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It is required that all managers and coaches in each league read the playing rules in the Official Little League Rule Book

**The Tournament Directors of Back Mountain Baseball, Inc. will act as final judge on any question regarding the Rules and on any disputes arising between managers.**

The rules of play for the Snyder/Holena 8 & 9 year old Memorial Tournament will be those contained in the 2019 Official Regulations and Playing Rules book published by Little League Baseball. **This is a Minor League Special Games Tournament and will be played under Minor League Regular Season Rules including:**

1. The maximum number of players allowed on the roster is 15. No alternate players are allowed after the roster is submitted.
2. A valid proof of age (birth certificate) must be available at all games.
3. Playing age is based on Little League age requirements (<https://www.littleleague.org/play-little-league/determine-league-age/>). This tournament is open to players that are league age 8 and 9.
   1. If a 7-year-old (league age) was on a 2019 Minors roster, that player is eligible to participate.
4. Little League rule regarding use of USA bats."The bat must be a baseball bat which meets Little League USA specifications and standards as noted in this rule."
5. Mandatory play will apply: **Except in the event of a regulation game being halted because of weather, curfew, darkness, or other reasonable cause, including the 10 run rule, or in the event a team does not bat in the bottom half of the last inning, each player shall play at least six (6) defensive outs and have at least one (1) time at bat.**
6. Players who are not present at the beginning of the game shall not be required to have minimum playing time.
7. Having less than 9 players available at game time constitutes a forfeit (15-minute grace period).
8. Continuous batting order.
9. Up to 10 defensive players on the field.
10. Infield fly rule shall apply.
11. No more than three (3) coaches per team within the confines of the field
    1. Two coaches may work as base coaches on first and third base as long as there is a coach in the dugout. (This applies to teams with only a Manager and 2 coaches.
12. Team managers have the primary responsibility for crowd decorum. Managers should, by example, strive to impart an attitude of patience and tolerance among players and their families. Abusive behavior/foul language by any of the above can result in ejection from the complex and possible game forfeiture. **ZERO Tolerance Rule in Effect.**
13. No alcoholic beverages, tobacco, or controlled substances are permitted on the premises of Back Mountain Baseball.
14. Teams shall report to the designated field for all games regardless of inclement weather. The Tournament Director will determine, within thirty (30) minutes of the scheduled starting time of the game, whether the game will be played.
15. If a manager, coach, player or spectator is ejected and removed from the game by the umpire, such person shall leave the field and the spectator area. If the person removed is a player, a coach or manager shall accompany the player out of the field and spectator area and remain with the player until the player is in the custody of the player's parent or guardian. Except when coaching the bases, all coaches and players must remain in the dugout area when the game is in progress.
16. Each team shall be responsible to clean its bench and/or dugout area after each game.
17. According to Little League rules, there is no on deck batter. Furthermore, there shall be no players swinging bats during pre-game warm-ups. The only exception is during a coach-supervised pre-game drill such as hitting whiffle balls or a hitting stick. The first time a team violates this rule, the team manager will be warned. The second time, the team manager will be suspended.
18. District Little League Umpires will work all games.
19. The home plate umpire will determine the suitability of the field of play for each game after the game has started.
20. An inning shall end after the team at bat has made three (3) outs or had ten (10) players bat. **This rule applies to ALL innings.** **The LAST inning played is NOT unlimited runs.**  When the 10th batter is up the inning ends when (1) the defense team records an out. If it is a force play no run will score. (2) the lead runner has been stopped. (3) all the bases are empty.

**Examples:**

The 10th batter is up to bat with the bases loaded and hits the ball to the first baseman. The first baseman records the force out. The inning is over and no runs score.

The 10th batter is up to bat with runners on first and third and hits the ball to the outfield. The ball is thrown to third base WHILE the runner originally on first makes an attempt to advance to third. A play is made at third with the runner safe and a defensive player in possession of the ball. The inning is over with any runs previously scored prior to that play counting.

The 10th batter is up to bat with a runner on second base and hits the ball to third base. A defensive player in possession of the ball occupies third base to prevent any runners from advancing. The inning is over.

The 10th batter is up to bat with the bases empty and hits the ball to the outfield. The ball is thrown to second base BEFORE the runner makes an attempt to advance to second. The inning is over.

