

SUSQUEHANNA VALLEY MIDGET TOURNAMENT

SUSQUEHANNA VALLEY MIDGET TOURNAMENT REGULATIONS

THIS TOURNAMENT IS AND HAS BEEN KNOWN AS THE “SUSQUEHANNA VALLEY MIDGET TOURNAMENT.” THE FIRST TOURNAMENT WAS HELD JULY 17, 1992.

A. ELIGIBILITY TEAMS

1. Tournament teams shall be selected by their league personnel or top management. Each league team must be represented by at least one (1) player and each tournament team will consist of no less than twelve (12) players and no more than twenty (20) players.

B. ELIGIBILITY AFFIDAVIT

1. Any youth of league age 10, 11, or 12 who is a regular member of a league and has participated in at least one-half of the games which his/her team has played, is eligible for tournament play.

2. Any youth who becomes thirteen (13) on May 1 or after and no younger than league age ten (10) of year in question, is eligible for the tournament.

3. All games played by a team using an ineligible player shall automatically be forfeited.

C. SELECTION OF TOURNAMENT TEAMS

1. All members of the tournament team may be twelve (12) years old, i.e., league age. No member may be younger than ten (10) years, i.e., league age.

2. There is no regulation that players must be selected for the positions they played during the regular season. (Example: If a pitcher is also a good fielder, he/she may be placed on the roster and used wherever the manager of the team wishes to use the player.)

D. REPLACEMENT OF PLAYERS

1. In the event that any player whose name appears on the eligibility affidavit is unable to play because of injury, illness, vacation or other legitimate reason, they may be

replaced by another eligible player from the league represented. However, temporary changes are not permitted. If a player is replaced, they may not at a later date be returned to the tournament team roster.

2. If you desire to make a change in your roster, call the Tournament Director or the President, followed by a written request immediately. Replacement becomes effective immediately after the telephone call, but if not followed by the written request, the player is not eligible for further tournament play. Envelope containing written request must be postmarked no later than the date following the telephone call to the Tournament Director or the President.

E. PLAYING RULES

1. All team rosters must be in the hands of the Tournament Director or President of the Susquehanna Valley Midget Tournament before tournament play begins.

2. No one except the twenty (20) players, four (4) coaches, a bat boy (youth) and one (1) adult score keeper shall occupy the bench or dugout area during a game.

3. Little League Baseball and Susquehanna Valley Association Tournament Rules will be used for all Tournament games (for example, no balks will be called.)

4. All fields are to be considered neutral. The home team shall be determined by the toss of a coin. (The winner of the toss has his/her choice.)

5. There shall be no tie games. Any games ending in a tie at the time of darkness or called at the discretion of the Umpire-in-Chief shall be replayed and not resumed the following day or earliest available date. (Replay means to start a new game with the toss of the coin.)

6. Tournament pitching rules shall apply.

7. Any member including the coaches of the tournament team roster may coach during a game in the coaching boxes.

8. A player in the starting line-up who has been removed for a substitution, may re-enter the game once in the same position in the batting order. A pitcher **may not** re-enter the game as a pitcher. Only a player in the starting line-up may re-enter the game. Player A replaced by Player B, Player A may re-enter for Player B. Player A replaced by Player B replaced by Player C - Player A and Player B may not re-enter.

9. If after four (4) complete innings, or three and one-half (3 ½) innings if the home team is ahead, one team has a lead of twelve (12) runs or more, the game shall cease and shall be considered a victory by the leading team. If after four (4) innings, the visiting team takes a lead of twelve (12) runs or more, the home team must bat to complete the inning.

10. Any player using an illegal bat will be automatically called out for that time at bat, subject to the condition that the violation be brought to the attention of the umpire prior to the next pitch. (See item 6 under "Playing Equipment.")

11. If a player or coach is ejected from a game, that player or coach will not be permitted to participate in the next game played by their team. Name(s) of the ejected players or coaches will be placed on the pitching roster by the opposing head coach or Umpire-in-Chief. The Tournament Director must be called immediately following the game so that he may notify the team's next opponent of the name(s) of the player or coach that has been ejected. Second ejection will result in removal from the Tournament, subject to appeal to the Tournament Director.

12. If a game cannot be played because of the inability of either team to place 9 players on the field within 20 minutes of the posted start time of the game, this shall be grounds for and automatic forfeiture. No game may begin when either team has less than 9 players. (Exception LL 4.16)

13. If during the game, either team is unable to place 9 players on the field due to injury or ejections or removal for safety reasons (umpire's discretion), the opposing manager shall select a player to re-enter the lineup. A player ejected or removed from the game is not eligible for re-entry. When no players are available for re-entry or when a team refuses to place 9 players on the field, this shall be grounds for an automatic forfeiture.

14. Fake Bunt, or any similar effect, to entice fielders to move towards the batter followed by a swing is prohibited and shall result in the batter declared out.

F. TOURNAMENT PITCHING RULES

1. Any member of a tournament team may pitch.

2. No pitcher may pitch more than six (6) innings in two (2) consecutive games, however he/she may not pitch in three (3) consecutive games, or more than twelve (12) innings in any seven (7) day period. (If a pitcher throws a single pitch, he/she shall be considered to have pitched in that game providing it is a regulation drawn game.)

3. If a pitcher is removed from the mound during a game, he/she may not return to the mound in the same game regardless of whether or not he/she is retained in the lineup.

