

# Hastings Community Little League

## Fred Ritchie Invitational 9-10-Year-Old Tournament Rules (2025)

### Locations

Hastings Community Little League at 3157 E Pender St. Vancouver and Falaise Park located off Grandview and Skeena street.

### Player Eligibility and Format

Eligible teams for the Fred Ritchie tournament are Minor Division (9 & 10 years old's) house teams. The official roster may include up to 13 players and 3 coaches; rosters will be submitted to the tournament director prior to the first game. Only players that play in Minors, or below, are eligible.

- 11-year-olds are permitted to participate provided they are on the team's roster in regular season play. Call ups from other teams cannot be 11-year old players.
- Call ups must be from the minor division or a level below.
- Call ups are not eligible to pitch and must wear their regular team jersey

### Entrance Fee

\$475 and 1 dozen baseballs from each team. Consider bringing 16 League pins for exchange with another team if your league has them.

### Batting and Defensive Line-Up

All players must be listed on the official game line-up. Batting will be through the order. Only 9 defensive players are permitted.

### Minimum play

There is no limit to the number of defensive substitutions during a game. No player shall sit a second inning until all players on the roster have sat 1 inning in the game. All players should play a minimum of 1 defensive inning at an infield position unless deemed by your league to be a safety issue. Teams should be prepared to show the Tournament Director a planned line-up that conforms to the minimum play rules. Teams that fail to meet the play requirements will forfeit the game.

### Minimum number of players for games

A team may start a game with no less than (8) players. For a team that plays with eight players, the ninth position in the batting order will be ruled an automatic out.

## **Pitching**

1. The maximum number of innings an individual pitcher can pitch in one game is 2 consecutive innings. A pitcher may only pitch a maximum of 3 innings per day. A pitcher may pitch 6 innings total over the tournament to the end of the semi-finals. Pitching rules re-set for the finals. One pitch thrown in an inning constitutes an inning pitched.
2. All players will pitch from 46 feet.
3. A pitcher will be removed if three (3) batters are hit in the same inning or four (4) batters in one game.
4. Coaches will be allowed to warm up their respective pitchers.
5. Call-up players not on the regular season minor house team roster are not permitted to pitch in the tournament.

## **Rain Delays, Suspended & Cancelled games**

Rain delays & game suspensions are At the discretion of the Umpire and Tournament Director. In the event that a game is delayed or suspended for any reason, every effort will be made to play it out to at least the "Minimum game length" requirements. Rain outs will be ruled a "Cancelled game" and will be scored as a 1-1 tie

## **Catching**

Players who catch 4 consecutive innings in a game cannot pitch during that same game.

## **Injury, Discipline & Sickness:**

**The minimum play rule will not apply under the following circumstances:** Injury: If one or more players is injured and cannot play. Discipline: If disciplinary action is required against one or more players. Sickness: If one or more players becomes sick and is unable to play. In these situations, the umpire, opposing coach and scorekeeper must be notified and the affected player(s) may be removed from the game line-up.

## **Scheduled Start Times, Grace Period & Forfeits**

If one or both teams has less than eight players at the scheduled game start time, a grace period of 5 minutes will be allotted to the affected team(s). If one team only has less than (8) players at the end of the grace period, that team will automatically forfeit

the game. If both teams have less than (8) players after the allotted grace period the game will be ruled a “non-game.”

### **Game time restrictions**

At the start of the game the official scorekeeper will make note of the “Official Game start time” (When umpire signals “Play Ball” for first pitch). No new inning will start after 1 hour and 40 minutes from official start time. The time stamp signifying the end of an inning is when the third out is made.

### **Minimum Game Length**

For the purposes of this tournament, a game may be considered complete after 4 full innings have been played unless the Home team is leading after 3 & 1/2 and does not require their 4<sup>th</sup> at bat.

