

Wyoma Little League
Sawyer-Walsh 9-Year-Old Tournament Rules

- Coaching: 1 manager and 3 coaches will be allowed in the dugout. Coaches are allowed to coach 1st and 3rd bases. **Managers and coaches are expected to maintain proper behavior. Arguing with umpires is not allowed. Managers/coaches are expected to encourage appropriate behavior by their players and parents.**

- Players: Each player must play 2 innings in the field. If you are short on players, you may use players on other teams as needed.

- Umpires: A home plate umpire will be provided and paid by Wyoma LL from the tournament fees. In the event the umpire does not show by game time, the team in the field will provide a coach umpire from behind the pitcher. The first and third base coaches will umpire the plays on their respective bases.

- Baseballs: Each team puts in 1 game ball. Game balls should be DLL-1 equivalent. In case of the need for more baseballs, teams shall alternate giving game balls starting with the home team.

- Innings/Runs: A “5 run max rule” is in effect for the first 5 innings and unlimited for the last inning. If time restraints (see below) and forces a game to end before the 6th inning, the last inning played shall be unlimited runs. The slaughter rule (10 runs ahead) is in effect after 3 and a ½ innings if the home team is winning by 10 and at the end of the 4th inning if the visitors are 10 runs ahead.

- Time: All games should start on time. On Saturdays, no innings shall start more than 2 hours after the scheduled starting time. On weeknights, no new innings can start after 7:30.

- Stealing: Teams are allowed only 5 advances per inning. “Advances” include those taken on straight steals, passed balls, and errant throws from the catcher to pitcher.

- Scoring from 3rd Base: Runners will be allowed to steal home on passed balls or errant throws from catcher to pitcher. Once the pitcher has the ball in the area of the mound, runners must return to their respective bases in accordance with LL rules. Runners will not be allowed to steal home for the 5th run of the inning or to end the game.

- Sliding: A player who slides head- first into any base shall be called out. Players must slide into home plate even if the catcher does not have the ball.

- Batting Order: The batting order is continuous and is the order for the game. Each team is to give the opposing team their order at the start of the game. Any player who shows up after the exchange must be added to the end of the order.

- Bunting: There is a maximum of 4 bunts per game, one per inning.

- Pitching: Any player may pitch. Delivery of 1 pitch constitutes having pitched an inning. Pitchers once removed may not re-enter as a pitcher. A player who has pitched in a game cannot subsequently catch in that game. Days of rest in accordance with LL rules are: 21 to 45 pitches = 1 calendar days rest and a game, 46 or more pitches= 2 calendar days rest and a game. 75 pitch's max for 9 year olds. **A player cannot pitch in consecutive games if they have thrown more than 20 pitches in the previous game.**

- Pitch Counts: The pitch count summary must be completed at the end of each game and placed in the bin in the trailer. Each manager must sign the pitch count summary. In the event of a dispute or missing pitch count summary, the decision of the site director will be final.

- Infield Fly Rule: Yes.