

Greenfield Baseball Association

9 Year-Old

William Wuerthele

Memorial Tournament 2009

Tournament Committee

Director: Scott Gormley 412-736-5498

President/Assistant: Gary Moser: 412-956-4516

Assistant: Joseph Bottles: 412-681-6737

Hammer Field Concession Stand: 412-521-1383

2009 TOURNAMENT RULES

General Guidelines:

1. Tournament begins on June 27, 2009 at Hammer Field.
2. 4 Team Round Robin
3. The first place and second place teams will receive a team trophy
First Place will receive individual player and coaches' trophy.
Second place team will receive individual medals. A tournament MVP will be awarded to one player at the conclusion of the tournament.
4. After each game, a game medal will be awarded to the team MVP's of that game one to the winning team's player and one to the losing team's player.
5. Greenfield Baseball Association and the GBA Tournament Committee will not be responsible for any injuries occurring before, during or after any game to any person connected with the team. Each team will be responsible for providing their own liability insurance.
6. Unless noted in this document, official Little League rules apply.

Team Rules:

1. Team roster of 15 players maximum must be submitted with the name, date of birth, and uniform number for each player before the team can play in it's first scheduled tournament game. There will be no changes on the roster once it's been submitted. Once a player is placed on the roster of a team, he may not play for any other team in the tournament.

Important: Original birth certificates must be made available within 24 hours, upon request of the tournament committee.

2. All players must be nine (9) years old or less, and cannot turn the age of ten before May 1 ,2009
3. Any team may challenge an opposing players age by the end of the round in which the game was played. If an opposing player is challenged, his manager must provide an original birth certificate within 24 hours in order to validate the players age. If the player is determined to be over the age requirement, that particular game will be forfeited. All previous results will remain unaffected. The team, however, will be barred from further participation in the tournament, resulting in a forfeiture of future games.
4. Each team will have a manager, three coaches, a scorekeeper and a batboy. Adult managers and coaches only are permitted (age nineteen and over). Batboys must be under the age of eighteen (18).
5. All team members must have played for your organization during the current 2009 spring/ summer season. Participation in your association's fall ball league does not apply. Violation will result in removal from the tournament without a refund of entry fees.

6. All bats must be official Little League approved bats. Decision of a Tournament Official is final.
7. A catcher must wear all protective gear and use a catcher's mitt (no fielder's gloves permitted). Batters and base runners must wear a complete batter's helmet that covers the head and ear area. Facemasks for batters and runners are optional.

Conduct/Behavior:

1. No swearing and no heckling of opposing players, managers, coaches, or umpires permitted.
2. No intentionally throwing of equipment.
3. When a team is at bat, there will be one player at bat and only one player should be on deck. All other players must remain in the dugout or bench area.
4. Umpires will be in complete control of the game. Chief umpires will have the right to eject any person or persons from the game at any time for violating any rule. This includes spectators. Umpires and tournament officials will settle all protests at the time of the protest. There is no protest of judgment calls. Protests on rules or ineligible players must be decided prior to the next pitch.
5. The tournament director or committee member will handle grievances or disputes Immediately. Umpires may be conferred with to resolve any issues.
6. Only team members, managers, coaches, scorekeepers, batboys, umpires and Tournament officials are allowed in the dugout, bench or playing areas.
7. No alcohol, smoking, or tobacco of any kind is permitted on the field or in the Dugout/bench area.
8. The Manager is responsible for the conduct of all coaches and players. If a manager, coach or player is ejected from the game, they are not permitted on the bench or in the dugout for the remainder of the tournament.

Games:

1. All games will be six innings in length. Extra innings will be played in the event of a tie after six complete innings.
2. The tournament committee will reschedule any game postponed. Any game suspended for any reason will be continued from the point of the suspension. All lineups will remain the same unless a pitcher has no more eligibility of innings for the week. The pitcher must then be removed (he may be placed in another defensive position) and another pitcher with eligibility inserted.
3. The tournament committee will decide the starting times for each game. If there is a scheduling conflict, the tournament director will make a reasonable attempt to

resolve the conflict. There are no guarantees.