4. If after an inning has started, a player at another position, without benefit of a sideline warmup replaces a pitcher, he/she shall be permitted not more than ten (10) preparatory pitches from the pitcher's mound.

5. A manager shall not use more than five (5) pitchers in any one game.

6. Violation of any of the pitching rules shall result in a forfeiture of the game in which the violation occurred, subject to the condition that the violation be reported to the

Tournament Director no later than 9 AM the day following the game.

7. All records, including the pitcher, shall be disregarded in a NO CONTEST GAME of less than four (4) innings. (Pitching records of official tie games shall be counted.)

8. Each pitcher's tournament record MUST be entered on the reverse side of the Affidavit, along with the signature of the opposing \manager and the official scorekeeper.

G. PROTESTS

1. When a manager claims that an umpire's decision is in violation of the Little League or Tournament playing rules, he/she shall make a formal protest to the Umpire-in-Chief immediately (subject to the exceptions in G-2, 3 and 4). The Umpire-in-Chief shall call a conference of all umpires working the game, with one (1) manager from each team and the Field Director of that field and a decision shall be reached. **ALL PROTESTS MUST BE SETTLED BEFORE PLAY RESUMES.** (It is suggested that this matter be brought to the attention of the Umpires Associate each year.)

2. Protests involving a pitching rule violation must be reported to the Umpire-In-Chief as soon as the violation is observed. If the violation is not apparent until after the game has been completed, the violation must be reported to the Tournament Director no later than 9 AM the day following the game.

3. Protests involving the use of an illegal substitute (Rule E-8) or ineligible player should be reported as soon as the violations is observed and must be reported to the Umpire-In-Chief prior to him/her leaving the field of play.

4. Teams are strongly encouraged to point out possible violations of the pitching rule, illegal substitutions and use of ineligible players in an effort to avoid the infraction occurring.

H. TIE-BREAKING SYSTEM

In the case of a tie between two bracket teams, the tie breaker will be head-to-head competition. If there has not been a game between the tied teams, a chance method selected by the Tournament Director (coin flip, straws, etc.) will be used.

In the case of a tie between three or more bracket teams, the first tie breaker will be head-to-head competition (for example, if Red, White and Blue all finish 4-1, but Red beat the other three while losing to Gold, Red wins.) The second tie breaker will be run differential (both positive and/or negative) in games against all teams still tied after the first tie breaker is applied, up to a maximum of ten (10) runs per game. For example, Red, White and blue all have one loss to each other. Red beats White by a score of 16-2 (Red gets a +10, White a -10.) White beat Blue 6-5 (White +1, Blue -1.) Blue beat Red 9-3 (Blue +6, Red -6.) The net effect is that Blue

wins; its net of +5 is better than Red's of +4, White is out of it at -9. If teams are still tied after the first two tiebreakers are applied, the winner will be chosen by chance, with the method (coin flip, etc.) to be chosen by the Tournament Director.

I. UMPIRES

1. All umpires must be familiar with Little League Baseball Rules and Susquehanna Valley Midget Tournament Rules and Regulations.
2. There will be two (2) umpires assigned to each game.
3. The umpire shall sign the official scorebook and record any ejections, protests and forfeitures. Ejections should be reported to the Umpire-In-Chief the same day as the game.

J. SELECTION OF FIELDS

1. Teams participating will be allotted twenty (20) minutes field time for practice. The team traveling the longer distance or the team designated by the Tournament Director will have the field last starting no later than twenty-five (25) minutes prior to the game. All fields shall provide appropriate restroom facilities.
2. Field time is available for practice and warm up before game time, as follows:
5:15 - 5:35 p.m. - team traveling the shortest distance to the field
5:35 - 5:55 p.m. - team traveling the longest distance to the field

K. ADMISSION CHARGES

1. There will be no admission charges to tournament games, only contributions.
2. Collections will be the responsibility of the teams at the field and will be returned to the Field Director or Tournament representative

L. PLAYING EQUIPMENT

1. All teams must be properly uniformed.
2. All teams should have seven (7) full protective helmets.
3. Batter, base runners, player coaches in the coaching boxes, and the on-deck batter must wear full protective helmets. Adult coaches need not wear protective helmets.
4. Metal cleats are not permitted.

5. All catchers participating in tournament play must wear cup supporters, mask and helmet with throat protectors at all times while catching. The “hockey-style” catcher’s mask does not require a throat protector.

6. The bat must be a baseball bat which meets Little League specifications and standards as modified by this rule. All bats shall be checked before each game for splinters and/or dents. Splintered and/or dented baseball bats **CANNOT** be used. All baseball bats must be stamped “Little League Approved” and carry a BPF rating of 1.15 or less. Composite bats are permitted if they meet all other specifications above.

L. FIELD DIRECTOR DUTIES

1. The Field Director is responsible for the playing condition of the field, lining, preparation, bases, etc.

2. The Field Director will meet with the umpires and team managers to discuss ground rules and tournament rules prior to the game.

3. The Field Director will furnish the official scorekeeper. (If an official scorekeeper is not available, the home team’s scorekeeper is responsible.)

4. The Field Director and both coaches will furnish the Tournament Director with the score immediately following the game.

5. The Field Director will be given two baseballs per game for tournament play. (After the first game, try to keep used balls for extra game balls.)

6. The Field Director or home team if no Field Director is available is responsible for ensuring collections are returned to the Tournament Director, President, or a designated Tournament Official. (It is recommended that each team collects from its side of the field and turns the collection in to the Field Director.)