



2014 Hopkinton Summer Sizzler
Baseball Tournament
Rules

Tournament Directors: John Fischer
Ted Barker-Hook
Paul Kirk

HLL Directors: Fran DeYoung - President
Larry Epstein – VP Baseball
Brian Harrigan – Treasurer
Keith Cheverie – Information Officer

General Information:

All games are held in Hopkinton at EMC, Carrigan Park and Pyne Field (make-up games only).

Dates:

The tournament begins on **Wednesday, June 18, 2014**, and will run through **Sunday, July 20, 2014**.

Eligibility:

Summer Sizzler follows Little League cut off dates for age eligibility. The player's age as of 4/30/2014 determines age placement.

9 year olds: Player may not turn 10 prior to 5/1/2014
10 year olds: Player may not turn 11 prior to 5/1/2014
11 year olds: Player may not turn 12 prior to 5/1/2014
12 year olds: Player may not turn 13 prior to 5/1/2014

Schedule:

There will be a 10 game regular season schedule followed by a single elimination playoff round. Each game during the regular season shall consist of 6 innings. No extra innings will be played. During the playoffs and the championship games, if a game is tied at the end of 6 innings, the teams will play until there is a winner. For the regular season only, games may end prior to the 6 inning mark due to darkness or the two hour time limit restriction has expired.

Playoffs:

All teams qualify for a single elimination post-season playoff tournament. Regular season standings will determine the seeding. The seeding will be based on the following system:

1. Wins
2. Points (2 for win, 1 for tie and 0 for a loss)
3. Head to head competition
4. Runs Allowed
5. Coin flip

The tournament is open to all baseball players that fit the specific age category who reside in the community for which they are registered to play. **The Hopkinton Summer Sizzler is for players who are NOT participating in ANY OTHER tournament play during the Summer Sizzler season. The only exception to this rule is that allowing participation of AAU team players who have also played in their respective town's Spring Little League season.**

If a team is found utilizing players who are also participating in another tournament, or if the Sizzler Director feels that a town has sent an "elite" team, or determines a team/town is using players that are also participating in 'elite' tournaments, that team will be removed from the tournament with no refund.

Rosters:

Rosters are limited to no more than fourteen (14) players. Each team is allowed one (1) manager, two (2) coaches and one (1) scorekeeper. No batboys are allowed.

A team's roster may be comprised of up to 6 players from the younger age group.

Call Ups:

Call-ups will be allowed from rostered teams a year younger (i.e. 10 year-old players can be called up to an 11 year-old team, and 9 year-old players can be called up to a 10 year-old team). Call-ups will be allowed for 9 year-old teams from the general town playing pool, assuming that the call-up is not playing any other tournament play. Call-ups are intended to temporarily augment teams that fall below the minimum playing rules, and utilization of call-ups shall be limited to 3 games per call-up player.

A player who has been called up may NOT pitch. Call-ups are NOT allowed during playoffs. Call-ups shall be noted on the team roster and brought to the attention of the opposing coach prior to commencing play. Call-ups shall be noted in the comments section of the team score entry by name and jersey number of call up, and also noting the name and number of the player he replaced. Failure to comply will result in immediate loss of call-up privileges.

Once a roster is set and submitted, it is final. The only exception would be due to injury (not vacations). This exception would only be approved for a team that falls below the 8 player minimum. The tournament director would then coordinate with the team in finding a suitable replacement player. That substitute player must be of equal or younger age than the player he/she is substituting.

Players will be required to submit a signed Code of Conduct. HLL onsite coordinators will maintain team rosters and signed Codes of Conduct. Player birth certificates shall be maintained on-site during each game by the team coach. They must be produced upon request of Tournament officials. Failure to do so shall result in forfeiture of game.

Umpires:

Hopkinton Little League will be responsible for the umpires for all games scheduled for EMC, Carrigan Park and Pyne Field. In the event that a game is continued or rescheduled on a field outside of Hopkinton, the towns involved are responsible for all umpire fees. Umpires must be a minimum of 13 years old. Most games are scheduled to have both a home plate and first base umpire, but games can and will be played or continued with only a home plate umpire. All playoff and championship games will have two (2) umpires.

Awards:

Individual trophies will be awarded to each member of the first and second place teams in each league and age division. The first and second place teams will be determined by a single elimination playoff system. Trophies will be awarded immediately following the championship game for each age division.

