

# Stan Brown Memorial Tournament - 9 Year Old Rules

The current Official Little League Rule Book shall be used with the following exceptions and/or clarifications:

## Pitching:

1. The pitching distance is 46 feet
2. A pitcher may **not** re-enter the game as a pitcher.
3. A catcher may not enter the game as a pitcher after catching for more than 3 innings. (1 pitch = 1 inning)
4. At the umpire's discretion, a pitcher **may** be removed for safety after hitting **3** batters in a game.
5. There are **no** intentional walks.
6. A pitcher, after 41 pitches, may not move to the catcher position for the rest of the day.
7. Pitcher may pitch a maximum of **75 pitches** (plus finish the at-bat) **per game** with:
  - **1-20 pitches, requires 0 days of rest**
  - **21-35 pitches, requires 1 day of rest**
  - **36-50 pitches, requires 2 days of rest**
  - **51-65 pitches, requires 3 days rest**
  - **66 or more, requires 4 days of rest**

## Batting:

1. **Batting is continuous.**
2. Once a batter has "squared up" in a bunting stance, he may not pull back **and** full swing away. *The ball is "dead" and the batter will be called out, regardless of contact and no runners may advance.*
3. **Intentional** throwing of the bats or helmets shall be grounds for removal from the game.
4. The umpire will issue 1 warning per-team for an **unintentional** throwing of the bat (after an at-bat). *After 1 warning has been issued, the next violation will result in an "out" to the batter, but the results of the play will stand for other base runners.*

## Base-running:

1. Runners can be "picked off" any time the ball is alive.
2. Stealing is allowed. (Delayed Steals are not allowed at this level)
3. Play ceases when the ball reaches the mound and is under control of any player. A runner will be returned to or allowed to advance to the nearest base.  
*The intent is to allow the runner to gain a reasonable base on the play while preventing the runner from "baiting" the defense into making a wild throw.*
4. There is **no HEADFIRST sliding** except when diving back to a base.
5. A runner may not crash into a player with the ball in an attempt to dislodge the ball. **Runners must avoid a crash into a fielder** who is holding the ball **EITHER** by sliding **OR** running past that fielder. In case of a crash, the runner shall be called out and all other runners will be returned to the last base they touched before the crash. *For a runner to be called out there must be a fielder holding the ball and contact.*
6. There is **NO infield fly rule** at this level.

## Fielders:

1. **9 defensive fielders** may be used in this age group.
2. **Outfielders must stand in the grass at least 10-15 feet behind the dirt.**
3. **Free Substitution is allowed.**
4. **Minimum Play Time = 3 innings (6 inning games).**

## Ties/Extra Innings:

1. There will be one extra inning played in the event of a regulation tie (*if time limits have not been reached*). The game may end in a tie after 7 innings.
2. Elimination games will be completed until a winner is determined.

## Umpires/Protests:

1. A tournament official should be called when an umpire is notified that a team is protesting. Umpire judgment calls may **NOT** be protested. Any protest of an umpire's **rule interpretation** shall be decided by a tournament official at the point of protest and before the next pitch.
2. For **protests involving pitcher/player eligibility**, a ruling shall be made by the Tournament Director as soon as practical which may occur after the game has been completed.

## Manager/Coaches:

1. Only 1 Manager and 3 Assistants shall be allowed **during** the game. Any combination of adults and /or players may base coach.
2. Coaches are **not allowed** to stand in the playing area. They must remain in the bench area or coach's box.
3. Coaches are responsible for the behavior of players, parents, and fans. Inappropriate behavior of coaches, players, parents or fans is unacceptable and **may** result in team disqualification, without warning.

## General:

1. A team may start and play a game with **8 players**. (*There will be no penalty for teams with 8 players*)
2. All players must be on the roster unless they are already rostered for another SBJ team and are filling in to help field a team. (Playing preference should go to rostered players)
3. No player is allowed to play on a team outside of their current city/town without approval from the Tournament Director.
4. **Tournament officials will evaluate game times as needed. The intention is to get as many complete games in as possible.**
  1. Each team should be prepared to start 15 minutes before the actual start time.
  2. Tournament Officials have the option to impose a time limit on games. Time limits may be imposed if there is a game following yours. The limits will be discussed during the coin flip.
  3. *Managers are reminded that after the 3<sup>rd</sup> out is made in an inning, each team has 1 minute to prepare for the start of the next half inning. Please help move the game along.*
5. Games halted for inclement weather shall be resumed from that exact point unless they are considered "official" by Little League Rules. (*If the game is in the 1<sup>st</sup> inning, it will be started over*)
6. **Each team may have 5 minutes of pregame infield practice.** Visiting Team shall be first. Tournament Officials reserve the right to eliminate pregame practice because of time restrictions.
7. A "**Mercy Rule**" shall apply when a team has had 4 innings at bat and trails by **10 runs** or more.
8. In the event of inclement weather, cancellation and schedule change info will be posted on the website and also on the **DNLL hotline (978-774-3784)**.
9. Pool play is used for realignment of Divisions in order to provide parity during the Elimination part of the tournament. The tournament committee will evaluate all teams as they play and will provide seedings once Pool Play has been completed.
10. Each team should track pitch counts for **both** teams during the game. Home Team Managers must fill out a game log sheet and have it signed by the umpire and both managers.  
**Please leave it at the announcers table or snack bar before leaving the park.**
11. The Tournament Director reserves the right to interpret and make a ruling on all rules and regulations (written or not) regarding tournament play. His/her ruling shall be final.

**For the safety of the kids, please park in designated areas only.**

**All teams are asked to keep our facilities, parks and bench areas clean. Most Importantly... Have Fun!**