



2017 LITTLE LEAGUE BASEBALL TOURNAMENT BY-LAWS

OFFICIAL GAME SCORES MUST BE RECORDED BY LISTED HOME TEAM IN *OFFICIAL FIELD SCOREBOOK*, AND OFFICIAL SCORESHEETS SIGNED BY BOTH COACHES. ALSO, FINAL GAME SCORES, INCLUDING W/L AND POINTS SCORED BY EACH TEAM, MUST BE REPORTED TO THE CONCESSION STAND IMMEDIATELY AFTER EACH GAME. FAILURE TO DO EITHER WILL RESULT IN FORFEITURE OF GAME BY HOME TEAM. THIS WILL BE A RECORDED LOSS FOR HOME TEAM, AND RECORDED WIN FOR AWAY TEAM, WITH NO POINTS SCORED OR ALLOWED FOR EITHER TEAM. THIS RULE, AND GAMES RECORDED ACCORDINGLY, ARE NOT CONTESTABLE.

The Battle at Blackfoot 2017 Little League Baseball Tournament will be administered according to the Pony League Official Rules, and Major League Baseball Official Rules. High School play rules do not apply.

League exceptions to the official rules are listed below, and subject to enforcement by umpire and tournament director / board interpretation. The final deciding authority on any matter will be the tournament director / board member.

1. The tournament will consist of three age brackets: 10U (Mustang), 12U (Bronco) and 15U (Pony). No more than 14 players and two coaches will be permitted per roster. All official rosters must be turned in before the first game is played. No roster can be changed or added to after the first pitch of a team's first game has been thrown. All players must be listed on the official roster to play, but not all listed players need to play each game.
2. The cut-off date for bracket age is May 1. Whatever age the player is ON May 1 will be considered the playing age. Players with a birthday on May 1 will be considered their new age as of that birth date.
3. If an ineligible player is discovered on any team in the tournament, that team will forfeit all games in which the ineligible player participated. Tournament directors and/or Blackfoot Little League Baseball board member may check birth certificates at any time for the age of each ball player. Coaches may request review through any director / board member at any time.
4. The line-up will be submitted prior to the start of each game to the official score keeper and to both coaches, and will not be changed during the course of the game except in the case of a game-ending injury to a player. Open substitution will be allowed for defensive teams, except for the pitcher, whose substitution is governed by specific rule(s). If team is batting full line-up, that team will not suffer an out due to loss of a batter to injury, as long as there are nine available batters remaining on the original line-up.
5. Home team will be responsible for keeping score in the *Official Field Scorebook*. The scorekeeper must be able to keep score accurately and legibly with both teams listed, final score circled, and signatures from both team coaches. Illegible scorekeeping could result in forfeiture of the game played for Home team.

6. 10U games will be played on 60-ft bases with pitching distance of 44-ft. 12U games will be played on 70-ft bases with pitching distance of 48-ft. 15U games will be played on 90-ft bases with a pitching distance of 60-ft 6".
7. Official game time is forfeit time. No grace period will be allowed except in the event of a prior game on the play field has gone over time limit, or either team involved has been involved in an over time limit game immediately preceding the scheduled game.
8. 10U and 12U pool-play and bracket games will run six innings or 1 hour 30 minutes, whichever happens first. No new inning will begin after 1 hour 25 minutes of official game play. Active innings will be completed. If Home team is at bat and ahead at 1 hour 30 minutes, the umpire will call the game over. The new inning is considered active upon the final out play of the preceding inning. Game time and time limit begin at the scheduled time or, in the event of delayed game times, when the umpire directs the official scorekeeper.
 - a. Championship games (1st & 2nd place only) will be played full 6 innings, with no time limit in place.
9. 15U pool-play and bracket games will run 7 innings or 1 hour 45 minutes, whichever happens first. No new inning will begin after 1 hour 40 minutes of official game play. Active innings will be completed. If Home team is at bat and ahead at 1 hour 45 minutes, the umpire will call the game over. The new inning is considered active upon the final out play of the preceding inning. Game time and time limit begin at the scheduled time or, in the event of delayed game times, when the umpire directs the official scorekeeper.
 - a. Championship games (1st & 2nd place only) will be played full 7 innings, with no time limit in place.
10. All players must remain in the dugouts. Only 2 offensive coaches, the on-deck batter and batter may remain outside the dugout. Protective headgear must be worn by all batters, base runners and on-deck batters. Violators will be called out.
11. Metal cleats ARE NOT allowed in 10U or 12U play. Metal cleats ARE allowed in 15U play.
12. Any bats larger than 2 5/8" diameter are prohibited.
13. Because of the risk of neck and back injuries to young players, no head-first slides are allowed in 10U and 12U game play, unless the runner is returning to his/her last occupied base. Except in the event of a runner returning to last occupied base, any runners performing a head-first slide will immediately be called out, with no team warning. Head-first slides are allowed in any circumstance in 15U game play.
14. Avoid-contact or must-slide rule will be enforced at all times, on all bases. In the case of malicious contact, runner will be called out and ejected from the game. It is at the discretion of the umpire only to decide whether a runner tried to avoid contact or collision.
15. Dropped-third-strike rule applies to 12U and 15U game play. If a third-strike pitch is dropped by the catcher, the ball is considered live and all players may proceed as such, unless first base is occupied and occupying runner is not advancing.
16. Pitchers will be limited to:
 - a. 10U- 6 innings per calendar day, no more than 12 innings throughout the Battle at Blackfoot Tournament
 - b. 12U & 15U- 7 innings per calendar day, no more than 16 inning throughout the Battle at Blackfoot Tournament.

