



# 2023 Urwin Tournament Rules



The Urwin Tournament is scheduled to take place from July 17 – July 24, 2023.

The following rules apply to all tournament facilities:

- No smoking
- No alcohol
- No tobacco use

Coventry Little League is not responsible for any lost item, please label your equipment accordingly.

**Inclement Weather Policy:** - All information regarding weather related delays will be available on the Coventry Little League homepage ([www.coventrylittleleague.com](http://www.coventrylittleleague.com)). Additionally, each team will be required to give a valid mobile phone number and email address.

**Tournament Coordinator-** A tournament coordinator will be on site at all times. The tournament coordinator is responsible for interpreting facility rules as well as making decisions regarding the weather before the game has begun. All decisions made by coordinators are final. NOTE: When the coin flip is completed with the coaches and umpires, the umpires will be officially in charge of the playing field and from that moment they shall have sole authority to determine when a game shall be suspended on account of weather or the condition of the playing field. The Umpires and Tournament Coordinator will work together in resuming play. All decisions made by the umpires and Tournament Coordinator will be FINAL.

**Home/Visiting Team:** In tournament pool play, home and visitor will always be decided by a coin flip. During playoffs and Championship rounds the higher seed will always be the home team.

**The following system will be used for advancing and seeding out of pool play:**

1. It is a single elimination tournament with seeds based upon pool play results.
2. If two teams have identical records in pool play, the head-to-head winner is seeded higher. If there was no head-to-head, move to #3.
3. If 3 teams are tied - If one team has defeated both other teams, that team is seeded higher, if not move to rule #4.
4. Total runs allowed in pool play to determine pool standings.
5. If still tied- Total runs scored in pool play
6. If still tied- Coin Toss

**Umpires:** Pool play games will have 1 umpire; all bracket games will have 2 umpires. Umpire fees are taken care of by CLL and tournament fees.

**Baseballs:** During tournament play Coventry LL will provide one game ball to each team, each game. Teams will be responsible for any additional balls that may be necessary to complete the game.

**Lineups:** Teams MUST use a continuous batting order. Each player MUST play a total of 2 innings in the field.

**Starting Games:** Teams may start a game with 8 players. In this situation the 9th batter in the lineup will be counted as an out. If the 9th player joins the team, he/she may be added to the empty spot in the batting order at any time. An out will only be recorded if the 9th player's spot is due up for an at bat. If a team begins the game with 9 players and 1 player is ejected the team may continue, but must take an out in that batter's place in the order. If an injury occurs and a team is left with only 8 players, an out will also be recorded.

**Forfeits:** If a team does not have the required number of players (8), to start a game, the team will be given 10 extra minutes to have the required number of players ready to start. If the team fails to get the required number of players for that particular game, the game will be considered a forfeit and a 7-0 score will be recorded to the winning team. The tournament director may give the team additional time for special circumstances.

**Sportsmanship:** When your team is at bat, please have your players stop cheering for the batter when the pitcher goes into their windup.

**Courtesy Runner:** A team may choose to use a courtesy runner for the pitcher and catcher only if there are two outs. The courtesy runner must be the last batted out. If an illegal courtesy runner is used and a pitch or play occurs, that runner will be deemed illegal at that point

**Official Scorebook:** Each team is required to keep a scorebook for every game. If a situation occurs when a tiebreaker requires the use of the team's scorebook and a team fails to provide an accurate scorebook, that scorebook will be deemed unacceptable.

**Pitching Tracker Sheet:** Managers are required to present a pitching tracker sheet at the start of each game. This sheet will be the only document tracking a pitcher's workload and is a requirement for each game. At the end of the game, managers and opposing managers will sign the sheet to verify pitch counts. Not having this sheet at the start of the game will be grounds for forfeit.

**Mercy Rule:** 10 runs after 4 innings; 15 runs after 3 innings. Mercy Rule Notes: (a) The home team must have a minimum of 3 at-bats regardless of score; (b) If the visiting team (who is not ahead by 10 or more runs after three complete innings) goes ahead by 10 or more runs in the top of the fourth (4th) inning, the home team will be entitled their at-bat in the bottom of the inning; (c) Once a team goes ahead by 10 or more runs, after all teams have had four (4) equal at-bats, the game will end at that point.

