

# 2011 Baseball "All Star" Tournament - Rule Summary Sheet

*The LL RULEBOOK governs Tournament Play - Managers are EXPECTED to Read/Know the Tournament Rules and any Changes to them.*

	9 & 10 Year Olds	10 & 11 Year Olds	Majors (LL)	Juniors	Seniors
Eligibility	9 or 10 years old, Majors or Minors	10 or 11 years old, Majors or Minors	11 or 12 years old, Majors Only	12, 13 or 14 years old, Juniors or Seniors	14, 15 or 16 years old, JRs, SRs, or Big League
Managers and Coaches	Each Team is allowed a Manager and up to Two Coaches regardless of the Number of Players on the team.				
Ejections	A manager or coach or player who is ejected from a game is Suspended from the next physically played game. An ejected manager/coach may NOT be replaced for the suspended game.				
Home / Visitors	Determined by coin toss - the winner has the choice of Home or Visitor				
Dugouts	Managers, Coaches, and Players SHALL remain in the Dugouts while not participating in the game (unless permission is granted by the Umpire for the Individual to leave the Dugout).				
Curfew	Midnight			12:30 AM	1:00 AM
Mandatory Play Requirements (MPR)	If 13 or more players present at the start of game: 1 at-bat AND 3 consecutive defensive outs. If 12 or less players present at the start of game: 1 at-bat AND 6 consecutive defensive outs. May be Protested unless the game is shortened for any reason. IF the Protest is upheld, it is a MANADATORY 2 game suspension of the Manager. Game Forfeit and Team Disqualification is up to the Tournament Committee.				No MPR
Pitchers	A player may NOT pitch in more than ONE game in a Day			Players may pitch in TWO Games in a Day. If a player throws 31 or more pitches in the first game the player may NOT pitch in the 2nd game	
Pitch Counts	Max of 75 per day	10s - 75 Max/day 11s - 85 Max/day	Max 85 per day	12s - 85 Max/day 13s/14s - 95 Max/day	Max of 95 per day
Exception to Max # of Pitches	When Max # of pitches is reached pitcher may continue to pitch to that batter until: 1) batter reaches 1st base OR 2) batter is put out OR 3) third out is made to complete the half inning.				
Pitching Rest	1 to 20 pitches = 0 days rest 21 to 35 pitches = 1 day of rest 36 to 50 pitches = 2 days of rest 51 to 65 pitches = 3 days of rest 66 or more pitches = 4 days of rest				1 to 30 pitches = 0 days 31 to 45 pitches = 1 day 46 to 60 pitches = 2 days 61 to 75 pitches = 3 days > 75 pitches = 4 days
Pitcher Return to Mound	A pitcher removed from the mound may NOT return as a pitcher.			A pitcher remaining in the game, but moving to a different position may return as a pitcher any time in the remainder of the game, but only once.	
Pitcher to Catcher	A pitcher who throws 41 or more pitches in a game may not play catcher for the remainder of that day				
Catcher to Pitcher	A player who catches "in 4 or more innings" in a game is not allowed to pitch for the remainder of the that day.				
Line-Up Changes	Defensive - any time while the team is on defense Offensive - at the time the player is due to bat/at-bat or while the player on base				
Player Re-Entry	Any player who has been removed for a substitute may re-enter the game in the SAME position in the batting order. A substitute must meet MPR before the starter can re-enter.				A Starter may re-enter ONCE, in the SAME position in the order. A Sub, once removed, can not re-enter.
Offensive Conferences	ONE per inning only				
Defensive Conferences (Visits) With Pitcher	<u>Manager must request and be granted "Time" before leaving the dugout.</u> Two in an inning, pitcher must be removed from the mound on the third visit in an inning. Three in a game; pitcher must be removed from the mound on the fourth visit in the game. Visit counts reset with each new pitcher.				
New Rule on Suspended/Resumed Games	Regulation games (when a winner can be determined) terminated because of weather, darkness or curfew must be resumed if the visiting team <u>ties the game</u> or takes the lead in their half of the inning and the home team does not complete their at bat or take the lead in an incomplete inning. This does not apply to games suspended or delayed by weather that may still be resumed before darkness or curfew on the same day.				
Protests	<b>Playing Rule: Before the next pitch/play</b> <b>Improper Substitution: Before the next pitch/play</b> <b>Ineligible Pitcher and MPR: Before the Umpires leave the playing field</b> <b>Ineligible Player: As soon as facts become known, but in any event, before the next game for either team.</b> <b>Protest "Chain": Head Umpire, TD/DA, Region, Williamsport (Decisions by Williamsport are Final)</b>				

