

2018 PLAYING RULES

1. This Tournament will be administered by the Fairport Little League Tournament Committee. All questions should be directed to one of the Tournament Directors listed in the front of this Booklet or the Site Director on location. All decisions made by the Tournament Committee are final.
2. Little League All-Star Tournament Rules for the Machine Pitch Division will apply except as listed below.
3. Games will be **6** innings, unless it is a tie game or called by the Umpire in Chief as stated in Williamsport Tournament Rules. Games will be played to conclusion or deemed unsafe due to darkness based on the judgment of the umpire or tournament director.
4. Each team will play with 10 defensive players on the field. A rover is permitted.
5. A team must forfeit a game if at least eight players are not present for the start of the game. If a team should drop below the eight player minimum during the game, the forfeiture rule shall apply likewise. If there is a forfeit, have the kids scrimmage and play for fun.
6. **Each batter will receive 5 pitches.** A batter can strike out. A batter can only record a strike by a swing resulting in a foul or miss. If the 5th pitch is fouled off or an errant pitch (Umpire judgment), the batter is still alive for another pitch. Foul balls keep the batter alive.
7. The fielder in the **pitcher position** must have at least one foot on the dirt of the mound when the ball is released.
8. There is no stealing or leading off. Runners may not leave the base until the ball crosses the plate or is struck. One warning per team. Second offense, runner is out.
9. **The Infield Fly Rule is in not effect.**
10. If an umpire is not operating the pitching machine, the batting team will provide an operator for the pitching machine. He/she may not coach or instruct from the playing field.
11. Runners may advance no more than one base on **overthrow.**
12. **Play stops when the ball is in possession of any player within the arc of the infield (extending into foul territory).** Any runner off base at time of possession can advance or recede to the nearest base. An infielder can make an attempt to get the runner out. Upon the runner safely reaching base or being tagged out, play is over. No other runners can advance beyond the base they were heading to or occupying at the time the ball was first possessed in the infield.
13. A Continuous-Batting Rule will be used. All Players on the bench will be in the batting line-up. **Unlimited defensive substitution.** All players present must play at least 2 full innings in the field. If a player is injured and cannot continue to play the player's position in the continuous batting order will be crossed out. A player cannot re-enter the game if batting position is passed.
14. There will be a **six run limit per inning** with the exception of the 6th inning or any extra innings. This will not be in effect for any presumed "last inning" prior to the 6th inning.
15. **10 Run Rule** will be in effect as long as the "losing team" has 4 at bats. This rule will also apply in all Semi-Final & Championship Games.
16. RAIN--In Case of Rain, games will remain on schedule. We will make every effort to get teams to play their games. However, make-up games will not be played unless necessary and will be determined at the sole discretion of the Tournament Committee.
17. Field conditions can be found on the **Fairport Little League Hotline 234-3570.**
18. The Tournament Committee may change times and field locations of individual games whenever necessary. Please call the Hot line number listed above whenever weather poses a problem.
19. Managers, Coaches, Spectators and Players will show the **utmost respect** for all the opposing Players, Umpires and Tournament Officials. Managers, Coaches, and Players ejected for unsportsmanlike conduct may forfeit further participation in this Tournament.
20. All Teams will play a Round Robin format with a guarantee of 5 games. The Tournament Committee will make every effort to provide every Team with 5 games. However, if the weather conditions prevent games from being played, the decisions of the Tournament Committee will be final whether games will be rescheduled.
21. Scores must be reported within 24 hours of the close of your game by the winning team. If scores are not turned in, your team may be penalized.
22. **No bunting.**
23. If the batted ball **strikes the machine** or machine operator, it is an automatic re-do and the pitch count returns to zero.
24. There is no batting practice allowed on the fields within 30 minutes of game time. Please feel free to use our batting cages.
25. There is **no on-deck circle** and there is no swinging of bats or playing catch off of a field.
26. No equipment or coaches are allowed on the field of play other than a base coach. All players and coaches must remain in the dugout, behind the fencing.

27. Home team is decided by coin flip for each game, including playoffs.

All Teams make the Playoff Round

On Saturday July 21st or when Round Robin play is completed, playoff rounds will be played. Playoff seeding is dependent on how many teams are in the tournament. Teams with the highest winning percentage are ranked highest. In case of a Tie, the Tie Breaker Rules listed below will be implemented in the order they are listed:

(1) Head to Head Competition.

(2) Fewest total runs allowed.

(3) Coin Flip

Both teams are advised to keep a game book.

Tournament Notes

Fairport Little League does not permit dogs, smoking or alcohol on the property. Please leave your pets at home. Please pass this on to all player families to avoid conflict.

Fairport Little League will supply Umpires for all games. There will be one Umpire for all seeding games, and two Umpires for semifinals and the Championship game.

Fairport Little League will supply baseballs for all games. The Tournament Director or the Umpires prior to the start of each game will have game balls. Game balls will be RIF 10.

The concession stand restrooms will be open for all regularly scheduled games.

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