Pre- Game Warm Ups and Practice Area:

There is no pre-game infield or pitching practice allowed. Pre-game warm-ups (stretching and light tossing) are limited to the park-like areas bordering the fields. No soft toss against any fence areas or backstops at all. These areas may encompass spectator areas so extreme care and common sense must prevail. At no time will batting practice or batted balls be permitted in spectator areas.

Batting practice is permitted in batting cages only. There are three cages at EMC. Each cage is designated to a specific field. Only two people are allowed in the cage at one time, the tournament player and an adult. The batter must wear a batting helmet. The "away" team is assigned to the cage from one hour to 30 minutes prior to the start of a game. The "home" team gets the cage 30 minutes prior to game time. Pitchers may warm up (throw to a catcher) in the batting cages or on the outfield.

Coaches/Managers:

While the game is in progress, coaches and managers are restricted to the dugout unless coaching first or third base. Coaches at those bases should remain in the assigned boxes. Once again, the coaching staff for each team is limited to one (1) head coach/manager, two (2) assistant coaches and (1) scorekeeper. These are the only people allowed in or around the dugouts and fields during the game.

Parents and siblings must remain in the stands; no exceptions.

Game Reports:

Managers (**both home and away teams**) are required to report the final scores and pitching stats of their previous games within 24 hours to the Sizzler website. Please contact John Fischer should you encounter problems entering scores for each game. A game story may be filed also highlighting player's accomplishments. The game reports are used to develop team standings and to provide newspaper and/or website descriptions of the games. Detailed directions for entering scores and pitching stats are provided as a separate document.

Rain-Outs and Cancellations:

All coaches must check the Sizzler telephone/weather hotline or the Hopkinton LL Facebook paged each day for game status updates. This line will be updated by 3:30 PM every weekday and by 7:30 AM on weekends. The phone number is **508-497-2412**. For Facebook, you will need to "like" the page in order to gain access. All teams should show up for their scheduled games if they have not been cancelled by 3:30 PM or 7:30 AM, even if the weather appears inclement. Determination of conditions will be made at the field. Once a game has started, it is the decision of the on-site Coordinator in conjunction with the Umpire(s) to cancel any game(s) because of weather or field conditions. Player safety is always the deciding factor.

PLAYING RULES

The Little League Rule Book, not the Tournament Rules section, will be the guide for all rules not specifically addressed in this document. Situations not covered in either this document or in the Little League Rule Book will be decided by the Sizzler Tournament Committee. The committee's decision will be final and may not be appealed.

The following rules are **Exceptions and Clarifications** that are adopted in an attempt to enhance play in the Sizzler Tournament.

1. Participation:

During the regular season and playoffs, teams will use a contiguous batting order and employ free substitution. Late arriving players must be inserted last in the batting order. Teams are allowed to substitute from the bench at inning breaks only; not during an inning, unless required by illness or injury. Injured players may be removed from the game and reinserted in the same spot in the line up later with no penalty, **only after their substitute has completed one time at bat and played defensively for two consecutive innings**. Teams may move players on the field at any time during an inning. Every attending player on the team roster will participate in each game for a minimum of three (3) innings.

All players must play a minimum of one inning per game in the infield, and one in the outfield.

No player may play a defensive position for more than 3 innings in a 6-inning game, with the exception of the catcher who may play a maximum of 4 innings defensively in a 6-inning game.

An additional defensive inning in any position is allowed in an extra inning.

Position requirements must be satisfied by the end of the 4th inning, with the exception of the pitcher. A pitcher may complete a full game (see rule 3 under Pitching). The only exception to this will be games ended early through mutual decision of the Umpire and Sizzler on-site Coordinator.

Coaches should provide their batting order, and the name and number of each player to the opposing coach prior to the start of the game. Hopkinton Little League expects every player on the team to play baseball. Each team manager should be prepared to document this participation.

Should a violation of the minimum play rule occur, either team must notify the Umpire **before** the Umpire leaves the field. The Umpire will notify Tournament officials, who will rule on all such violations prior to the involved team's next scheduled game. If a coach is found in violation of the minimum infield playing time rule, that coach will forfeit the game in question, and will be subject to removal from coaching for the remainder of the Sizzler tournament. Pay very close attention to complying.

2. Official Game:

If a game is called, it is a regulation game when either of the following occurs:

- Four innings have been completed;
- The home team has a lead after 3 1/2 innings;
- The home team ties the score in the bottom of the 4th inning.

Games that do not complete 1 full inning will be replayed in their entirety if the schedule permits. No records, including pitching, will count. If a game is called before becoming a regulation game, but after 1 or more innings have been played, it shall be resumed exactly where it left off, if the schedule permits. All records, including pitched innings, shall be counted.

