

HHH
Invitational
9-Year-Old Division
Special Rules

Bat Certification

All bats must have a **USA logo** on the barrel before they are allowed in the game. Umpires will be checking each bat before the start of the game. If a player steps into the batter's box and takes a pitch with a bat that does not have an approved sticker, that player will be called **OUT** whether the bat is illegal.

Must Play Rule

Each team will submit a batting order for every game. (It is your choice to Bat 9, 10, etc.- but it must be announced prior to the game) To bring a player back into the game, the player must meet the following rule: If you start the game with 13 or more players a player must get an at Bat if you start the game with 12 or less players a player must get an at Bat & also play in the field for six defensive outs. If a player in the original batting order gets injured and must be removed from the game, he will be replaced by the next batter who will assume the injured players count. If he is at bat at the time the injury occurs, the injured player will be skipped over in the batting order for the entire game and will not be allowed to return. No outs will be charged for the injured player, or for any other player who leaves the game early AND leaves the complex. He cannot leave the game early and remain in the complex.

Late Players

Players arriving late may be added to the end of the batting order. Exception: No player may enter the game once the team has gone through the batting order once. Unless agreed to by the managers prior to the start of the game. Any added players must be added at the bottom of the batting order.

Game time Limits.

No new inning shall be started after **1hr and 50 minutes** from the start time of the game according to the Umpires watch. Umpires are instructed to begin all games on time unless unforeseen circumstances arise, field availability, field preparation and equipment issues or weather. If the game does not start at the scheduled time due to a team issue such as not enough players, a team is not ready to take the field, etc. Game time shall be started at the discretion of the umpire. Once an inning starts, it must be completed. A new inning starts as soon as the last out is made.

Number of Players

A team must have at least nine (9) players to be eligible to start the game and continue to play the game. Players can help a team to avoid a forfeit, but the substitute player must be registered in the same division and cannot assume the position of pitcher. This player must be removed once a registered team player arrives. **No Player can be on more than 1 Roster in the same Division.**

Dugout Occupants

No one except the players, one manager and registered coaches shall occupy the bench or dugout during a game. Managers and coaches must wear distinctive league shirts identifying them as part of the team in the dugout. The manager must keep all players away from the dugout opening. All teams are responsible for cleaning the dugout before they leave.

Base Coaches

Both base coaches may be adults if there is an adult manager or coach in the dugout.

On-Deck Batters

The only player on a team that may pick up a bat is the player that is coming up to bat. This player must remain in the dugout until his time at bat. All other players may not have a bat in their hand. Bat donuts, batting weights, and weighted bats are prohibited inside the Half Hollow Hills Complex.

Infield Fly Rule

Not in affect for the 9-year-old division.

Mercy Rule – Inning

A mandatory “inning mercy rule” will apply. If a team scores 7 runs in an inning, the inning will be over regardless of the number of outs. Exception: This rule will not be in effect for the last inning declared by the umpire for any playoff games.

Mercy Rule - Game

A mandatory "mercy" rule will apply. If at the end of 4 innings (3 1/2 if the home team is ahead) one team has a lead of ten (10) runs or more or 15 runs after 3 innings (2 1/2 if the home team is ahead), the game is officially over. The manager of the losing team shall have no discretion to continue the game at this point. For the "mercy" rule to be declared, each team must have equal times at bat.

Rest Rules Pitcher (Maximum of 75 pitches per day for 9 & 10-year old's)

Pitchers league age 16 and under must adhere to the following requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days rest must be observed. (**can exceed 75 pitches if pitching to a batter**)
- If a player pitches 51 to 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 to 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 to 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1 to 20 pitches in a day, no rest is required.
- A pitcher who has pitched 41 or more pitches in a day cannot play the position of catcher for the remainder of that day.
- A player who has played in the position of catcher for four (4) or more innings cannot pitch for the remainder of that day.
- One (1) pitch constitutes an inning.

Each team must carry a pitch counter to every game and supply an adult to function as pitch counter.

A manager or coach shall confirm the number of pitches thrown at the completion of every ½ inning.

Pitching Rules

- Managers must declare ineligible pitchers to the opposing team manager prior to the start of the game. Pitch counts, and eligibility can be verified via the Half Hollow Hills Little League web site.

