

**Airdrie Little League Baseball Association**  
**Junior 13 & 14 Year-Olds**  
**2010 Tournament Rules**

1. Players must be league age 13 or 14 as of April 30<sup>th</sup>, 2010.
2. Each team must carry with them a signed league affidavit showing all players on the team. This affidavit must show player's name, address, birthday and league team he or she played on during the regular season. The affidavit must be used as the official affidavit (no other affidavit may be used). Each team must also carry a signed medical release form for each player on the affidavit.
3. The maximum number of players permitted on a team is 14 and the minimum number is 9. No game can be played with less than 9 players, Rule 4.16, 4.17.
4. Every player on a team roster shall participate in each game for a minimum of three (3) consecutive defensive outs and bat at least one (1) time.
5. Line-ups, including uniform numbers and first and last names of players and all substitutes must be turned over to the opposing team's scorekeeper before game time. Late players may not be added to the line-up after the game starts.
6. Home team will be decided by a coin toss and home team will be the official scorekeeper. Visiting teams will be official pitch counter.
7. Substitution Rule:
  - Any player who has been removed for a substitute may re-enter the game in the **SAME** position in the batting order.
  - A player who has met the mandatory play requirements, and is a pitcher at the time he/she is removed, may be removed for a substitute batter and re-enter the game as a pitcher once, provided the pitcher was not physically replaced on the mound.
  - Defensive substitutions must be made while the team is **on defense**. Offensive substitutions must be made at the time the offensive player has his/her turn at bat **or is on base**. (T 10. (d) p.T17).
  - Rule 7.14, Special Pinch Runner, will apply during tournament.
  - A pitcher remaining in the game, but moving to a different position, can return as a pitcher any time in the remainder of the game, but only once per game.
8. Pitching Rules:
  - a) Any player on a tournament team may pitch. (**NOTE:** There is no limit to the number of pitchers a tournament team may use in a game).
  - b) A pitcher remaining in the game, but moving to a different position, can return as a pitcher any time in the remainder of the game, but only once per game.

- c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

13 to 16	95 pitches per day
11 to 12	85 pitches per day

**EXCEPTION:** If a pitcher reaches the limit imposed above for his/her age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

- d) Pitchers must adhere to the following requirements:

- 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.

- e) A player may not pitch in consecutive games.

**EXCEPTION:** A player may pitch in consecutive games if less than 21 pitches were pitched in the previous game (pitch count is cumulative for the day).

- f) A player may not pitch in more than one game in a day.

- g) A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

9. All games will be 7 innings in length (subject to mercy rule) with no new innings starting after two (2) hours from the scheduled start time. If a game is tied after 7 innings, extra innings should be played if time permits. Games tied after the time limit will remain as a tie. Teams must be prompt and adhere to scheduled game times to avoid having games shortened unnecessarily.

If a game cannot start within 15 minutes of the scheduled start time due to a shortage of players (less than 9), then the game will be defaulted and the final score will be 7-0 against the defaulting team.

10. Good sportsmanship is expected from all participants, coaches, players and spectators. No abuse of umpires or officials will be tolerated. One warning from the umpire may be given and ejection will result on a second offense. No warning is required to eject any individual.

11. The Away team must provide one umpire to work the game. Airdrie Little League will attempt to provide 2 umpires for each game, however, there are times when umpires are unavailable and volunteers are required.

12. If one team is up by 10 or more runs after 5 complete innings (4 ½ if home team), then the manager of the losing team must concede the victory to the opponent.

13. The home team will notify the Tournament Committee after each game with:

- The final score; and
- Number of innings played.
- Pitched Count Rosters.

Signed by both managers.

14. Final standings after the round robin play will be determined by number of wins. In the event of ties in the standings, the following formula will be used to determine ranking:

- a) The result of the games between the tied teams;
- b) Least runs against (**least runs against** divided by **defensive innings**) as per Section IV, Pg. T-29, 30; then
- c) Coin toss.

15. Except for the exceptions noted here, all regular Little League Rules will apply.

16. Any game protests must go through the Tournament Committee for clarification and resolution.

17. Any questions or concerns regarding the tournament must go through the Tournament Committee.

18. The Tournament Committee shall rule on any other matters not specifically dealt with in these rules.