If the schedule is unable to accommodate continuation, the game shall be declared "no game".

Note: If a game is called before it is official, the umpire shall declare it "no game". See pitching rule "**14e**" of the Hopkinton Sizzler Rules below

3. Base Coaches:

Base coaches are required to coach from the first and third base coaching boxes and must remain in the coach's boxes unless the umpire allows a called time-out. All bench coaches and head coaches must stay in the dugout or close proximity to the dugout entrance. Teams are permitted to use two (2) adult coaches or one (1) adult and one (1) uniformed player for base coaches. The uniformed player must wear a helmet.

4. Hidden Ball Trick:

Not allowed.

5. On Deck Batter:

On deck batter(s) are **NOT** allowed. No player is allowed to handle a bat prior to his trip to the batters box. Teams that violate this rule may have their manager(s) removed from the game. **This is a major safety concern!!!**

6. Thrown Bats:

The umpire will issue one individual warning on the first occurrence of a thrown bat, a team warning on the second occurrence and the batter will be called out.

7. Injuries:

Injuries of any significance must be reported to the on-site Tournament Coordinator. Hopkinton Little League will always have at least one representative at the Tournament at all times.

8. Strike Out:

A batter is out:

- A. regardless of whether or not a third strike is caught (9yo & 10yo);
- B. if a foul tip of the third strike is caught;
- C. if a batter bunts a ball foul on the third strike.

Dropped Third Strike (11yo and 12yo only)

With zero or one out and first base not occupied by a runner, a batter may attempt to advance to first base if a called or swung at third strike is not caught cleanly by the catcher. With two outs, regardless of whether or not first base is occupied, the batter can likewise attempt to do the same. A ball caught cleanly by the catcher is defined as a ball that goes directly into his glove without touching the ground or some portion of his own or the umpire's body or equipment. An out is recorded if the batter is tagged out, if the ball beats him to first base, or if a force out is made on another runner at another base, including home plate. In all instances, the batter must make a direct or immediate attempt to reach first base--if he either delays for an extended period of time, or if he returns to the dugout area, he will be called out.

9. Undermanned Teams:

A minimum of eight (8) players is required to start a game and avoid a forfeit. A team must field the required rostered players by the official start time of that game. **Game time is forfeit time.** The official score of the forfeited game is 1-0.

In the event of a forfeit, the teams are encouraged to use the time allotted to practice and/or play baseball any way that they can arrange with the players that they have.

10. Mercy Rule:

A twelve run mercy rule will be in effect once a game is called an official game (see rule 2 of this section). The mercy rule is in effect for the playoffs.

11. Max Runs per inning

For 9yo and 10yo division, there will be a maximum of 5 runs allowed per inning for the first four innings. Innings 5 and 6 are unlimited runs.

For 11yo and 12yo division, there is no limit per inning.

12. Balks:

The balk rule has been omitted, and is not enforced in Summer Sizzler.

13. Playoff Eligibility:

Each player must play in a minimum of at least half of the games played by their respective team during the “regular” season to qualify for the playoffs.

Please note Rule 1 applies in playoffs also.

14. Home Team:

One box of official Tournament balls shall be provided to each team at the coaches meeting. It will be the responsibility of the home team to provide a minimum of two new game balls for each game.

Seeds will determine playoff home teams. The highest seed is the home team.

Sizzler will provide the new balls for playoff games.

15. Pitching Rules:

Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)

Players once removed from the mound may not return as pitchers.

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:

League Age:	11 - 12	<u>85</u> pitches per day
	9 - 10	<u>75</u> pitches per day

Exception: If a pitcher reaches the limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. NOTE: A pitcher who delivers **41** or more pitches in a game **cannot** play the position of catcher for the remainder of the game.

Pitchers league age 12 and under must adhere to the following rest 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 day 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 must be observed

Each team must designate the scorekeeper or another game official as the official pitch count recorder. Pitch counts will be logged on the HLL website.

The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game. The umpire-in-chief will inform the pitcher’s manager that the pitcher must be removed in accordance with the rules. However, the failure by

the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

Violation of any section of this regulation will result in a forfeit.

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

Pitch counts will be logged on the HLL website within 24 hours post game time. It is imperative that managers agree on pitch counts. It is strongly suggested that pitch counts be reconciled after each half inning.

PITCHING NOTES:

The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests.

