

Aurora Little League – 10U

Louie Dowers Memorial Tournament

TOURNAMENT DATES: June 18-20 (Friday, Saturday, Sunday)

FORMAT: Pool Play / Single Elimination (3 Game Minimum)

DIVISIONS: 10U (46/60)

ENTRY FEE: \$300.00 per team

Entry fee must be paid with all checks made out to Aurora Little League.

A copy of the team roster must be submitted to the Tournament Coordinator 30 minutes prior to your first game. This roster will stand for all the games and must include each player's name, birthdate, and league age. Each roster may have a total of (15) players. Please submit the rosters on the forms provided, with your team name, the name, address phone number and **E-MAIL ADDRESS** of the manager, and the names of the assistant coaches.

Any players 10 years of age or under and who will not turn 11 before May 1st, are eligible to participate in the 10U Tournament.

Birth Certificates of each player must be available upon request. Failure to supply birth certificates may result in forfeit.

Home team will be the second team listed on the schedule. During bracket play, the higher seeded team will be the home team.

RULES FOR 10U

"Little League" rules will apply except for the items listed in these tournament rules.

Sportsmanship

All players, coaches, and fans must display good sportsmanship.

Constant arguing or contesting balls and strikes with the umpire will not be tolerated and may be grounds for removal from the game or the Tournament. **(This is your warning, there will be no refunds).** Any coach, player or fan ejected from the game for disciplinary reasons will be suspended for the entire tournament. *(Remember, these are 8 year olds, not major leaguers, please set a good example for the kids).*

The manager of each team will be held responsible for the conduct of their coaches, players, fans and parents.

Any unsportsmanlike conduct can result in immediate ejection. Anyone player ejected from a game will also be ineligible for their next game.

Game Length/Decisions

For the 10U Tournament the game will be 6 innings.

Game length will be 1 hour 30 minutes for 10U, with no inning starting with less than 5 minutes on the game clock.

There will be NO Time Limit in Championship Game.

MERCY RULE: 15 RUNS AFTER 3 INNINGS, 12 RUNS AFTER 4 OR 10 AFTER 5 INNINGS.

Each team must have their line-up ready to the official scorekeeper 15 minutes prior to game time. Line-ups must include position and uniform number, along with last name of players. Any changes must be reported to the official scorekeeper as they occur. Home team will provide the official scorekeeper. Both teams MUST designate a scorer for the game. (Home team will have the official scorebook for the game).

If your team is more than 10 minutes late for a game, you will have to forfeit.

A team must have a minimum of 9 players to begin a game. You can finish with 8 players. Once each batter in the lineup has batted, the lineup is considered set. After that point, if it is the result of an injury in the game, team will NOT be assessed an out in that spot but that player cannot re-enter the game. If player is removed from game for some other reason, the spot in the order will be an out. *This rule will be at the discretion of the Tournament director.*

Rain-outs will be re-scheduled from the point that play was stopped. In case of rainout, the game is official after 4 innings have been completed (or 3-1/2 if the home team is ahead).

There will be 1 paid umpire for each game and 2 paid umpires for the 10U Championship game.

No protest will be allowed. Any conflicts will be resolved by the umpire and/or tournament coordinator.

Seeding will be determined after pool play.

No on the field warm-ups (Batting or Infield Practice)

Please be ready to play 1/2 hour before your scheduled time. Games may end early.

Equipment

The bat may be wood or aluminum, must be of legal size (**2 5/8" barrel max**) and must have the USA Baseball logo or be approved by USSSA, CABA and 1.15 BPF. A batter entering the batter's box with a bat larger than 2-5/8" will be called out. No Warning.....**NO LARGE BARREL BATS.**

Shoes with metal spikes or cleats are prohibited. Uniforms consisting of shirt with number, pants, and a cap of regular baseball design, should be worn by all players. Variations must be approved by the Tournament Coordinator.

