

2010 Blue Gray Tournament Rules

Tournament Rules

1. The 2010 Blue Gray Tournament is being played under the Special Games provision (Sec IX) of Little League baseball. Little League Regular Season Rules are in effect.
2. Continuous batting order must be used.
3. Home team is predetermined by tournament director. In the Championship Game, the team from the winner's bracket will be the home team. If a second game is required in the Championship Game series, the home team will be determined by a coin flip.
4. Little League mandatory play requirement must be met.
5. No courtesy runner is allowed.
6. Home team is responsible for keeping the Official Scorebook.
7. Visiting team is responsible for keeping Scoreboard.
8. No in-field warm-up. You may warm-up in outfield or grass areas around fields.
9. Each team will provide two (2) Little League Approved RT-S baseballs.

Run Rules

1. All divisions will have a 10 run rule after 4 innings.
2. For 11U and lower divisions, there will be a 5-run limit for the first 3 innings.

Pitching Rules

1. A violation of the pitching rules will result in a forfeit.
2. Little League's Regular Season Pitch will be in effect.
3. Each team will keep a pitch count. Pitch count will be reported to the field umpire at the end of each ½ inning. If there is a discrepancy, umpire will make a determination.

Game Time Limits

1. All divisions – no new inning will start after 1 hour and 40 minutes.
2. The Championship Game will have no time limit. Run rule remains in effect.

Safety

1. Runner will be called out if the runner does not attempt to avoid contact. This is an umpire judgment call. (7.08-a3).
2. Position players cannot block the bag without the ball (including home plate.) This is a judgment call by the umpire and his decision is final.
3. For safety reason, please no fake bunts: when a batter squares to bunt he should bunt or take the pitch. No penalty will be assessed but if this is abused, your league will not be invited to return next year.

Special Machine Pitch Rules:

1. Rules from previous sections apply unless superseded by the following rules.
2. A Jugs machine will be used. The 8U Division JUGS setting will be 42 MPH.
3. A coach from the hitting team will feed the machine. Once the ball is placed into the machine, no coaching of the batter/baserunners is allowed from the coach feeding the machine. (One warning will be allowed. Two violations will result in immediate removal from the mound of the coach feeding the machine.)
4. Teams may play 10 players defensively. However, with 10 players, there shall be 4 outfielders who shall play no closer than 30 feet to the infield dirt. No "rovers" are allowed.
5. Pitchers must be positioned behind the pitching rubber on either side of the pitching machine

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and must have at least one foot inside the dirt area. If a pitcher charges in front of the machine before the ball reaches the plate, the umpire shall rule a dead ball and direct base runners to advance one base.

6. If a batted ball hits the pitching machine, the umpire will declare a dead ball and it shall be ruled a single. Base runners will advance only one base. The electrical cord is part of the machine.
7. A strike is defined as a batter offering at a ball with a swing or fouling a pitch. Everything else will be called a ball regardless of location. No walks are permitted.
8. There will be a 4 pitch limit per batter. If the batter fouls the fourth pitch, the batter will continue until the ball is hit fair, the batter strikes out, or the batter fouls another pitch. If the batter does not foul the fourth pitch or put the ball in play, the batter is retired.
9. There will be stealing of all bases allowed. However, runners cannot steal home on the throw from the catcher back to the pitcher, after an initial pitch.
10. Bunting is allowed. Fake bunting is also allowed. However, a batter may not fake a bunt and then swing away. If this does occur, the batter will be called out on the first and any subsequent occasions. The second time with the same batter, the batter will be ejected from the game. The second time with the same team, regardless of the batter, the manager will be ejected from the game.
11. The infield fly rule is not in effect.
12. The play will end once the umpire declares the play is over.
13. Adjustment of the pitching machine during the inning is only at the approval of the umpire. (This should only be requested if a noticeable pattern of bad pitches begin to occur.)
14. If the pitching machine malfunctions and a pitch, for example, fails to reach the plate, then at the umpire's sole discretion, an extra pitch may be awarded to the batter. However, if a batter swings at the pitch, then an extra pitch cannot be awarded.
15. If a batted ball hits the coach feeding the machine it will be considered live and the batter and runners can advance at their own risk. However, if the umpire rules that the coach intentionally touched the ball, then the batter is ruled out and all runners return back to their original base. If the coach touches the ball intentionally a second time, the coach will be ejected from the game.