17. One pitch thrown in an inning constitutes an inning pitched. Once a pitcher has been removed from the mound, whether through replacement or injury, and a replacement pitcher has thrown one game pitch, that player may NOT re-enter the game as a pitcher.
18. Coaches and/or assistant coaches are permitted one single visit to the pitcher's mound, per pitcher, per inning. A second visit to the pitcher's mound, to the same pitcher, in the same inning, will cause the pitcher's automatic removal from the pitching position for the remainder of the game. Coaches and/or assistant coaches are prohibited from making a second visit to the pitcher's mound while the same batter is at bat.
19. 10U players may not steal or leave the base until the pitched ball has passed home plate (no leading-off). Violation of this rule will result in runner being called out after one team warning, per game. To assist in game time management, base runners that are trying to advance have an obligation to run or return to the base once the defensive team recognizes the runner's threat (no 'cat and mouse' / 'pickle' acts permitted). Once the runner has been recognized by the defensive team and does not continue to advance, the defensive team may call time. Once the time request is recognized by the umpire, the defensive team may return the ball to the pitcher and the runner must return to last occupied base, without the threat of continued play action by either team. Once the runner has returned to last occupied base, he/she may not leave that base until the next official pitch crosses home plate. 12U & 15U players may lead off and steal bases at their own risk, at any time.
20. In the event a game is tied either beyond the designated time limit or in inclement weather, the Texas Tie-Breaker rule will be used. Last batter out will be placed on second base. The next listed batter will bat with two outs listed. A full inning will be played in this fashion. If no break in tie results, the rule will be repeated until a winner is declared.
21. During pool-play, Home team will be determined by a coin toss by the field umpire. During bracket-play the higher seeded team will be designated Home team.
22. Following the completion of pool play, teams will be seeded for Saturday bracket play. In the event that a team has to play an extra game (>3) because of uneven teams during seed-play or in a bracket, that team's worst game (lowest points scored), will be thrown out and no stats from that game will be considered in the seeding process. Seeding will be implemented according to the following tests:
 - 1st Test: Teams with best W/L seeded higher.
 - 2nd Test: Team with fewest points allowed will be seeded higher.
 - 3rd Test: Teams with most total points scored will be seeded higher.
 - 4th Test: Teams who beat a team with the same W/L record will be seeded higher
 - 5th Test: Coin toss. Tournament director will impartially predetermine which team will be assigned heads and which will be assigned tails. Whichever team's side is showing after the coin is tossed/flipped will be seeded higher.
23. Official records for seeding/tournament will come directly from the *Official Field Scorebook*, and scores listed and signed by both coaches are not contestable. Failure to keep official score in *Official Field Scorebook*, obtain BOTH coach signatures for every game, and/or immediately report scores to the concession stand will result in forfeiture of game by Home team as outlined above.
24. In the case of inclement weather interrupting a game, the following conditions will apply:
 - a. If 3 innings have been completed (or 2 ½ innings with home team ahead), game will be called over, and resulting score will be official.

- b. If less than 3 innings have been completed (or 2 ½ innings with home team ahead), the game will be delayed for no more than 20 minutes. If the board decides the game can resume safely within or at the end of the 20 minute delay, the game will resume from the last completed full inning and will continue as normal. Texas Tie-Break rules will remain in effect, and delay time will not be calculated into official game time limit.
 - c. If the board decides the game cannot resume safely at the end of the 20 minute delay, the game will be decided by a coin toss performed by the official with the team head coaches. Home team will call the toss.
 - d. The decision to safely resume or to call a game by coin toss is at the sole discretion of the on-site tournament director and/or BLLB board member. Contact information for individual on-site directors can be found at the concession stands.
25. In an effort to keep the game fun for everyone, and to practice good sportsmanship, we ask coaches to avoid running up the score on any opponent. Good coaches can find ways to allow their opponents to maintain dignity in games which would otherwise be a blow-out. Tournament directors and board members are available to assist if needed. 10-run mercy rule will apply at the end of 4 innings of play, on all games, including Championship games for 1st and 2nd Place. If coaches decide to continue game play beyond the official 10-run rule ending, it is the responsibility of the Home team coach to inform the official scorekeeper to cease keeping score in the *Official Field Scorebook*.
26. The following rules apply for batters batting out of turn:
- a. A batter can be called out, on appeal as outlined below, when failing to bat in proper order, after the time at bat has been completed (batter is put out or becomes a runner) by the improper batter and before a pitch has been thrown to the next batter. If the improper batter is discovered before the at-bat is completed, the proper batter may take his/her position in the batter's box and continue his/her turn at bat, with any balls and strikes counted into the proper batters turn at bat.
 - b. When an improper becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall:
 - i. Declare the proper batter out
 - ii. Nullify any advance and/or score made because of a ball batted by the improper batter or because of the advance to first by the improper batter due to hit, error, base on balls, hit by pitch, or otherwise. Any advancing plays by other runners that are not the result of the improper batter advancing to first base, including stolen bases, balks, wild pitches or passed balls during improper batters time at bat are still considered legal and will not be nullified.
 - c. When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter and the results of his/her time at-bat become legal.
 - d. When the proper batter is called out for failing to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out. When an improper batter becomes legalized because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of legalized batter, and continues in listed order.
27. All awards will be handed out following final games.