- Managers cannot warm up pitchers. All teams must have two sets of catcher's equipment so that a substitute can warm up the pitcher while the catcher gets ready. The catcher speed up rule is in effect for this fall tournament. A catcher who reaches or is on base may be replaced by the last batted out.
- Any player on a team may pitch. Exception: A player who is added after the first game of the invitation tournament.
- There is no limit to the number of pitchers a team may use in a game.
- A pitcher must be removed from a game if he/she hits three (3) batters in an inning or four (4) in a game.
- A second (2) trip to a pitcher in any inning, or a third (3) trip to the same pitcher during the game will result in the pitcher's removal from the mound.
- Pitchers once removed from the mound may not return as pitchers in the same game.
- When a pitcher is removed, the manager must notify the Umpire.
- If any of the tournament pitching rules, or any pitching rules in the Little League rulebook are violated and it is not caught before the infraction incurs, this will not be grounds for a forfeit or replay of the game. If an illegal or ineligible pitcher is used, then he/she will be removed from the mound and a legal pitcher will take his/her place. The score or play will stand, and the manager of the offending team will be issued a warning. A 2nd infraction by the same manager will result in a suspension and any other additional infraction will be the cause for the removal as manager.
- During the game, pitchers can only warm up on the mound. Penalty: Pitcher warming up will not be permitted to pitch.
- In a game suspended by darkness, weather or other causes and resumed the following calendar day, the pitcher of record at the time the game was halted may continue to pitch to the extent of the remaining eligibility for that game.
- The manager must remove the pitcher when said pitcher reaches the limit of 75 Pitches, Pitcher may remain in the game at another position **Exception: If a pitcher reaches the 75-pitch limit while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. Rest rules still apply.**
- Intentional Walk: The pitcher must pitch all 4 balls to the batter. 4 Pitches must be counted in the pitch count.
- No Headfirst Slides only allowed going back to a base. The runner is automatically out if sliding headfirst into any base.

It is the responsibility of the winning Manager to record all scores and pitch counts for both teams and register them online within 2 hours of game completion.

Bunting

Bunting will be allowed in this division.

Stealing

Stealing of 2nd & 3rd base will be allowed up until the maximum number of steals attempts Five (5) per inning. Stealing of Home is not permitted regardless of situation including a passed ball. A player must earn home plate. A runner may not leave the base until the ball has been hit or the ball has fully crossed the plate (Umpires discretion). A player that leaves early will be issued a warning and be returned to the originating base, no out will be given. A second infraction will prohibit that runner from additional steal attempts while remaining on the base pad for that inning. There will be no leading in this division.

Tagging Up

Tagging up will be allowed from any base in this division. A runner that leaves early may be called out upon appeal. Umpires' discretion. Tagging up rules can be modified based upon agreement between the managers prior to the start of the game during ground rules.

Overthrows

A player can advance and is not limited to one base on and overthrow. A dead ball will constitute the current base that the runner is approaching plus one additional base. This will be determined at the sole discretion of the umpire. Overthrow rules can be modified based upon agreement between the managers prior to the start of the game during ground rules.

Conduct

Players and spectators can cheer for their own teammates. No chanting or verbal harassment of any kind by players or spectators will be allowed. Managers and Coaches will be guided by the district 34 Code of Ethics, which will be strictly enforced. Managers and Coaches are also responsible for the conduct of their fans, and they must keep them under control always. Managers and Coaches are requested to settle any disputed rules as discreetly as possible. If you keep control of any situations that arise, the players will enjoy a better tournament.

Called Games

If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off. All records, including pitching, shall be counted. If four (4) full innings have been played (3 1/2 if the home team is ahead), the game will be considered official.

Protests

No protests are allowed. All disputes will be handled immediately. Any manager not satisfied with rule interpretation only, will request a clarification of that rule from the tournament committee before the next pitch or prior to leaving the field if it is a question on the last play of the game. Their decision will be final.

Rescheduling of Games

All rescheduling of the game shall be done by emailing muraco@mvsmailers.com. In the event a game needs to be cancelled the Managers must notify the division coordinator and the league director, Steve Muraco so that umpires can be notified and reassigned.

Injuries

Any player that sustains a head injury **MUST** be removed from the game and sent for Medical Evaluation. He or she will not be permitted to re-enter the game or any subsequent games without written clearance from a doctor.

Home Team

The home team must occupy the first base dugout.

Any rule not covered in these invitational tournament rules will be covered as found in the Little League Rule Book.

Have a Great Fall Baseball Season.

Half Hollow Hills Little League.