

2019 Rules – Juniors

Mason Invitational Tournament

1 Overview

Little League rules will apply with the below modifications. This tournament is broken down into various rounds.

Round 1 (5 teams) – one pool of 5 teams, playing three games each of Pool Play.

Round 2-3 - is a Double Elimination Bracket tournament. See Bracket sheet for details.

2 Team Verification

All Players need to be validated by the Tournament Committee using Player Name, LL Team, copy of Birth Certificate and address validation. All teams will need to be verified and approved for play by the MLL MIT Tournament Committee. Players need to have played in their respective junior league division for the current season. Any player selected and put on another league's tournament affidavit or roster, may not participate in this MIT tournament.

Teams must report in to the Tournament Committee at least 30 minutes prior to game time. No Player shall be allowed to be on a roster and/or participate in any other Local or District LL All-Star Tournament.

One Manager & up to 3 Coaches are permitted on the field during the game. Teams shall roster 12-14 players. Players shall be league age 13 and up to six league age 14 year olds are permitted on each team. To make it fair for all teams, as this tournament uses the continuous batting lineup, we ask each league for no less than 12 players per team. There may be extenuating circumstances and will be dealt with on a case by case basis. Once the tournament begins, teams cannot add or replace players to their teams unless their roster count falls below 10 players. If so, then a request can be made to the MIT committee for possible approval.

3 Home vs Away

During Pool Play (Round 1), home and away will be pre-determined on the schedule. During single elimination the higher seed will be the Home team.

4 Batting

Teams must bat their entire lineup. A skipped position in the lineup due to injury will **not** result in an out.

5 Runners

There are no special pinch runners or courtesy runners allowed during the game. A pinch runner **must** be used for the catcher when there are 2 outs. See Speed Up Rules.

6 Pitching

Intentional Walks: Only one intentional walk per team, per game is allowed. The pitcher has to throw the pitches for the intentional walk and they do count towards their total pitches.

Pitchers will need to adhere to the Tournament pitch count rules.

13-14 yr olds = 95 pitches per day

If a player pitches 1-20 pitches in a day, then no rest is needed.

If a player pitches 21-35 pitches in a day, then 1 calendar days of rest is required.

If a player pitches 36-50 pitches in a day, then 2 calendar days of rest are required.

If a player pitches 51-65 pitches in a day, then 3 calendar days of rest are required.

If a player pitches 66-95 pitches in a day, then 4 calendar days of rest are required.

A pitcher delivering 41 or more pitches in a game, can't play the position of catcher for the remainder of that day.

Note: For this tournament, each team can pitch a maximum of 4 innings per game using 14 year olds. That is a total of 4 innings per game using any combination of 14 year olds. Days of rest listed above must be followed per pitches thrown.

A catcher, catching for more than 3 innings, cannot play the position of pitcher for the remainder of that day.

A Player may not pitch in 2 games in 1 day.

COACHES are not allowed to warm up pitchers.

All Junior teams will get 1 Balk warning per team from the umpire per game during pool play. Once we are out of pool play and into the single elimination rounds, there shall be no more warnings for balks.

Mound Visits for all Pool Play Games: Once a coach visits the pitchers mound for the 3rd time in a **game**, the pitcher **must** be removed from the game. Once the 3 visits are used, a change of pitchers is required for all subsequent visits.

7 Speed Up Rules

If a Catcher is on base with 2 outs, a pinch runner **must** be used. The pinch runner is the last batted out, unless the last batted out was the pitcher, then we go to the next batted out. If a Pitcher is on base with 2 outs, a pinch runner **can** be used if the coach opts to. The pinch runner is the last batted out.

8 Substitutions

You cannot make changes to the batting lineup once it is official. Late arriving players must be inserted at the bottom of the order.

Defensive substitutions can be made at any time.

Minimum play time is 6 non-consecutive defensive outs. With all players batting in the lineup, the minimum 1 time at bat will not be an issue. We encourage all coaches to play each player more then the minimum time on defense.