**Avoiding Contact/Sliding Rule:** At all levels of play, contact must be avoided. If contact is not avoided the base runner will be called out. If an umpire decides a player's approach to a base or home plate is malicious, the base runner may be ejected from the game. (Umpire's discretion)

**No drop 3<sup>rd</sup> strike.**

**Time Limit:** The umpire will announce the start time of the game to both coaches as he or she calls play ball just before the first pitch is thrown after warm ups have concluded.

1. The last inning will be called at 90 minutes from the announced start time. If the top of the inning has not started or it is a minute or two before 90 minutes, the last inning will be called. If the inning has started and an out has been recorded then the following inning will be called the last inning.
2. Once the last inning starts, that inning will be “once through the order” up to the smallest number of players on either team. If one team has 10 players and the other has 12, both teams can only use 10 batters during their respective half inning. This max number of hitters shall be determined prior to the start of the game. If the home team is ahead after the visiting team bats then the game is over. Once home team takes the lead the game is over. However, games may end in a tie during round robin play.
3. For bracket play, once round robin play is completed. If the last “once through the order” inning is complete and the game is still tied, the next inning and any other new inning following will be a five-run rule limit for 10U and four run limit for 8U. Game will continue until a winner is determined.

**Championships:** All championship games will not have a time limit.

**Between Innings:** Players are expected to hustle on and off the field at all times. Pitchers are permitted to throw 8 warm-up pitches in their first inning of work and 5 in each inning thereafter. If a catcher is putting his gear on it is expected that another player (wearing mask) will warm-up the pitcher. Coaches are also permitted to warm up the pitcher, it is not mandatory that coaches wear a mask for warm-ups. Pitchers that enter game due to an injury will receive unlimited warm-up pitches.

**On Deck Batter:** There will be no on-deck batters allowed.

**Jewelry:** For safety reasons players are not permitted to wear jewelry during the games. Medical alert jewelry will be an exception to this rule.

**Bat Restrictions:** Bats must be approved Little League bats and have the USA sticker.

**Pitching Restrictions:** Please see the daily pitching limits listed under each division. Please be responsible with these young players’ arms. Safety and well-being should be paramount. No pitcher may throw more than 40 pitches and then be placed at the catcher position.

- 1-35 pitches no days rest
- 36-50 pitches (1) calendar days rest
- 51-65 pitches (2) calendar days rest
- 66 or more pitches (4) calendar days rest

**Coach Trips to the Mound:** Coaches are allowed to go to the mound to speak with the pitcher or to a pitcher/catcher combination. NO TEAM conferences allowed. Manager is allowed 3 visits per pitcher during the course of the game. Pitchers are allowed one visit per inning; pitcher must be removed on the 2nd visit in same inning. Pitcher must be removed on 3rd visit regardless of what inning it occurs

**Awards:** Winning team from each division will be given a team plaque.

**Protests:** Coaches have the right, at any time, to call the Tournament Director to a field for a rules interpretation. This does not include JUDGMENT CALLS made by the umpires. In order to properly handle each protest, play must be stopped and the Tournament Director must be called BEFORE the next pitch. If the disputed call involves the last play of the game, the protesting team must appeal before the umpires leave the confines of the field. The tournament director's interpretation will be final.

**In the event any item is not covered in the rules, the CLL President or tournament Director will make the final decision.**

## 8U Division-Specific Rules

### Pitching

**\*\*NOTE\*\*** A strike will erase balls one time only per at-bat. (Example 1: A strike thrown on a 2-0 count reverts the count to 0-1 then the at bat continues as “normal” from that point. Example 2: On a first pitch strike the count continues as a “normal” for remainder of at bat).

All pitchers will throw from the mound at 46 feet, no temporary rubber used. Pitch counts will be as follows:

- League age 8 - 50 pitches per day
- League age 7 - 40 pitches per day
- League age 6 - 30 Pitches per day

### Bases Allowed on a Hit Ball

1. On a hit ball, the runner may not advance past the next base when the ball returns to the infield and the pitcher has the ball inside the pitching circle. If the fielder is throwing to the pitcher inside the pitcher's circle to end the play, the runners may not advance if the pitcher drops the ball or ball is overthrown past pitcher.
2. Runners may advance one base if after hitting ball there is an overthrow. Example if ball is hit to shortstop and ball is over thrown to 1st, the runner may advance one base at own risk. If player throws to 2nd, the runner may be tagged out. If there is another overthrow at 2nd, all runners on base may advance one base again. If 1st baseman does not attempt to throw runner out at second and throws the ball to pitcher and there is an overthrow of pitcher, runners may not advance. Fielder may also run to ball into pitcher.
3. A base runner must be hit in or walked in from 3rd base. An over throw does not count. Example: runner on third and a ball is hit to 2nd base and the fielder over throws the 1st basemen, the runner may score by way of hit ball. However, if a runner is on 2nd base and the same play occurs at the second with an over throw to 1st the runner must stay at 3rd base but the batter can try for 2nd.

