

2011 Affton Athletic Association 4th of July Tournament Rules

All rules are subject to change per Tournament Director

Complex Rules.

1. DO NOT bring food, drink or alcoholic beverages into the complex. NO coolers will be allowed.
2. Absolutely NO TAILGATING on any of the parking lots.
3. No hitting of balls of any kind into our fences.
4. **NO DOGS OR PETS of any kind allowed on complex.**
5. No skate boards, bikes or roller blades.
6. No firearms or weapons of any kind allowed.
7. Please obey parking and driveway signs and markings. We have a back entrance and parking lot off of Tesshire Road. If you have games on fields 8, 10, 11 or 12 this is where you would want to park. It is also close to fields 6 & 9.
8. NO BIKE TRAIL PARKING.
9. Parking at your own risk.
10. Cars left over 48 hours will be towed at the owner's expense.

Waiver of Liability Rules

1. The Waiver of Liability Form must be completed by the manager, signed by each player and signed by each player's parent or guardian.
2. The Waiver of Liability Form shall serve as the Tournament Roster.
3. A Player may play on only one Tournament Roster regardless of Age Group.
4. The completed Waiver of Liability Form must be turned in to the Affton Athletic Association Tournament Director prior to the start of the first game. Failure to do so will delay the start of your game until the form is completed.
5. Any player that doesn't sign the Waiver of Liability Form or is missing the parent's signature on the form will be ineligible to play in any games.
6. A player **may not** be added to the Waiver Liability Form after the start of the first game.
7. Use of a player not on the Waiver of Liability Form will result in immediate forfeiture of the game.
8. Umpires or Tournament officials may check the completed Waiver of Liability form against the Lineup Card prior to the start of a game or at any time during a game.
9. All managers must have a copy of every player's birth certificates on hand though out the entire tournament.

Lineup Cards/ Substitution

- 1) Each team shall submit an Affton Athletic Association lineup card to the Umpires at ground rules prior to the start of each game. (Lineup cards are given in your packet and are available at the Tournament Directors' Table.)
- 2) Late arriving players may be added to the bottom of the batting order after the first pitch of the game. In the event a team has batted through the entire order, the late arriving player is still added to the bottom of the order.
- 3) The entire roster must bat in each game unless a player is injured or is sitting out a suspension. With the exception of the Jv2 (u15) division.
- 4) Free substitution is allowed for all defensive positions.
- 5) Pitcher Limitation
 - a) Atom 1 & 2 - 4 innings per day
 - b) Bantam 1 & 2 - 5 innings per day
 - c) Midget 1 & 2 - 7 innings per day
 - d) Juvenile 1 & 2 - 7 innings per day
- 6) **NO METAL SPIKES MAY BE WORN BY THE PITCHERS OF Jv1 or Jv2.**
- 7) A pitcher must be removed when a manager or coach makes his second trip to the mound in an inning (3 trips in a game) to the same pitcher.
- 8) A pitcher may be removed and return to the game unless removed because of the previous rule. If a pitcher has been removed and desires to return, the pitcher must be removed for at least one batter.
- 9) A courtesy runner may be used for the pitcher or catcher at any time. Last player to make an out is the runner.

General Rules For All Divisions:

1. Game time is forfeit time. All games shall start promptly as scheduled. The umpire shall state the scheduled starting time, the time on his watch and that his watch is the official timepiece for the game. The umpire shall announce the official starting time at the first pitch.

2. All teams must start the game with at least eight players and must maintain a minimum of 8 players for the entire game. Teams capable of fielding 8 rostered players must start the game at the scheduled starting time. Teams unable to field 8 players will forfeit the game.
3. In the event a player is sick, injured or has to leave the game early, the manager shall notify the umpire and the opposing manager and that player shall then be removed from the batting order for the remainder of the game. This player would **not** be an out when it is his turn to bat.
4. Time limit for all games is 1 hour 45 minutes. Championship games are 7 innings no time limit.
5. Base Distances & Bat Restrictions

	Base Distance	Pitching Distance
a. Atom 1	55'	39'
b. Atom 2	60'	42'
c. Bantam 1	65'	46'
d. Bantam 2	70'	50'6"
e. Midget 1	75'	50'6"
f. Midget 2	80'	54'
g. Juvenile 1	85'	55'6"
h. Juvenile 2	90'	60'6"
6. Tournament Director reserves the right to change the format of tournament.
7. No metal spikes to be worn by any division other than Juvenile 1. **Pitchers MAY NOT wear metal spikes on portable pitching mounds.**
8. A courtesy runner is allowed but is not mandatory for the pitcher or catcher when there are one or two outs in any inning. The last player to make an out is the runner.
9. Run Rule: Game will be declared over when the following occurs: Twenty (20) run lead after 3 innings, fifteen (15) run lead after four (4) innings or ten (10) run lead after five (5) innings.
10. Championship games in the winner's bracket only, will be seven (7) innings. Championship games will have a mercy rule of 15 runs after 5 innings; otherwise, the full seven innings will be played, regardless of any time limit.

