

FEDERAL WAY KNIGHTS BASEBALL CLUB

SUMMER KNIGHTS V 2009

TOURNAMENT RULES



EQUIPMENT

Bat Diameter: No big barrel bats are allowed for 8U, 9U, or 10U played on little league size fields (60'/46'). **Big barrels are allowed in 11U, 12U, 13U, 14U and 15U.** High School bat weight / length differential rule waived for 14U and under. 15U to adhere to -3 High School restriction.

Metal Spikes: 10U and under - no metal spikes are allowed. Cleats must be molded rubber or plastic. 12U, 13U, 14U and 15U – metal spikes are allowed.

Batting Helmet: A full use batting helmet, which covers the top and back of the head and the side of the face, must be worn when at bat and while on the bases.

Catcher's Gear: The catcher must wear all appropriate protective gear, which includes a protective helmet/mask that fully covers both ears, chest protector, shin guards, and protective cup.

USE OF THE PARK

Teams may warm-up in the outfield grass before their game if time permits. No formal infield/outfield is allowed prior to the game. No soft-toss into the chain link fence is allowed. No pets allowed at the Federal Way National Little League Complex site.

GAME RULES

A team roster shall be submitted to the Tournament Director prior to the first game. Age requirement: May 1st is the designated date to determine ages. Photocopies of birth certificates will be required and made available to the Tournament Committee upon request. Tournament Director reserves the right to declare player(s) in question ineligible to play until birth date can be validated.

Dual rostering, at different age divisions, allowed. However, player may pitch for one team only.

Divisions: Tournament Director reserves the right to combine divisions (Example: 11U with 12U). This decision will be based on the number of teams that enter into each division. These situations will be avoided and only used when absolutely necessary. The playoff structure in these instances will be modified to put teams of similar skill in the Championship brackets for as balanced competition as possible.

For 8U play, see attached special rules.

For 9U, and 10U Divisions playing "no lead offs", playing rules not specifically covered shall follow the 2009 rules for Little League (Green Book - Majors). Catcher / pitcher rule waived. No per inning run limit.

For 11U, 12U, 13U, 14U, and 15U playing lead offs - playing rules not specifically covered shall follow the 2009 High School Rule Book (NFHS).



14U and 15U will be played on 90-foot bases and 60'-6" mounds – lead offs and steals allowed.

13U will be played on 80-foot bases and 54-foot mounds – lead offs and steals allowed. No cleats allowed (steel, rubber, plastic, molded) on temporary mounds – tennis shoes or turf shoes only.

11U and 12U will be played on 70-foot bases and 50-foot mounds – lead offs and steals allowed.

9U and 10U will be played on 60-foot bases and 46-foot mounds - lead offs not allowed.

Headfirst slides are not allowed (8U - 10U). Runners may dive headfirst when going back to a base.

If a runner attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he will be called out and ejected from the game. This is a judgment call by the umpire and it is final! Players return to the base last touched at the time of the collision.

Courtesy runners may be used at any time for the pitcher and catcher of record the previous defensive inning. For teams batting a straight 9, DH or EH, the runner shall be a player not in the current batting lineup. For teams batting their entire lineup, the last recorded out must be the runner.

A player judged by the umpire as throwing the bat after successfully hitting the ball will be warned once. A second offense by the same player will result in an out. The third offense by any player on the team will result in an out.

On 60'/46' fields - when a pitcher is on the mound, in contact with the pitching rubber, and in possession of the ball, and the catcher is behind the plate and in position to receive the pitch, base runners are not to leave the base until the ball has been delivered and reaches the batter. At any time the pitcher is not on the rubber and the catcher is not down and ready to receive the pitch and time has not been called by the umpire, players may run at their own risk.

STARTING AND ENDING THE GAME

In pool play, a coin flip between the two managers will determine home team for each game. The team traveling the farthest shall call the toss or defer to the opposing manager. In all playoff and championship games, the higher seeded team has the choice to be home or visitor. There will be no coin flip.

There is no distinction between "Home" and "Visitor" dugouts. The choice of dugouts will be on first-come basis. All teams must pick up trash and debris following completion of their game.

Home team is required to keep the official book.



Regulation games shall be 6 innings in length for 12U and under and 7 innings for 13U, 14U and 15U (see special conditions for 8U games). In 6-inning games, no new inning may begin after 1 hour and 45 minutes. Current inning to be completed. In the case of a tie after the 1 hour and 45 minute time limit, the game will end in a tie. In 7-inning games, no new inning may begin after 2 hours. Current inning to be completed. In the case of a tie after the 2-hour time limit, the game will end in a tie. **TIES ARE ALLOWED IN POOL PLAY.**

There will be no ties allowed in playoff and championship games. If, at the end of the time limit or at the completion of regulation innings the game is tied, the "California" tiebreaker rule will go into effect. Each team puts the batter who is scheduled to bat last in that respective half of the inning on second base and plays out a full inning. This happens until the tie is broken and the game is complete.

A game shall be ruled official and complete if, it is called by the umpires or the Tournament Director due to rain, inclement weather or other reasons beyond our control, provided four innings have been completed. If four innings have not been completed, the game shall be suspended and resumed from that point when safe play can be resumed. All reasonable efforts will be made to complete games as scheduled. The Tournament Director reserves the right to extend tournament dates, shorten game length or times to complete the tournament. If the tournament is declared rained out, a refund of \$100.00 per team per game (up to a maximum of 3 games) will be provided. No refund will be provided for teams having completed three or more games in the tournament.