### **Maximum Game Length**

The maximum game length for all games is 6 complete innings. All Round Robin games that are tied at the end of six full innings are considered complete and no extra innings will be played. All Playoff games will include extra inning(s) if necessary to break a tie.

### **Mercy Rule (Round Robin)**

10 run mercy rule is in effect, see LL Rule 4.10(e).

### **Weather**

In the event of rain, teams must still show up and be ready to play at their scheduled game time. Factors such as field conditions, severity of rain and player safety will be considered before a decision to play is made. The game may or may not proceed at the discretion of the umpire in consultation with a tournament official. Failure to show up will result in a forfeit or non-game.

### **Coaches**

In each team’s defensive half of the inning, coaches must remain in the dugout, except to confer with a pitcher or umpire. A coach may stand in the area immediately in front of the dugout entrance. Both base coaches may be adults if there is a 3<sup>rd</sup> coach in the dugout.

### **Run Limits**

The maximum run limits shall be 2 runs for inning 1, 3 runs for innings 2, 3 and 4 and 5

runs for innings 5 and 6. Should extra innings be required in playoff round games, they will have 5 run limits.

### **Base Running**

A runner on 3rd base cannot advance to home plate on a passed-ball or wild pitch (ie no stealing home). Advancing to home on otherwise live balls or overthrows to bases on attempts to put the batter/runner out is permitted. No lead-offs are allowed. No stealing first from a dropped third strike.

### **Pinch Running**

Pinch runners are not permitted except in the case of injury or to substitute for a catcher currently on base with 2 outs. In both circumstances, the last offensive out will become the runner. If an injured player cannot continue, the runner takes that player's place. Otherwise, the original player returns to his/her defensive position next inning.

### **Dugout Rules & Fan Protocol**

1. No one except players, managers and coaches shall occupy the dugout during a game. All playing equipment must either be in or behind the dugout and not in the playing field. There is no on deck circle or batter permitted. On-deck batters must be off the field (remain in the dugout).
2. No jewellery is to be worn on the field, with the exception of medic alert bracelet/medal. If jewellery can't be removed, it must be taped.
3. Attempts to distract or intimidate opposing players will not be permitted. Coaches will be asked to assist in controlling offending fans. 1<sup>st</sup> infraction: player/coach will be warned. 2<sup>nd</sup> infraction: player/coach will be removed from the game. Game forfeited for 3<sup>rd</sup> team offence.
4. Harassment of any kind directed towards the umpires will not be tolerated.

### **Team Advancement and Tie Breaking Criteria**

Please refer to the tournament bracket for the match-ups beyond pool play. All teams will play two additional playoff games after the 2 pool games. Tiebreaking criteria for advancement after pool play is as follows:

**Criteria #1:** Highest number of games won. If two or more teams have an equal number of wins, a winner will be declared according to criteria #2. If still tied, criteria #3 and #4 will be used.

**Criteria #2:** Head to head.

**Criteria #3:** Lowest average number of runs per defensive innings played.

**Criteria #4:** Highest average number of runs per offensive innings played.

Note: we will use actual innings played in calculations of tie breakers as opposed to the standard 6-inning per game little league standard.

If playoff games are tied after 6 innings, a tie breaker inning will be played as follows:

- The final out from the previous offensive inning will begin as a runner at second base.
- The playoff inning will start with 1 out.
- The batter count will start at 0 and 0.
- Additional innings will be played until the tie is broken.

Note that pitching limits will remain for game and daily maximums with extra-innings (e.g. a player who had already pitched 2 game innings cannot pitch an over-time inning)

### **Playoff Games**

Refer to the schedule for playoff match-ups. Home and Away teams for all games will be determined by a coin toss before each game.

### **Points**

Points are awarded as follows in pool games: Win – 2, Tie – 1, Loss – 0, Forfeit - Win (2 pts) for remaining team and Loss (0 pts) for forfeiting team. Cancelled game - Scored as: 1-1 Tie.