRACTIONS OF THE ABOVE RULES ARE GROUNDS FOR IMMEDIATE FORFEIT OF THE
GAME OR PLAYER SUSPENSION
FORFEITURES ARE AT THE DISCRETION OF THE UMPIRES. THE TOURNAMENT
COMMITTEE WILL STAND BEHIND AN UMPIRES DECISION TO FORFEIT

STANDINGS

STANDINGS ARE BASED ON THE FOLLOWING POINT SYSTEM
WIN 2 PTS TIE 1 PT LOSS 0 PT
IN THE EVENT OF A TIE THE TIE BREAKERS ARE AS FOLLOWS:
HEAD TO HEAD
DIVISIONAL RECORD

RECORD VS COMMON OPPONENT

RUN DIFFERENTIAL +/-

COIN FLIP

ANY TEAM AHEAD BY 10 RUNS AND MORE AFTER 4 COMPLETE INNINGS, 3 ½ IF HOME TEAM IS
AHEAD WILL BE DECLARED THE WINNER AND THE GAME WILL BE HALTED