In a 6-inning game, if the home team has a 10-run lead after 3-1/2 innings, or the visitor is ahead by 10 runs after four complete innings, the game shall be terminated. In a 7-inning game, if the home team has a 10-run lead after 4-1/2 innings, or the visitor is ahead by 10 runs after five complete innings, the game shall be terminated. The 10-run rule will be waived during the Championship game; however, the losing coach has the option to call the game.

Game start time is at the completion of umpire / manager(s) meeting at home plate. Game start time is forfeit time, unless tournament staff creates delay. Teams that are no-shows will forfeit their entry fee.

SEEDING RULES (First factor is Win-Loss record)

Two Way Tie

1. Head-to-Head between tied teams
2. Total run differential
3. Fewest runs allowed
4. Most runs scored
5. True differential in last pool play game
6. Coin Toss

Three Way Tie

- Head-to-Head (if sweep)
- Total run differential
- Fewest runs allowed
- Most runs scored
- True differential in last pool play game
- Coin Toss

IMPORTANT: Run differential maximum

1. Forfeits will be scored 7-0
2. Maximum run spread per game is 7 regardless of score



SUBSTITUTION

8U to 10U Division teams will bat their entire line-up. Free substitution will be in effect. If a player is unable to bat, he will be removed for the remainder of the game. However, this will not count as an out.

11U, 12U, 13U, 14U, 15U may either bat straight 9 players, bat the entire line-up, use a DH or use an EH. Whatever is elected must be used for the entire game but not for the entire tournament. If batting a straight 9, DH or EH, starting players may re-enter once per game (same position in the batting order). If batting the entire lineup, free substitution will be in effect. A team must start the game with a minimum of 9 players but can finish with less. An out will be recorded for any open spot in the lineup. The EH may not be dropped once the game has started.

PITCHING The manager is responsible for keeping an up-to-date tournament pitching log, At the beginning of each game, the pitching log will be made available to the opposing team. At the end of each game, the pitching log will be signed by a representative of the opposing team. Failure to maintain an accurate pitching log may be considered a violation of the pitching rules.

13U, 14U and 15U There are no per game pitching limitations. Daily pitching limitation of 7 innings per pitcher. Maximum of 10 innings per pitcher for the tournament.

11U and 12U Pitchers are allowed 3 innings per game, 6 innings per day, 9 innings for the tournament.

10U Pitchers are allowed 3 innings per game, 6 innings per day, 9 innings for the tournament.

9U Pitchers are allowed 2 innings per game, 4 innings per day, 8 innings for the tournament.

The throwing of a single pitch will be considered an inning pitched.

12U and younger may throw on flat surfaces depending on field availability.

Once the pitcher is removed from the mound, he may **not** re-enter as a pitcher in that game.

A pitcher must be removed from the mound upon the 3rd visit by the coach / manager to that pitcher.

If a coach calls time to confer with another player and crosses the foul line, this is considered a trip to the mound.

Violation of the pitching rules will result in manager disqualification for the balance of the current game plus the next game. Pitcher to be removed from the mound.



UMPIRES

The umpires will settle all situations on the field. **Protests will be not be allowed.**

SPORTSMANSHIP

All players, coaches and fans will be expected to conduct themselves in a sportsmanlike manner at all times. Razzing, heckling, taunting and making disparaging remarks to the opposing team and umpires will not be tolerated. Any player, coach or fan whose conduct is unbecoming or abusive will, at a minimum, be removed from the premises at the discretion of the Tournament Director (or his representative), Umpire-in-Chief and umpires. Any individual ejected from the game will not be allowed to return until the next scheduled game. If the same person is ejected for a 2nd time, he/she is suspended for the remainder of the tournament. Failure to comply will result in forfeiture of the game.

The use of tobacco is not allowed within the FWNLL gated complex area and FW School sites.

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TOURNAMENT RULES – 8U DIVISION



GAME RULES

- Playing rules not specifically covered shall follow the 2009 rules for Little League (Green Book).
- Games to be 5 innings or 1 hour and 15 minutes, whichever comes first.
- Time will be called when any infielder has possession of the ball and raises it above his head – runners will advance to the next base if, in the judgment of the umpire, they were more than ½ way there. If not, runners must return to the prior base.
- 5 runs maximum per inning – the last inning is an open inning (unlimited runs).
- Bases to be set at 60'.
- A full use batting helmet, which covers the top and back of the head and the side of the face, must be worn when at bat and while on the bases.
- Catchers must wear all appropriate protective gear, which includes protective mask / helmet that fully covers both ears, chest protector, shin guards, protective cup and throat guard.
- Pitching rubber to be set at 38 feet. Pitcher / coach may come forward to throw strikes.
- Pitcher / coach cannot coach from the pitching position.
- Pitcher / coach hit by a batted ball, ball is live, play continues.
- Entire roster must bat.
- Players injured and unable to finish the game are not an automatic out. The batting order moves up.
- Teams are allowed unlimited defensive substitutions. The batting order to remain the same.
- Batters get 5 pitches. 3 swinging strikes will constitute a strike out as well as 5 pitches without a hit fair ball. If the result of the fifth or following pitch is a foul ball, batter receives another pitch.
- No walks will be awarded.
- No bunting. Players must take a full swing.
- No lead offs or stealing.
- Players may slide. Head first slides are not allowed.
- No infield fly rule.
- Safety Balls will be used in games.