



2011 Maumee 4th of July Tournament

Junior League (U14) Baseball

Maumee, Ohio

6/30/2011

Rule Summary

We will follow the 2011 Junior League Rules with the following exceptions and clarifications:

1. The pitching distance is 60.5 feet and bases are 90 feet.
2. Continuous batting will be used. All players will be in the batting lineup. Free defensive substitution is allowed.
3. Nine players are required to field a team. If at any time the team can not field nine players, the game is forfeited.
4. Players must be 14 years old or younger on May 1, 2011. Valid proof of age is required.
5. There is no mandatory minimum playing time.
6. If a player is removed from the lineup due to injury or emergency, the open spot is skipped without penalty as long as there are at least nine players remaining.
7. Bats may have a maximum barrel size of 2 3/4" and a maximum length of 34". No drop limit.
8. Pitchers may pitch a maximum of 4 innings per game.
9. Courtesy runners may be used for the pitcher or the catcher at any time. The next player above the pitcher or catcher in the lineup that is not on base is the courtesy runner.
10. Balks will be called and enforced.
11. Pitches must be thrown for intentional walks.
12. A pitcher removed from the mound may not return to the mound for the rest of the game.
13. A maximum of three trips to the mound is allowed per pitcher per game. The pitcher must be removed on the third trip to the mound.
14. The runner must avoid malicious contact. Umpires will call players out if they do not slide and there is significant contact. This is a judgment call and the umpire's decision is final. Head first slide is allowed.
15. Each game will be 7 innings / 4 innings for a short game. (Rain, time, mercy, etc.)
16. Mercy Rule: Games will end if one team is ahead by 15 runs at the end of the fourth inning, 10 runs ahead at the end of the fifth inning or sixth inning. This applies to all games including the championship.
17. A 2:15 hour time limit is in effect for all games except the championship. No full inning shall start after the 2:15 hour limit (2:15 hours from the first pitch). If the time limit has not been exceeded, extra innings may be played to break a tie. An inning starts upon the third out of the previous inning. There is no time limit for the championship game.
18. In case of weather or other delay, play will resume from the point of suspension. If 4 innings (3 1/2 if the home team is ahead) are complete it will be considered a complete game.
19. Please have your team ready to start 15 minutes early. When possible we will start early to keep the tournament on schedule.
20. A 15 minute grace period will be allowed for late teams. After that the late team will forfeit. (Scored as 8-0)
21. No inning may start after 11:00 PM. The field lights must be turned off by 11:15 PM. If the game in progress has completed 4 innings (3 1/2 if home team is ahead) the game will be considered complete.
22. Any coach or player ejected from a game will also be required to sit out the next game.
23. The point system will be in effect: 1 point for a win; One half point for a tie.
24. Tie Breakers 1) Head to head, 2) Least Runs Allowed, 3) Largest Run differential (max 8 per game) 4) Coin Toss.
25. We stress good sportsmanship. We will not tolerate bat, helmet, and glove throwing. Calls in dispute may only be addressed to the umpire by the head coach. Coaches are responsible for their players, parents, and fans. Please do your part to control your people. Tournament officials will ask unruly participants to leave the facility if need be.
26. All game balls to be returned to the umpire and given to the Tournament Committee following the end of the game.
27. Game scores: Both coaches need to validate the accuracy of the umpire's game card and both coaches need to sign the umpire's card.
28. Maximum 3 coaches and one scorekeeper per dugout area.
29. In the event of a rule conflict, the Tournament Director will make the ruling. The Tournament Director's ruling is final.