# 9-10, 10-11 and 11-12 Year Old Baseball "All Star" Rule Summary Sheet

The LL RULEBOOK governs Tournament Play - Managers are EXPECTED to Read/Know the Tournament Rules and any Changes to them.

	9 & 10 Year Olds	10 & 11 Year Olds	11 & 12 Year Olds
Eligibility	9 or 10 years old, from Majors or Minors	10 or 11 years old, from Majors or Minors	11 or 12 years old, from Majors Only
Managers and Coaches	Each Team is allowed a Manager and up to Two Coaches regardless of the Number of Players on the team.		
Ejections	A manager or coach or player who is ejected from a game is Suspended from the next physically played game. An ejected manager/coach may NOT be replaced for the suspended game.		
Home / Visitors	Determined by coin toss - the winner has the choice of Home or Visitor		
Dugouts	Managers, Coaches, and Players SHALL remain in the Dugouts while not participating in the game (unless permission is granted by the Umpire for the Individual to leave the Dugout).		
Curfew	Midnight		
Mandatory Play Requirements (MPR) It "varies" based on the # of players present at start of game	If 13 or more players present at the start of game: 1 at-bat AND 3 consecutive defensive outs. If 12 or less players present at the start of game: 1 at-bat AND 6 consecutive defensive outs. May be Protested unless the game is shortened for any reason. IF the Protest is upheld, it is a MANADATORY 2 game suspension of the Manager. Game Forfeit and Team Disqualification is up to the Tournament Committee.		
Pitchers	A player may NOT pitch in more than ONE game in a Day		
Pitch Counts	Max of 75 per day	10s - 75 Max/day 11s - 85 Max/day	Max 85 per day
Exception to Max # of Pitches	When Max # of pitches is reached pitcher may continue to pitch to that batter until: 1) batter reaches 1st base OR 2) batter is put out OR 3) third out is made to complete the half inning.		
Pitching Rest	1 to 20 pitches = 0 days rest 21 to 35 pitches = 1 day of rest 36 to 50 pitches = 2 days of rest 51 to 65 pitches = 3 days of rest 66 or more pitches = 4 days of rest		
Pitcher Return to Mound	A pitcher removed from the mound may NOT return as a pitcher.		
Pitcher to Catcher	A pitcher who throws 41 or more pitches in a game may not play catcher for the remainder of that day		
Catcher to Pitcher	A player who catches "in 4 or more innings" in a game is not allowed to pitch for the remainder of the that day.		
Line-Up Changes	Defensive - any time while the team is on defense Offensive - at the time the player is due to bat/at-bat or while the player on base		
Player Re-Entry	Any player who has been removed for a substitute may re-enter the game in the SAME position in the batting order. A substitute must meet MPR before the starter can re-enter.		
Offensive Conferences	ONE per inning only		
Defensive Conferences (Visits) With Pitcher	<u>Manager must request and be granted "Time" before leaving the dugout.</u> Two in an inning, pitcher must be removed from the mound on the third visit in an inning. Three in a game; pitcher must be removed from the mound on the fourth visit in the game. Visit counts reset with each new pitcher.		
New Rule on Suspended/Resumed Games	Regulation games (when a winner can be determined) terminated because of weather, darkness or curfew must be resumed if the visiting team <u>ties the game or</u> takes the lead in their half of the inning and the home team does not complete their at bat or take the lead in an incomplete inning. This does not apply to games suspended or delayed by weather that may still be resumed before darkness or curfew on the same day.		
Protests	<b>Playing Rule: Before the next pitch/play</b> <b>Improper Substitution: Before the next pitch/play</b> <b>Ineligible Pitcher and MPR: Before the Umpires leave the playing field</b> <b>Ineligible Player: As soon as facts become known, but in any event, before the next game for either team.</b> <b>Protest "Chain": Head Umpire, TD/DA, Region, Williamsport (Decisions by Williamsport are Final)</b>		

# JR, SR and Big League Baseball "All Star" Rule Summary Sheet

The LL RULEBOOK governs Tournament Play - Managers are EXPECTED to Read/Know the Tournament Rules and any Changes to them.

