

NTLL Single-A Baseball Tournament Rules 2008

PITCHING

Allow the player to throw until the batter gets a hit, strikes out or get 4 balls (a regular major league at bat minus the actual BB). Once the player pitcher reaches 4 balls the Coach will come into pitch and the strikes on the batter will roll over to the coach, regardless if there is 2, 1 or zero strikes. The Coach will finish throwing a **maximum of 4 (FOUR) pitches** unless the last pitch is fouled. The coach will begin his pitch from the plant foot spot of the kid pitching.

- **Example-** 3 bad pitches by the coach, the coach will need to tell the batter he's only getting one more pitch. After the 4th pitch and the kid does not swing the player will sit down and the batter will be counted as an OUT.
- **Example –** Batter has two strikes at the time the coach comes into pitch. The coach throws a perfect strike the batter chooses not to swing. The pitch should be called Strike 3 and the batter counted as an out.

All pitchers must pitch from the Pitcher's Plate – no exceptions. Umpires, there are no balks or illegal pitches. Kindly remind the kid pitching he must begin from the Pitcher's Plate.

No pitcher can pitch more than **2** innings or **50** pitches. If the kid pitches **2** innings they must be consecutive.

- If a player pitchers 41 or more pitches in a day, two (2) calendar days of rest – and a game – must be observed
- If a player pitchers 21-40 pitches or more in a day, one (1) calendar day of rest must be observed
- If a player pitches 1-20 pitches in a day, no rest is required
- A "calendar day" is defined as defined as one full day as seen on a calendar. A calendar day begins at midnight and ends at midnight the following evening.
 - Example 1: a pitcher throws 30 pitches in a game on Saturday morning, that pitcher cannot pitch again until Monday, when he/she had had one calendar days of rest (Sunday). It makes no difference what time of day the pitcher pitched on Saturday, as the rest period does not begin until midnight that night.
 - Example 2: a pitcher throws 50 pitches in a game on Saturday morning, that pitcher cannot pitch until the following Saturday, even though he may have met the required 2 days of rest (Sunday and Monday) prior to the team's next game on Tuesday.
- If a pitcher reaches the pitch count limit while facing a batter, he/she may continue until that batter's at-bat is completed.

If a pitcher hits 3 batters he must be removed from the pitching position. This is a NTLL rule, regardless of level.

A player who delivers one or more pitch during a game, may not play the position of catcher for the remainder of the day.

When a coach is pitching, the defensive player **must** have 1 foot on the dirt part of the mound. The player can stand on either side of the mound depending on the batter, but cannot play a short infield position. He is obviously free to move once the ball is struck.

BATTING

Jr Umpire Present – We are scheduled to have an umpire at every game throughout the tournament. To keep the game moving, please have the coach that will come in to pitch continue to stand behind the mound as if he were calling balls and strikes.

Coach Umpire – If no Junior Umpire is present, the Offensive Coach (team batting) will call balls and strikes on his batters from behind the mound of the opposing team's pitcher. Please have the coach that will come in and pitch to the kids is the same coach that is calling balls and strikes. We hope to speed up the game by having the coach call balls and strikes on his own players. This follows the regular season rule.

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Strike Zone – Just below the knees to the armpit area and 1 ball width on both the inside and outside portion of the plate.

Runs, Batting Order, or Outs – The inning will be played until 5 runs, 3 outs, or the offensive team has completed going through the entire batting order. Once any of these 3 is attained, the inning will be over.

Hit Batter – A batter who is hit with a pitch by a player – the batter has two options:

- 1) If the batter wishes to continue, the pitch will count as a ball. If the batter is hit by a coach pitch, the batter will continue to hit and the pitch will count as 1 of the 4 coach pitches.
- 2) If the batter is not ready to return to the batter's box he may take 1st base without penalty. He can take 1st base even if this option advances runners.

If the batter is hit twice in the same at bat by a player pitch, the batter will have the option to take 1st base or continue hitting. Follow rules 1 or 2 above.

DEFENSE

Minimum Number of players – A team will forfeit the game if they cannot field 8 or more players. A team will be able to play with 8 original roster players without penalty. A team that has 7 or less players at game time will be given an extra 15 minutes from the game's original start time to field 8 roster players. If a team is not able to field 8 players prior to the agreed time limit set by both managers, the game will be a forfeit and the team with the 8 or more players will be awarded the victory.

Maximum Number of Players on Defense – Teams may field 10 Players – 4 of which must be in the outfield grass area.