In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

A pitcher will be removed for the duration of the current game should either of the following occur:

- Two (2) batters struck per inning
- Three (3) batters struck per game.

A player once removed as pitcher, may NOT again pitch in the same game.

An inning pitched is defined as any inning in which a pitcher throws one or more pitches.

The beginning of the playoffs - **Days of rest rules still apply** – and carry over from the end of the regular season.

Little League rules govern the amount of “visits” made to the mound per pitcher/inning. A coach may visit the pitcher two times in one inning, but on the 3rd visit in that inning, the player must be removed as pitcher. A coach may come out three times in one game to visit the pitcher, but on the fourth visit, the player must be removed as pitcher.

16. Stealing/Running Bases:

Base runners shall not leave their bases until the ball has been delivered and reaches the batter. The catcher does not have to be in the catcher’s box.

If a runner leaves early on a no-hit or foul ball, the pitch counts and all runners are returned to their original bases with a team warning. If a runner leaves early on a hit, all runners are returned to their original bases and it is called as no-pitch. There is one warning per team. After that, the runner leading is out.

Stealing of home is allowed.

Play must stop when the pitcher has control of the ball in the mound area. Runners must return to their bases if not already in route to the next base.

17. Game Times:

Games are limited to six innings or a two (2) hour time limit. All games will start promptly, as scheduled...no exceptions. **No additional innings shall be started after 1:45 of play.** No inning shall start after 8:30 PM, with the exception of those being played on a lighted field. The home plate umpire; not the coaches, are the official timekeepers. Plate umpire will announce “**last batter**” to both teams, as time limit is being approached. Batter shall be allowed to finish his at bat. **After the game has reached the 2:00 hour mark, the game will be ended and the field will be cleared.** If an inning is not complete, the final score recorded is that as of the end of the last fully completed inning. It is the Tournament Directors’ discretion (in conjunction with the Umpire) on calling a game due to darkness and/or weather condition. **There are no extra innings except in playoff and championship games.**

18. Rainouts/Cancellations/Rain Delays/Lightning:

There are no open dates set aside to accommodate make-up games. However, make-up games may be scheduled at the discretion of the participating teams, on fields and at times of their choosing. Hopkinton will not supply umpires and balls. **The only games to be rescheduled are those which have been cancelled due to inclement weather or by the HLL/Sizzler Director.** Please advise the Sizzler Tournament Director prior to scheduling and playing a make-up game. To be considered official, the games that are rescheduled still fall within the Rules set forth here, including pitching weeks, etc. Make up games shall follow the rules of the week that they are made up within, not the original week of play.

In the event of heavy rain, thunder, or lightning, please return to your car or the Pavilion. Do not make your way back to the high school parking lot. Hopkinton requires twenty minutes of lightning free skies to return to the playing field. This means twenty minutes from the last strike of lightning or roar of thunder. If more than thirty minutes have passed and there continues to be frequent lightning strikes, or thunder, the Umpire and Tournament Official will jointly decide to terminate the game.

Please do not allow any players or family members to remain outside of their vehicles or the Pavilion. Coaches are responsible for their players and fans. **Ensure that all parties understand that remaining outside of designated areas after being instructed to vacate the fields may result in a forfeit by the offending team.**

Please instruct your players not to leave until the game has officially been terminated, to avoid forfeit should weather improve. Should your game be terminated, coaches need to sign each other's scorebooks, acknowledging agreement of the score and lineup at the time the game was ended. If two innings have been completed before play was ended, make up games shall continue from where they left off. If less than two innings were completed, the game shall be replayed in its' entirety. If game was official prior to being terminated, the score will revert to that of the last completed inning, and no make up shall be allowed.

19. Appeals:

No appeal of a missed base can be made if a player hits a ball over the fence for a home run.

20. Sliding:

No head first sliding into any base including home plate. – The umpire will call the player out. Base runners can dive headfirst back to a base bag that he/she has already made.

21. Contact:

All players should attempt to avoid collisions and contact. We are trying very hard to avoid unnecessary injuries at the Sizzler. If the runner forces contact, then it is up to the umpire's discretion to call the runner out or safe. Infielders should not intentionally block any base or base path. Catchers should not intentionally block the plate on any play to home plate. If there is no play, a slide is not necessary at any base including home plate. **To avoid controversy, instruct all players to slide.**

22. Blocking the base or base path:

Should it be determined by the Umpire, that a player has intentionally obstructed a base path or blocked any base, the runner(s) will automatically be granted the bases(s) involved.