9 Protests

Protests must be resolved immediately. If the umpire is not able to render a decision to resolve an issue, the tournament director will make a ruling. The tournament committee has the right to make any decisions needed to ensure the games and tournament proceeds as expected. All tournament committee decisions are final.

10 Pre-Game

Each team will be allowed to warm up in the outfield only. Lineups are due 20 minutes before game time.

Two outside batting cages will be made available for the teams.

11 Time Limits

All Pool play games will have a 2 hour and 15 minute, no new inning time limit. A new inning cannot be started after the time limit, but you are allowed to complete an inning that has already started. The timer starts at the completion of the prior inning. There will be no time limit after the pool play rounds.

12 12 Run Rule

A 12 run rule after 5 innings will be enforced.

13 Forfeit

Any team not ready to start a game at their scheduled time will have 30 minutes to field a team. The league wants to avoid all possibilities of a forfeit, so if need be, a pool player may be used to enable the short-handed team to start the game. This player will play right field and will not bat for the opposing team. This decision can only be made by the Tournament Committee.

14 Unsportsmanlike Conduct

Manchester LL has a zero tolerance policy and will enforce it as needed to ensure the safety of our fans, coaches, players, and umpires.

15 Ejections

Any player, parent or coach ejected from a tournament game will be required to sit out their next game and cannot be present at the game. Anyone ejected during a game will need to leave the immediate ball field area. If a player is ejected from a ballgame, their spot in the lineup will be skipped over.

16 Postponements

In the case of bad weather, you will be instructed to call the field status hot line 732-341-8320 option 1 or check the website www.manchesterbaseball.net for status on the current day's games. If you do not hear any announcement, your team must report to the field.

17 Safety

Runners advancing to home **must slide or avoid contact** if a play is being made on them. Failure to slide or avoid will be an automatic out and the player may be ejected from the game

Catcher's mask must have a dangling throat protector.

The presence of lightning or thunder will cause the game to be stopped for a short period of time.

For the Junior division, as in the JR LL Division, head first sliding is allowed while advancing to a base.

Equipment will be checked prior to each game.

18 Schedules

Fields and game times are subject to change due to weather, extra innings, or any other condition that impacts the use of the field. Official game time will be the time of first pitch and will be declared by the plate umpire.

19 Game Records

All Game Summary sheets must be turned into the Tournament Director immediately following the game.

20 Tie-Breakers

Following the Pool Play Round, all teams will advance to Round 2 (double elimination) and all teams will be re-seeded going into Round 2. If two teams are tied with the same record, the following tie breakers shall be used;

#1 Tie-Breaker – Head-to-Head

#2 Tie-Breaker – Total Runs Against per inning Head-to-Head

#3 Tie-Breaker – Total Runs Against per inning Overall

If more than two teams are tied with the same record, then Total Runs Against per inning Overall (Run Differential) will be used as the tie-breaker for all the teams that are involved in the tie.

At the Completion of Round 2, four teams will advance to Round 3.

21 Dress Code

The Tournament Committee asks each coach in the MIT to please dress accordingly. No tank tops, no cut off sleeves, no flip flops. Coaches can wear; sweatpants, slacks, Khakis pants, Khakis shorts.

22 Baseball Bats

Only Little League approved bats are allowed. The MIT Tournament umpires will check each bat prior to the games which shall be in accordance with the Williamsport acceptable bats listed on their website (BBCOR or USABaseball). If an illegal bat is used in a game and detected/reported by the opposing team prior to the next pitch, the umpire and TD will call the batter out and the bat removed from the game. If a player or team has a

second occurrence of the use of an illegal bat during this tournament, the player will be called out, the bat removed from the game and the manager ejected from that game and the following game

23 Dropped 3rd Strike

This tournament will follow the Little League rule of the batter being able to run on a dropped 3rd strike.

Note: There will be two District 18 adult umpires scheduled for each MIT Junior game. However this may be difficult, the umpires assigning games will do their very best to not assign home town umpires to their home town games.

MIT JUNIORS TOURNAMENT DIRECTORS ARE;

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