4. Each team will have a fifteen-minute grace period to appear for a game. If the delay is any longer than fifteen minutes or the team fails to show up, the opposing team wins by forfeit. If an unforeseen emergency occurs, the tournament director (or committee member in his absence) must be notified prior to or during the fifteen-minute grace period. The tournament director will then make the decision whether to waive to the fifteen-minute grace period rule (these instances will be extremely rare).
5. Each team will have five minutes to warm up before the start of each game. No batting practice is permitted on the field.
6. All teams are to field ten defensive players (no rovers are permitted). A team must start with at least nine players and may finish with less if an injury or emergency occurs. If a player is inserted in a lineup and leaves the game without a replacement, an out must be taken when their turn at bat occurs.
7. A player removed from the game because of an injury, illness, or emergency may return to the original batting position only after the substitute has batted at least once.
8. A team that brings more than ten players may choose to use a continuous batting order, which will allow for free defensive substitutions (except pitcher).
9. A team may use a starting lineup of ten players with substitutes (if only nine players are brought to the game, that team may play with nine - they cannot add a tenth player to the game once the first pitch is thrown). If a team chooses to bat only ten players and brought more to the game, all players must play at least six defensive outs **or** had at least one turn at bat. **IMPORTANT:** Once a player has been substituted out of the lineup, he may not return to the game unless there is an injury, illness, or emergency. An ejected player cannot return to the game under any circumstance.
10. A flip of the coin will determine the home team. In the Final Game, the team from the winner's bracket will be the home team.
11. The umpires or tournament official will explain the ground rules before each game.
12. There is no infield fly rule.
13. Bunting is permitted. NO SLUGG-BUNTTNG
14. On the 3rd strike, the catcher does not have to catch the ball.
15. All bases may be stolen. However, no leading off the bases is permitted. Base stealing is permitted only when the pitched ball has passed the batter. One

warning per team will be issued if a player leaves the base early. The runner must return to the base. In the event other runners were on the bases, all runners must return to their original base. A second offense in the game is an out by the offending runner and all other runners must return to their original base (if applicable).

16. Players must slide into all bases (except going to 1st base) to avoid a collision. No head first slides (unless there is a rundown play).
17. The Manager through the players must handle appeal plays. This will be a dead ball situation and base runners cannot advance during the appeal process.
18. A ten run lead after the fourth inning constitutes a win for a team. The losing team must bat in the fourth inning. Play is stopped and the game is considered complete. If the ten run lead occurs after the fifth inning, the ten run rule does not apply and the game must be completed. **IMPORTANT:** The ten run rule is not in effect during the Final Game.

Pitching Rules:

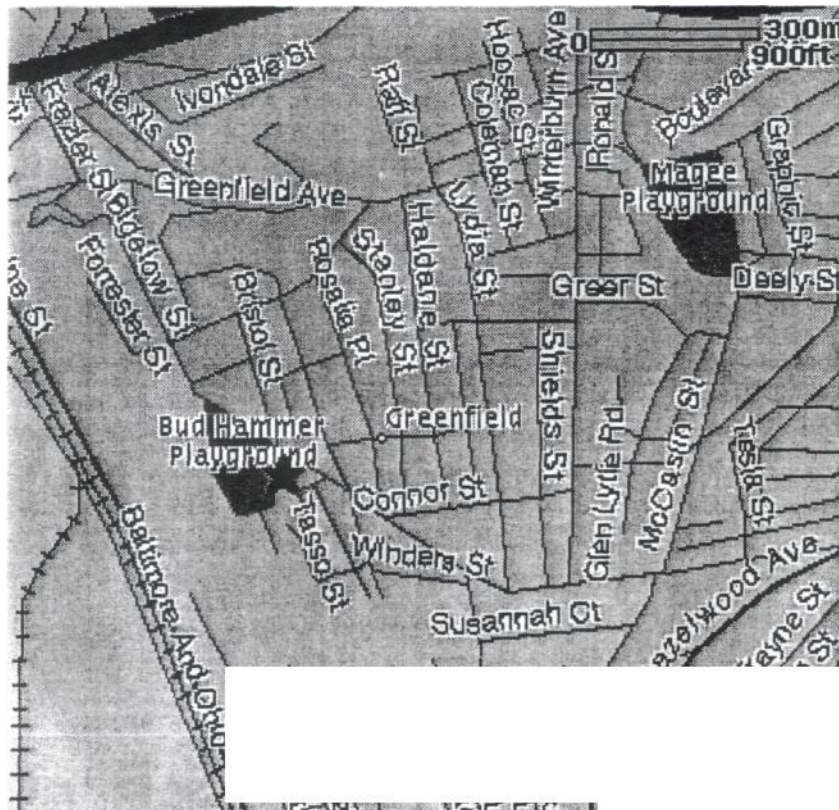
1. Pitchers may only pitch six innings per game or 6 innings total in two (2) Days (If a Team plays two games in one day, a pitcher may pitch five innings one game and 1 inning the next game not to exceed 6 innings in a day) A total of 12 innings may be pitched in a seven day calendar day period (e.g., Saturday to Friday)
If a Pitchers pitches 6 innings Total in 2days, 48 hours of rest is required.
IMPORTANT: One pitch to a batter constitutes 1 inning.
2. The balk rule does not apply.
3. A pitcher hitting three batters in an inning or five in a game must be replaced.
4. A manager and/or coach must replace a pitcher during a second trip to the mound, in the same inning. If a manager, coach, or scorekeeper calls the pitcher over to the foul line, it will be considered one trip to the mound.

DIRECTIONS

FROM THE PARKWAY EAST- TAKE THE GREENFIELD EXIT AND THIS PUTS YOU ON BEECHWOOD BLVD., FOLLOW BEECHWOOD BLVD. UNTIL YOU COME TO THE FIRST RED LIGHT. (COGOS WILL BE ON YOUR LEFTHAND SIDE) GO THROUGH THE LIGHT, AT THE FIRST STOP SIGN MAKE A LEFT TURN ONTO WINTERBURN AVE., FOLLOW WINTERBURN AVE. TO THE TOP OF THE HILL. MAKE A RIGHT TURN ONTO BIGELOW ST. FOLLOW BIGELOW ST. TO THE BOTTOM OF THE HILL (3 STOP SIGNS) THEN MAKE A LEFT TURN ONTO BRISTOL ST. (HAMMER FIELD WILL BE ON YOUR RIGHT HAND SIDE.)

FROM THE HOMESTEAD HIGHLEVEL BRIDGE- AT THE INTERSECTION OF BROWNS HILL RD. AND HAZELWOOD AVE., TURN LEFT ONTO HAZELWOOD AVE. FOLLOW UP THE HILL UNTIL YOU PASS THE CEMETERY, (DO NOT START TO GO DOWN HILL ON HAZELWOOD AYE.) AT THIS POINT YOU WILL SEE A Y IN THE ROAD, MAKE THE SLIGHT RIGHT TURN ONTO BIGELOW ST. FOLLOW BIGELOW ST. AND GO TO THE BOTTOM OF THE HILL (6 STOP SIGNS) TURN LEFT ONTO BRISTOL ST., HAMMER FIELD WILL BE ON THE RIGHT HAND SID

HAMMER FIELD (412) 521-1383



Notes:

Tournament Line-Up Card

PLEASE PRESENT TO OFFICIAL SCOREKEEPER 10 MINUTES BEFORE GAME

BATTING ORDER	TEAM _____ MANGER _____ COACH _____ COACH _____ COACH _____ SCOREKEEPER _____ (PLEASE PRINT)
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NO	PLAYER	POS	NO	CHANGES	POS
1					
2					
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