Minimum Play – Each player will play at least one inning in the infield and one inning in the outfield. No player shall play more than 2 innings at any one position, infield or outfield. No player may sit more than 1 inning

Coaches – The Defensive team may have One uniformed Manager or Coach on the field to assist (coach) his team, but will need to do so Outside of Fair play, between 1st and RF Foul pole and 3rd base and LF Foul pole.

OFFICIAL GAME

An official game is considered 5 full innings unless the home team is ahead at the end of the top half of the 5th inning. If time or rain is an issue, the minimum play for a game to be considered official is 3 full innings. If the home team is ahead at the end of the top half of the 3rd inning and time or rain are an issue, this would be enough for an official game.

Games cut short due to time or rain, will revert back to the previous full inning, i.e. home team is winning 6-4 at the end of 3. After the top half of the 4th the visiting team bounces back to lead 7-6, however the game is called on time. The inning would revert back to the last full inning, giving the home team the victory. This rule differs from the Tie-Breaker rule since the score is not tied at the end of regulation (see Tie-Breaker below).

“Six Run Rule” – Going into the last inning, if the home or visiting team is ahead by more than 5 runs the Six Run Rule will go into effect. Since no team can score more than 5 runs in an inning, the winner is already determined – it is not necessary to play the last inning.

Tie Breakers – Tie games at the end of 5 innings, or at the end of regulation games, i.e. NTLL games where 3 or 4 innings have been played and are against the time limit, will go to the Texas (New Tampa) Shootout format. Teams may need to move to Pride Field #4 to complete the New Tampa Shootout. The shootout will begin at the top of the inning, the player that made the last out in the previous inning will be awarded 2nd base and the inning will begin with 1 out. Coach pitch only for the duration of the game and max of 4 pitches. No called balls or strikes - just 4 pitches. If a kid swings and misses 3 pitches it is a strikeout. Play the inning as you normally would with Single A Tournament rules until a winner is

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determined. Umpires may not travel with you. You can hire a parent to ump the bases or the Managers can call their own. If neither team wishes to complete the game, a coin flip can always determine the winner.

BASE RUNNING

When the ball is hit in the outfield and runners continue to the next base, once the ball breaks the plain of an imaginary line extending upward where the outfield grass meets the clay (not the base paths), the runners should be held at the closest base, even if the closest base is going backward. Note – this rule will need to be enforced by the Managers. This will help the kids from panicking and making an errant throw as well as preventing possible injury.

NOTE - If there is a physical play at the plate, where the catcher or pitcher has the ball and is about to try and tag the runner, the runner **must** slide. If the runner does not slide into home, the runner will be called OUT regardless if he reaches safely or not.

OVER THROWS

Plays from the Outfield – Runners should stop at the closest base when the ball crosses the imaginary plain going upward where the grass meets the clay. If the runner rounding 3rd is 1/3 of the way home, that runner should be allowed to score – this is the same rule we have played with all year.

Plays on the Infield –

1st Base Overthrows – Batter-runner may attempt to advance 1 base on an infield play at 1st base with the chance of getting thrown out. If an over throw or wild throw is made to 2nd while attempting to get the runner out at 2nd, runners may not advance. The batter-runner may attempt an extra base only if 2nd base is open.

- Example 1: Runner on 2nd at the beginning of the at-bat advances 1 base to 3rd on the hit should not advance due to the overthrow at 1st. The batter runner may advance if no runner on 1st at the beginning of the at-bat.
- Example 2: Runner on 2nd at the beginning of the at-bat. While advancing to 3rd on the hit, the defense attempts to get this runner out at 3rd, but overthrows. No runners can advance an extra base.
- Example 3: Runner on 1st at the beginning of the at-bat. While advancing to 2nd on the hit, the defense attempts to get this runner out at 2nd, but overthrows. No runners can advance an extra base.
- Example 4: Runner on 1st at the beginning of the at-bat. While advancing to 2nd on the hit, the defense attempts to get the batter out at 1st, but overthrows. No runners can advance.

Speed up Rule - I know kids at this age love to run the bases so this rule is optional. If your catcher is standing on one of the bases with 2 outs, you may opt to switch the runner with the player who made the last out of the last inning OR the player that made the 1st out in the inning. You may not substitute any other player for this rule and again this is optional.

WE POLICE OURSELVES SO IT IS RECOMMENDED TO FOR THE MANAGERS TO MEET PRIOR TO EACH GAME TO AGREE ON THE RULES AT HAND SO NO MUMBLING UNDERNEATH OUR BREATH ABOUT THE OTHER MANAGER IS HEARD BY KIDS IN THE DUGOUT.

Those are the league rules for Single A 2008 Tournament.