	Juniors	Seniors	Big League
Eligibility	12, 13 or 14 years old, from Juniors or Seniors	14, 15 or 16 years old, from JRs, SRs, or Big League	16, 17 or 18 years old, from Seniors or Big League
Managers and Coaches	Each Team is allowed a Manager and up to Two Coaches regardless of the Number of Players on the team.		
Ejections	A manager or coach or player who is ejected from a game is Suspended from the next physically played game. An ejected manager/coach may NOT be replaced for the suspended game.		
Home / Visitors	Determined by coin toss - the winner has the choice of Home or Visitor		
Dugouts	Managers, Coaches, and Players SHALL remain in the Dugouts while not participating in the game (unless permission is granted by the Umpire for the Individual to leave the Dugout).		
Curfew	12:30 AM	1:00 AM	
Mandatory Play Requirements (MPR) It "varies" based on the # of players present at start of game	If 13 or more players: 1 at-bat AND 3 consecutive defensive outs. If 12 or less players: 1 at-bat AND 6 consecutive defensive outs.	No MPR	
Pitchers	Players may pitch in up to TWO Games in a Day. If a player throws 31 or more pitches in the first game the player may NOT pitch in the second game		Player may pitch in up to Two Games in a Day
Pitch Counts	Max/day 12s - 85 13s/14s - 95 Max/day	Max of 95 per day	Max of 105 per day
Exception to Max # of Pitches	When Max # of pitches is reached pitcher may continue to pitch to that batter until: 1) batter reaches 1st base OR 2) batter is put out OR 3) third out is made to complete the half inning.		
"Days" Pitching Rest	1 to 20 pitches = 0 21 to 35 pitches = 1 36 to 50 pitches = 2 51 to 65 pitches = 3 66 or more pitches = 4	1 to 30 pitches = 0 31 to 45 pitches = 1 46 to 60 pitches = 2 61 to 75 pitches = 3 > 75 pitches = 4	
Pitcher Return to Mound	A pitcher remaining in the game, but moving to a different position may return as a pitcher any time in the remainder of the game, but only once.		
Pitcher to Catcher	A pitcher who throws 41 or more pitches in a game may not play catcher for the remainder of that day		
Catcher to Pitcher	A player who catches "in 4 or more innings" in a game is not allowed to pitch for the remainder of the that day.		
Line-Up Changes	Defensive - any time while the team is on defense Offensive - at the time the player is due to bat/at-bat or while the player on base		
Player Re-Entry	Any player removed for a substitute may re-enter the game in the SAME position in the batting order. A substitute must meet MPR before the starter can re-enter.	A Starter may re-enter ONCE, in the SAME position in the order. A Sub, once removed, can not re-enter.	
Offensive Conferences	ONE per inning only		
Defensive Conferences (Visits) With Pitcher	<u>Manager must request and be granted "Time" before leaving the dugout.</u> Two in an inning, pitcher must be removed from the mound on the third visit in an inning. Three in a game; pitcher must be removed from the mound on the fourth visit in the game. Visit counts reset with each new pitcher.		
New Rule on Suspended/Resumed Games	Regulation games (when a winner can be determined) terminated because of weather, darkness or curfew must be resumed if the visiting team <u>ties the game or</u> takes the lead in their half of the inning and the home team does not complete their at bat or take the lead in an incomplete inning. This does not apply to games suspended or delayed by weather that may still be resumed before darkness or curfew on the same day.		
Protests	<b>Playing Rule: Before the next pitch/play</b> <b>Improper Substitution: Before the next pitch/play</b> <b>Ineligible Pitcher and MPR: Before the Umpires leave the playing field</b> <b>Ineligible Player: As soon as facts become known, but in any event, before the next game for either team.</b> <b>Protest "Chain": Head Umpire, TD/DA, Region, Williamsport (Decisions by Williamsport are Final)</b>		