Each team must provide their own protective helmets. Catchers must wear a protective mask while warming up a pitcher. Catchers (male) must wear a protective cup.

Pitching

Each pitcher may pitch up to **12** innings in the tournament with the following restrictions:

- a. If a player pitches **3** innings or less in a game he may pitch in the next game. But if a

- player pitches more than **3** innings in a game, he cannot pitch in the next game if on the same day. Violation of this rule will result in forfeit. Innings pitched by all pitchers must be recorded by the official scorer.
- b. One pitch in an inning constitutes an inning pitched.
 - c. A manager or coach is allowed only **one** conference with his pitcher per inning. A second trip to the mound, in that same inning, will require a change of pitchers.
 - d. Once removed as a pitcher, a player may NOT pitch again in the same game.

No balks as there is no Leading off base by the runner.

Game Play

There will be no minimum playing time requirements.

Games will be 46'/60'

No leading off. You can steal after ball crosses the plate. You CAN steal home.

1st violation is a team warning, any further violations and the runner is out.

Feet first slides only or the runner is out. Diving back to a base headfirst is okay. For situations at all bases, including home plate; if contact occurs between the base runner and the fielder / catcher, and in the umpire's judgment the contact could have been avoided or minimized by the base runner sliding or going around the fielder / catcher, the base runner will be declared out. If, in the umpire's judgment, the contact was severe and / or there was clear intent by the runner to make contact, the runner **may** be ejected. **(There is no sliding rule. This is totally at the discretion of the umpire.)**

Courtesy runner is allowed (not mandatory) for the catcher, at any time. The player who made the last out will be the courtesy runner.

DEFENSE: There will be 10 players on defense. A player must be in the batting order to be used on defense.

No fielder may play any closer to home plate than the pitching rubber (46'-10U) from baseline to baseline, Outfielders must be in the grass area until the ball is hit. They cannot start in the dirt. Once ball is hit, they can move forward into the dirt area.

OFFENSE: Each team will bat a minimum of 10 players and as many as 15 if so desired. If you choose to roster bat, there will be unlimited defensive moves during the game. A player must be in the batting order to be used on defense.

Option 1) Roster Bat: If you choose to roster bat, there will be unlimited defensive moves during the game (except for the pitcher-see Pitching section d.). A player must be in the batting order to be used on defense.

Option 2) Lineup Bat: Teams may also use a straight line-up batting order. This will put 9 players in the lineup. One player may be a DH, batting for one of the fielders. Anyone not in the lineup may substitute defensively for the fielder (tied to the DH). Once removed, the replaced fielder may re-enter the game defensively. The DH may be substituted for, however, once removed from the line-up the DH may NOT re-enter the game in the batting order and the DH is no longer available for the remainder of the game. If the fielder (tied to the DH) enters the batting order, in place of the DH, the DH is no longer available for the remainder of the game.

IF the DH is not used, substitutions in the batting order are made in the normal baseball manner.

Injury Clause:

Roster bat:

“Pool Play”. In the event that an injury occurs, the injured player is not eligible to return for the remainder of the game and the teams does NOT have to take an out when that spot in the lineup comes up.

“Bracket play”. The team must take an out each time that players batting turn comes up.

Lineup Bat:

The injured player may be replaced by any player not in the batting order. In the event that the player is the DH, or the player the DH is hitting for, the new player will simply take their spot (either fielding or as the DH). Once a new player is inserted into the game, all other rules apply.

At any time, if a team falls below 9 batters, they must take an out each time through the order, where the injured player was supposed to bat.

Batting helmets must be worn at all times by players when on the field on offense, until entry to the dugout. Player may be called out at the umpire's discretion.

NO ON DECK BATTER PERMITTED AT ANY TIME.

A player may not throw the bat after he hits the ball. Team will be warned one time, on the 2nd offense per team, the player will be called out and the ball will be dead and any runners on base MAY NOT advance (they will stay at the base they occupied during the at bat).

Aurora Little League is a tobacco free/smoke free facility.