

**EAST MEADOW BASEBALL  
MEMORIAL / LABOR DAY TOURNAMENT 2021 RULES**

**9 Year Old Division – After all of your games please Text Score to Mike Dantuono 516-205-1622 or email [miked@embsa.net](mailto:miked@embsa.net). Please include team name when texting or emailing.**

**6 inning 1 hr 50 Time Limit (dead stop)**

No inning shall begin after 1hr 45 min. If game is stopped and inning is not completed score will revert to last completed inning. . \*\*\*\* In an effort to finish games, if the visiting team chooses to surrender their final outs, in a particular inning, they may end the inning prior to getting 3 outs, and allow the Home team to bat if time is nearing close to a drop dead.

**NO TIME LIMITS FOR PLAYOFFS**

\*\*\* To determine the Home team during pool play the umpire will flip a coin. For playoffs the higher seed will be the home team.

1. Universal batting order is optional. Each team will be able to match rosters. The minimum number of batters will be determined by the team with the fewest players present at the time of the game. For ex., Team 1 has 11 players – Team 2 has 14. The minimum number of batters in both lineups will be 11. NOTE: you can still choose to have a universal batting order.
2. If a child must leave, please inform the other manager in advance- this empty spot in the batting order will not constitute an out; if the child returns, the child returns to his/her spot in the order; if a child comes late, he/she gets added to the end of the batting order, please inform the other manager in advance.
3. Unlimited substitution except pitchers (there is a 1 inning minimum that a child must play in the field & each player must bat once).
4. Stealing of all bases is allowed. Delayed Steals are Permitted. Unlimited steals of 2<sup>nd</sup>, 3<sup>rd</sup>, or Home. You may only leave the base when the ball crosses the plate. If the umpire calls that you left the base early, the first time is a warning and the next time you are out. Each team gets one warning.
5. No pinch runners except for the pitcher or catcher (Speed Up Rule can be used anytime) you must use a pinch runner to keep the game moving, the pinch runner must be the last batted out.
6. Tied games must be played to completion if time permits (meaning extra innings, if necessary); 12-run rule is in effect after the game is official (which means losing team must bat 4 times) - must play full inning if home team is behind. 5 runs per inning except last inning unlimited runs. 5 run rule does not apply in playoffs
7. No on-deck batters (that is, only the child up at bat may have a bat in his/her hands umpires will give one warning and then charge the team an out for the next occurrence).
8. NO INFIELD FLY
9. No tagging up
10. No drop third strike
11. Adults must coach first or third bases
12. You must have at least 8 players in the field. If you cannot field 8, then it is a forfeit.
13. 9 players in the field. 4 infield, 3 outfield, pitcher, catcher.
14. Pre-Game Practices (if time permits) – no infield practice – have the players warm-up on the outfield grass. NO HITTING BALLS AGAINST FENCES.
15. Rain- If raining, an East Meadow league official will determine whether to start game; On-field umpire or an East Meadow Director's discretion to call game on account of rain that starts after game begins.
16. Team Rosters- you must have a copy of your roster with you at all games, including each child's uniform number; roster should be signed by League official other than manager; participants cannot be older than 9 years of age on April 30, 2020. Copies of birth certificates must be available upon request by an East Meadow league official.
17. No alcoholic beverages on the grounds of any field. No tobacco products within 50 feet of dugouts, stands, and any part of field.
18. Mound visits 2 per inning 3 per game per pitcher (must take out pitcher)

19. Hit by the Pitch 3 per inning 4 in a game (must take out pitcher)
20. If a batter is walked he is NOT allowed to attempt to steal second without a ball thrown.  
No continuation.
21. Play at any base. Players may not block the bag and must give enough way for the runner to touch base. When a play is trying to be made at any base the runner must either slide, avoid contact or give himself up. Going out of base path is an out.
22. No head first sliding into any base unless he is going back to the base.
23. NO INTENTIONAL WALKS
24. WE USE LITTLE LEAGUE GREEN BOOK 2020 VERSION TO COVER ANY OTHER RULE. OUR RULES APPLY 1 ST.
25. No Butcher Boy, if you offer to bunt a player can't pull back and swing. If a player does this the batter is automatically out whether he hits the ball or not. If he hits the ball play is dead and all players must go back to their original base.

### PITCHING RULES

- 75 pitch limit per game or per day. If pitcher reaches 75 during a batter, he may finish pitching until that batter is retired or gets on base.

### SEEDING AND TIEBREAKER RULES

- 1<sup>st</sup> tiebreaker- winner of head-to-head competition.
  - 2<sup>nd</sup> tiebreaker- fewest total runs against for all games played
  - 3<sup>rd</sup> tiebreaker- record against common opponents
  - 4<sup>th</sup> tiebreaker – runs scored
  - If still tied, flip a coin.
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- **BAT RULES:**
    - USA Standards 2 ¾ barrel maximum OR
    - BPF 1.15 marking 2 ¼" barrel maximum OR
    - non composite wood bats. NO Bamboo