

2009 Santee City Cap Tournament rules.
Approved by WHLL, SNLL and SPNLL on June 15, 2009

All rules not specifically listed here shall follow Green Book Regular Season rules.

Each league will determine which (2) teams will participate in the Santee City tournament.

Players may not be replaced for tournament play after June 1st. Teams that include players, who have been replaced, may participate, but the replacement players will not be allowed to participate in the tournament. Any players added to a team's roster between May 1st and June 1st must be approved by the Player Agents of the other leagues before tournament play begins.

The hosting league will provide a tournament director who will make the schedule for the double-elimination tournament, which will start on or about the time of District TOC. The tournament director, along with a representative from each league involved in the tournament will be responsible for the seeding of teams within the schedule. Seeding will be done by blind draw

The home team for each tournament game will be determined by a coin toss with the managers from each team. Home team will occupy the first base side dugout; visitors will occupy the third base side dugout.

Each league will provide an umpire for all scheduled games of the tournament. 3 umpires will be present for each game. The tournament director will schedule umpire game assignments

If any valid protest cannot be resolved to the satisfaction of the managers, the umpire-in-charge shall be required to consult with the tournament director. The decision of the tournament director shall be final and binding.

At the beginning of the tournament the city trophy will be delivered to the tournament director who will award it to the winning team at the end of the tournament.

Prior to the start of each game, the players, managers, and coaches shall line up along their respective foul line for the Pledge of Allegiance and the Little League Pledge, which will be led by one member of each team. The Little League Pledge shall not be altered.

In the event of a tie game, the game shall continue, regardless of time limits, until a winner is determined. In the event that the game is still tied, and must called due to sunset on an unlighted field, the game shall revert to the last non-tied inning to determine the winner. In the event that each of the preceding innings were tied, the

Umpire in Charge shall flip a coin to determine the winner of the game. The home team shall call the toss.

Substitutions shall be made in accordance with Rule 3.03

There is no infield fly rule.

Two adult base coaches may be used. At no time may a dugout be left without an adult.

All players that are league age seven (7), eight (8), nine (9) and ten (10) may play in the city tournament.

Game Time Limits

Weekday games will be played until Sunset (unless playing under lights). No new inning will start after 2 ½ hours.

Games halted due to time limits are regulation games, no matter how many innings. Regulation VII (h).

All games at the point of being “called” are legal games. The score will revert back to the last COMPLETE inning. (At least one [1] inning needs to have been completed). If the home team is in the lead when time is called, that inning is considered complete.

Minimum Play Rules

Players must play a minimum of three (3) complete innings per full game. For games of less than six (6) innings, players must play ½ of each game or player will have to play a complete game in the next game.

Run Limits

If a player hits an over the fence home run all runs scored from the home run will count, even if they exceed the 5 run maximum.

There is no limit to the number of runs that can be scored in the 6th inning

In accordance with Rule 4.10(e), a manager shall not concede the game if one team leads by 10 runs. There is no “10 run” rule.

Batting Order

Every player will bat, even if that player is not in the game at the time of his plate appearance.

The umpire will determine if an injury warrants missing an at-bat.

Pitching Rules

Green book rules apply to pitch counts and pitcher ages. We will utilize Option 1 – Reg. VI – pg. 35 in LL Rule Book.

The illegal pitch will not be observed.

The pitcher will be removed from the pitching position if s/he hits three batters within the same game. The manager may remove the pitcher after the first hit batter.

There shall be NO league age (10) ten-year-old pitchers in the tournament.

The current play is dead when the ball is returned to the pitcher and he is returning to the mound; however, the ball cannot be directly thrown to the pitcher with the purpose of ending the play. The Umpire in Charge shall make the final determination on currently advancing runners.

Stealing

Base stealing will be permitted in the following manner.

One base per pitch. For instance, if a player is stealing from first to second on a pitch and the throw to second base is overthrown, the player cannot steal to third base and the play is dead.

Stealing home is permitted only in the following circumstances:

1. A wild pitch or passed ball unless the runner stops or turns towards third base, in which case the play is ended.
2. When the catcher's throw to the pitcher goes past the pitcher and touches outfield grass.
3. A play is attempted on a player at third.

Each of these three items is superseded by the rule following it. For instance, if on a wild pitch or passed ball, the runner at third is returning to third and either the ball touches the outfield grass when returned to the pitcher, or a play is attempted only on the runner at third, then the runner at third may steal home.