### Bunting

No bunting, fake bunting, or slashing allowed.

### Base Stealing

Base stealing is not allowed including on and overthrow of a pitcher by a catcher returning a pitched ball or on any pass ball

### Four Run Rule

A half inning shall be completed when the team at bat scores four (4) runs before the defensive team gets three (3) outs. Not including the called last inning of game.

**Passed Ball Assistance**

One coach from each team in the field may stand off to the side of the backstop in order to aid catcher with pass balls. Coach or Umpire can then throw ball back to the pitcher to keep game moving and the catcher does not have to get up and get ball each time. Coach standing off to side should not be calling pitches for pitcher or cause a distraction to the batter

## 10U Division-Specific Rules

### Pitching

Three (3) hit batters allowed per pitcher per game, mandatory removal from pitching for that game.

NO intentional walks.

NO strikes-erase-balls

Pitch counts will be as follows:

- League age 9/10 - 75 pitches per day
- League age 8 - 50 pitches per day

### Player Eligibility

If a player is a member of a District All Star team, that player is not eligible to play on the team entered in the Urwin Tournament.

### Base Running

- Maximum of 3 successful steals per inning (Attempted steals where runner is thrown out are not counted as part of the three). Once 3rd steal is completed any further successful steal will result in runner returning to original base. If runner is thrown out or tagged out attempting a 4th or more steal the runner is out.
- Advancing on a passed ball/wild pitch IS considered a steal
- Each individual runner that advances to another base on a steal is considered (1) steal (e.g., runners on 1st and 2nd and they both successfully steal at the same time counts as (2) steals.
- If the catcher attempts to throw out a runner during the act of stealing a base, the runner CANNOT advance ANY additional bases if the ball is overthrown to the base, which a player is attempting to steal.
- If the catcher throws the ball to a base that is already occupied by a runner, also known as throwing behind runner or pick off, base runners may advance at their own risk a maximum one (1) base on an overthrow, and will not count as a steal.
- If the catcher over throws the baseball back to the pitcher after a non-hit pitch, the runners can advance at their own risk. This is considered advancement on an error and will NOT count as a steal. The advancing player may advance only one base. If attempt is made to throw out runner and an overthrow occurs runners may advance another base.
- PLAY STOPS when pitcher has possession of the baseball and is inside the circle of the mound and the baseball play is completed.
- No delayed stealing is allowed. Any attempted delay steal runner is sent back to original base unless runner is tagged out during attempt. If the maximum number of steals is reached and a player steals that runner is returned to the base he started from. Example: Runner on 1st and 3rd, the runner on 1st steals 2nd the runner on 3rd cannot wait for the catcher to throw through before stealing. Both runners must steal at the same time as the ball crosses the plate or on a pass ball.

- **\*\*Clarification\*\*** A base runner must slide into home when attempting to avoid a tag and there is a clear attempt at making a play at the plate. If a throw from an infielder or outfielder comes into the plate well after the runner crosses the runner is considered safe. If the runner is viewed as not having slid during a play at the plate and the runner was safe, that runner will be sent back to 3<sup>rd</sup> at the discretion of the umpire. If the same runner didn't slide and was called out by force or a tag at the plate the runner is ruled out and not returned to 3rd base.
- Runners are allowed to advance one base on any overthrow not made by the catcher attempting to throw out stealing runner. If ball is returned to pitcher without another overthrow occurring runners must stay at the one advanced base

### **Five Run Rule**

A half inning shall be completed when the team at bat scores five (5) runs before the defensive team gets three (3) outs, except in the last inning. Not including the last inning of the game.

### **Infield Fly Rule**

Infield fly rule is in effect for 10 U play. The ball must be on the infield, land in or be caught by a player in fair territory and the player should be able to make a routine play in order to make the catch. If these events occur the infield fly be called by the umpire