23. Protests:

Protests will be allowed for violation of the participation rules. These protests must be brought to the Home Plate Umpire before the field is cleared. Hopkinton Little League wants every player on the team to play baseball. Every team manager should be prepared to document his team's compliance with the participation rules. **No other protests will be considered.**

24. Infield Fly:

The Infield Fly Rule is in effect for this Tournament.

25. Curve Balls:

Hopkinton Little League and the Hopkinton Summer Sizzler have a “no curve ball rule”. There is no breaking of the wrist allowed in the Sizzler. Umpires will issue a warning and then may remove a pitcher who continues to violate the rule. It will be at the umpire’s discretion as to what constitutes a curve ball. Any pitch that is deemed a curve ball will be called a ‘ball’.

26. Bunting:

Bunting is permitted (and encouraged) in Sizzler. A batter is out if he/she attempts to bunt with 2 strikes and the ball goes foul. It is legal to bunt with 2 strikes, but the batter runs the risk of being called out if the ball goes foul. Slash bunting (where the batter fakes a bunt to draw in the infielder(s) and then swings away) is **NOT** permitted. **Any player who slash-bunts or attempts to slash-bunt, will be called out.**

27. Behavior:

The nature of this tournament, and the players at which the tournament is aimed, dictates that all participants (managers, coaches, players and parents) exhibit the best of sportsmanship. We expect all teams to make every fair effort to win games and eventually the tournament, but, more importantly, we expect everyone involved in this tournament to realize the impact of their behavior on the tournament, players and fans. There will be no chanting allowed from either dugout during the game.

This is Little League. Inappropriate behavior will not be tolerated in any way, shape or form. We have enclosed a HLL Code of Conduct for your reference. Hopkinton Little League uses (and enforces) a ‘zero tolerance’ policy.

For coaches who exhibit inappropriate behavior, question balls and strikes or are verbally abusive to the umpires, you will be given one warning from the head umpire. For a second infraction, you will be ejected from the game, and subject to further action by the league director. If you coach, and are a ‘screamer’ you may want to select another tournament to coach in.

The use of tobacco or tobacco products and the consumption of alcohol are prohibited at the Sizzler and on or near local athletic fields. Local authorities will be called, and the offending team will forfeit the game. No pets are allowed in EMC or Carrigan Park.

Fans of participating teams/players disrupting play will be given one (1) warning with the coaches of the team notified. A second occurrence will result in forfeiture of game and possible removal of the team from the Sizzler Tournament, with no refund. This is aggressively enforced. Keep it friendly on the field and in the stands. Any decisions will be at the discretion of the Tournament Director and/or Hopkinton Little League Director(s).

Coaches are responsible for their fans. We encourage you to either send a copy of this to all parents or print this and review with them prior to the start of the tournament. Having specific knowledge of the Sizzler Rules can help avoid many ‘conflicts’. We realize some situations during games can raise emotions and tensions...please keep them in check.

Parking

Carrigan Field: There is ample parking in the lots surrounding Carrigan Field. The designated Little League lot is located just up the hill to the west of the field above the announcing booth on Marshall Street. Please use this lot first. Do not park in the lot adjacent to the bleachers along the third base line, please be aware this is a private lot and respect the spots reserved for tenants and customers of the businesses in the building. If you park there, expect your car to be hit by a foul ball....it happens often. There is a larger lot below the left field wall and Dog House (snack shack), which may also be used. Once again, please respect the tenant’s spaces, as this is also a private parking lot.... please try to park in the rear section of the lot, away from the building.

EMC Park: there are marked spots for about 115 vehicles; we know this is not enough space for all the cars playing Sizzler games AND using the playground. This is a town lot, NOT a Hopkinton Little League lot. **PLEASE do not attempt to park in areas that are designated NO PARKING areas.... you will be ticketed AND towed.**

Pyne Field: There is ample parking in the lot in front of the field.

We support and encourage the Hopkinton Police to enforce these no parking zones. If a player is hurt, emergency vehicles must have clear access to all areas of the park. This is a MAJOR safety concern. There is ample parking in the High School lot just a short five-minute walk away. If the EMC Park lot is full (which is normal) have your parents or coaches drop off players or equipment, park at the High School and walk over.

Let's all work together to continue to make this a fun, yet competitive event for the players, parents and fans! We look forward to seeing you soon.

On behalf of HLL, we thank you for your participation.

The Sizzler Tournament Committee

John Fischer: 508-789-3340

Ted Barker-Hook: 508-435-3137

Paul Kirk: 508-333-0456