

TURTLE CLUB LITTLE LEAGUE

2012 BRONZE TURTLE TOURNAMENT RULES

The tournament will be conducted under the following rules: Official Little League Rule Book for the 9-10 and 11-12 age groups, except as modified by the following rules:

PLAYERS AND TEAM:

1. The Tournament Director will use his/her sole discretion in determining the eligibility of teams for the B bracket. Factors will include, the bracket where they are placed in the own league, does their program already have a team in the A bracket, win/loss record, ages of the players, i.e. if a team has more than seven 10 year olds or 12 year, then they must play in the A bracket. A team may request to play in a different bracket but they must do so within 24 hours of the draw. Decisions for such change in placement will be made by the Tournament Director and are non-appealable. In some age groups, there may only be one bracket, depending on the number of teams signed up for that particular age group. No guarantee is or will be made that there will be a B bracket in any age group.
2. Each team is entitled to a minimum of 8 players to play a game. Home team will be determined by a coin toss before each game for the first round. The highest seed will be home team thereafter. In the Championship game, the team with the highest seed will be home team. If there is a tie, then the home team will be determined by a coin toss. No player may play in more than one age group. Team rosters must match the roster turned into the Tournament Director at sign in.
3. The manager, three (3) coaches and rostered players are the only people permitted on the benches during the course of the game.
4. All players and coaches are to remain on their respective benches in their designated areas during the course of the game. There is NO ON DECK BATTER.
5. Use of unauthorized players will result in ejection from the tournament.
6. Each team will have unlimited defensive substitution and will use continuous batting order.
7. The team at bat may use pinch runners for their catcher anytime when there are two outs. Since we are batting the entire roster, the runner would be the last out.
8. Whatever batting order you decide to use, you may not change it once the game has started, unless illness or injury occurs.

PITCHING

1. No Pitch Count will be used for any pitcher in the tournament.
2. Number of innings allowed in any game for each pitcher is:
 - Age group 9-10: no more than four (3) innings per game
 - Age group 11-12: no more than four (4) innings per game
3. One pitch constitutes an inning pitched. One game of rest is mandatory, if pitched more than two innings in a game.
4. Any pitcher who is withdrawn from the mound cannot return to the mound in the same game.
5. If a relief pitcher comes into the game, he is allowed five warm up pitches, except in the case of injury.
6. Any manager or coach who goes onto the playing field two (2) times in an inning to talk to a pitcher must make a pitching change on the 2nd visit. The only exception to the rule is if the umpire in the case of injury or some equipment damage calls time.

OFFICIAL GAME:

1. A game is considered complete after FOUR innings of play.
2. A ten (10) run mercy rule will be in effect for all age groups, if after 4 innings or an equal number of innings past 4, a team is behind by 10 runs or more. The ten run rule will also be in effect for all playoff games.
3. Maximum runs scored per inning will be four (4) for the Minor Division and five (5) for the Major Division, excluding the final inning, which will be the 5th inning for Minors and 6th inning for Majors.
4. Length of games:

Age group 9-10: Five (5) innings

Age group 11-12: Six (6) innings

No Extra innings will be played in Round Robin play. Extra innings will be played in all playoff games. Pitching rules remain in effect.

5. All teams must provide an official scorer who may announce each batter, who, after each game must have their Manager's sign the score sheets with pitcher's name and # of innings pitched and then report to the Clubhouse to turn in the scores. These will be turned into the Tournament Director for updating of the standings. Failure to do so may result in forfeiture of said game.

MISCELLANEOUS:

1. The "MUST SLIDE OR AVOID CONTACT" rule is in effect for all age groups at the Umpire's discretion. No headfirst sliding in all age groups unless returning on attempted steal. Sliding into a base will be interpreted to be attempting to avoid contact.
2. No leading off in any division.
3. Stealing is allowed in all divisions, however, runner may only leave the base once the ball crosses the plate.

PROTEST:

1. A protest based upon a play that involves an Umpire's judgment is not permitted. The Umpire's word is final. If the Protest concerns Rule interpretations, the objecting manager notifies the Umpire before the next play and the Tournament Director and/or Umpire-In-Chief will make the final decision on the field.

TIE BREAKER RULES:

1. All scores for tie breakers will be considered the score at the end of the 3rd inning of play.
2. If one team has beaten all the teams they are tied with, they will be awarded the position. If the remaining teams are tied with the same record, the position will be awarded to the team that won head-to-head and then run differential.
3. In the case of 2 teams tied in the standings the deciding criteria will be 1) most wins 2) head to head record 3) run differential (after 4 innings) 4) coin toss will decide the position.