The 10th batter is up to bat with a runner on third base and hits the ball to third base. The runner at third base makes no attempt to advance home. A defensive player in possession of the ball occupies third base preventing the runner from advancing (ready to tag runner if the move off the base). The inning is over.

1. All games will have a two (2) hour time limit. Prior to the start of the game, a tournament official will inform both managers and the scorekeeper of the official start time of the game. The start time will be logged in the press box. No new inning may start within fifteen (15) minutes of the two hour deadline. A new inning begins after the third out of the previous inning is recorded. The tournament official will inform both managers prior to the start of an inning if the upcoming inning will be the last one played. The game will end at the conclusion of the inning with Team leading at this point winning the game. In case of a tie game, a new inning may begin after 2-hour time window to decide Winner of game.
2. Speed up rule for catchers…If the catcher is on base when there are two outs, the last batted out can pinch run for the catcher so that they can get their catcher’s gear on in preparation for the next inning.
3. In between half innings, there will be a one minute warmup period.
4. The ten-run rule will be in effect. The team leading by 10 or more runs after four innings will be declared the winner.
5. All subs must be reported to press box.
6. Pitch counts will be updated and provided between innings by the press box. Coaches are responsible for keeping accurate counts during innings.
7. At the completion of each game, pitch counts will be verified by a league official and manager. The manager is required to sign the Pitch Count Log. Failure of the manager to verify and sign the log at the end of the game will result in an automatic acceptance of the count.

Pitching:

1. The pitching distance is 46 ft.
2. The balk rule will not be enforced. The first illegal pitch will result in a warning; subsequent illegal pitches will result in a ball being called on the batter.
3. **NO** intentional walks are permitted. Coaches SHOULD NOT tell a pitcher to intentionally throw balls to a batter regardless of the situation. IF discovered, as determined by a Tournament Director, the batter and all runners on base will advance home with the runs counting.
4. In the event a pitcher hits two (2) batters in the same inning, or three (3) in a game, that pitcher shall be removed as a pitcher for the remainder of the game.
5. The maximum number of pitches for a 7-8-year-old pitcher will be 50. The maximum number of pitches for a 9-year-old pitcher will be 75. (Regulation VI c).
6. ***Back Mountain Baseball will strictly enforce the Little League Baseball rules pertaining to pitch count.***
7. ***At the end of each inning, each team’s bookkeeper will verify the pitch count with each other. In the event of a difference in count, the difference will be split. For example, if the home team reports 50 and the visiting team reports 48, the count will be modified to be 49. If the difference is only one pitch, the lower of the two will be used.***
8. Pitchers must adhere to the following rest requirements: (Regulation VI d).

* If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
* If a player pitches 51- 65 pitches in a day, three (3) calendar days of rest must be observed.
* If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
* If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
* If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required before pitching again.

Base running:

1. The ball is considered live and runners may advance, except Home Plate, at their own risk unless the pitcher is in possession of the ball on the pitcher’s plate and the catcher is ready to receive the pitch.
2. Stealing, except Home Plate, is allowed but base runners must leave the base once the pitch crosses Home Plate. Leading is NOT permitted.
3. Runners are permitted to advance, except Home Plate, on a passed ball.
4. In the event of an overthrow or error on a steal attempt, runners may advance ONE additional base but NOT advance home. This includes an overthrow or error to third base.
5. In the event of an overthrow or error while attempting to make a play on a runner when the ball was put in play, runners may advance ONE additional base INCLUDING home.
6. Tagging up is allowed.
7. Slide or Avoid Rule: Base runners are required to slide directly into a base, when a play is being made on them (except to avoid contact or when advancing from home to first) or if they choose not to slide then they must make an effort to avoid contact with the player making the play on them or leave the base path. If the base runner does not slide and contact with the defensive player results, the base runner will be declared OUT. If in the view of the umpire, this contact hindered the fielder from completing a second play, the umpire can call the second play an automatic OUT. If the contact with the defensive player is made with force, rule by the umpire to be dangerous or un-sportsman like, the umpire can remove the offensive player for the remainder of the game.

**HEAD FIRST sliding is prohibited.**