Collision Rule

Player shall not maliciously run into a fielder who has possession of the ball. If the runner is attempting to slide or slides into any base and a collision occurs the umpire shall thoroughly consider the situation to determine if the runner collided with intent to dislodge the ball or hurt the opposing player.

Umpires shall take into consideration the following scenarios:

- a) The runner may have stumbled on a bat or other equipment.
- b) A runner's cleats may have gotten caught in the turf or mud.
- c) Fielder was blocking the base without the ball and interfering the runner's right to the base.
- d) On a passed ball, the runner and the pitcher may arrive at the plate simultaneously.
- e) On a passed ball, the pitcher interferes with the runner's right to the base without possession of the ball.
- f) Hurdling a defensive player may be judged to be malicious if a collision occurs.

If there is any question as to malicious intent, the prudent course is to warn the players involved and make the call (safe/out) based on the play, and any possible interference.

Any collision that is judged to have malicious intent shall result in ejection. Failure to comply with the ejection shall result in forfeiture.

Atom 1 Division:

- 1) No Leadoffs until the ball is pitched. Runners may steal second or third after the pitch.
- 2) Stealing of home, scoring on a passed ball or wild pitch is not allowed.
- 3) The catcher does not have to hold the third strike. The batter is automatically out.
- 4) There is no infield fly rule and balks will not be called.
- 5) The seven run rule **WILL** be in effect in all Atom 1 Division games except the championship game, and the seventh inning of all games. The play in which the seventh run scores is the end of the inning. All runs scoring on this play **WILL COUNT**.

Atom 2 Division:

- 1) Leadoffs and stealing are allowed
- 2) Stealing of home, scoring on a passed ball or wild pitch is allowed.
- 3) Drop third strike rule is in effect.
- 4) The infield fly rule is in effect.
- 5) One balk warning per pitcher.
- 6) The seven run rule **WILL** be in effect in all Atom 2 Division games **except** the championship game, and the seventh inning of all other games. The play in which the seventh run scores is the end of the inning. All runs scoring on this play **WILL COUNT**.

Bantam Divisions:

- 1) One balk warning per game per pitcher.

Juvenile 2

- 1) Play 9 players with DH.
- 2) Courtesy runners allowed for Pitcher and cater.
- 3) High School player re-entry rule applies.

General Behavior

A manager, coach, player, substitute or team spectator shall not:

- Deliberately throw equipment (on the field or in the dugout). Penalty for such an offense shall be immediate ejection. Failure to comply with the ejection shall result in forfeiture.
- Purposely disrupt the opposing pitcher during his pitching motion for the purposes of trying to cause a balk. Penalty for such an offense shall be immediate ejection. Failure to comply with the ejection shall result in forfeiture.
- Use word or act to incite or try to incite spectators to demonstrations or the use of profanity or remarks which reflect on opposing players, coaches, manager, spectators or umpires. Penalty for such an offense shall be immediate ejection. Failure to comply with the ejection shall result in forfeiture.
- Act in a distracting manner in the area behind the catcher while the opposing pitcher and catcher are in position. First offense will result in a warning and subsequent infraction will result in ejection.
- Be in the field of play outside the vicinity of the designated dugout (bench) or bullpen area if not a batter, runner, on-deck batter, in the coach's box or one of the players on defense. The penalty if the offense is judged to be of a minor nature shall be a warning from the umpire. Repeated offense or a deliberate violation in effort to display protest or delay of the game shall result in ejection. Failure to comply shall result in forfeiture. **This rule will be strictly enforced for safety.**

A pitcher judged by an umpire to be deliberately throwing at a batter shall be ejected. The umpire shall use his discretion to determine whether a repeated hit batsman merits a warning or ejection.

Protests

Protest Fee is \$100.00 cash. The Tournament Committee will decide the protest at the time of infraction. Protests that are won will be refunded the \$100.00 fee. Game clock will run during the protest review. Tournament Committee determinations are final.

RAIN OUT LINE 314-994-1255