

**2021 DYAA  
John B Steele Baseball Tournament  
Playing Rules**

**1. Governing Rules:**

- a. The Official Little League Rule Book as amended by these rules will govern all play.

**2. Player Eligibility/Rosters:**

- a. Any player who does not exceed the maximum age for each division prior to April 30<sup>th</sup> will be eligible to compete in the tournament in the appropriate division.
- b. Team rosters will include a maximum of fifteen (15) players, one (1) manager, three (3) coaches, and one (1) bat person.
- c. A roster with the birth date of each player must be provided to the tournament director prior to play. Changes to the roster may not occur after the start of tournament play, though all players listed on the roster are not required to be present for all games.

**3. Uniform & Equipment:**

- a. All players must be in uniform and wear hats during play.
- b. Metal spikes are not allowed.
- c. A batting helmet will be worn at all times while batting, on base as runner, on deck, or as a bat person.
- d. All players warming up pitchers must wear a catcher's mask.

**4. Scheduling/Game Times:**

- a. All teams should be present :30 prior to the scheduled start of their game.
- b. Any team unable to field 9 players 15 minutes after the scheduled start time for a game shall forfeit the game.
- c. Make-up games will be scheduled by the tournament director.
- d. All suspended games will resume at the point play was stopped by the umpires.

**5. Prior to the Game:**

- a. The umpires will meet with coaches to review the ground rules.
- b. The Home team will be designated in the tournament schedule and occupies the 3<sup>rd</sup> base dugout.
- c. In playoff rounds, the higher seed team is designated the home team. If teams share the same seed, then a coin toss will determine the home team.

- d. Batting practice is not allowed anywhere on the baseball complex. The rule prohibits the playing of pepper, soft toss, or the use of hitting devices such as the hit stick.
- e. Each team is allowed 5 minutes of warmups prior to the game.

#### **6. Pool Play:**

- a. Teams will be divided into no more than 4 equal pools according to the number of teams entered. The size of the pool may not differ by more than 1 team from other pools.
- b. Pools will be determined by a random drawing with restrictions (teams from same organization will not be in the same pool)
- c. All games must end with a winner.
- d. If the tournament is interrupted by weather or other unplanned event, all teams will play an equal number of games in pool play unless teams have already been eliminated from advancing to the playoffs.

#### **7. Playoffs:**

- i. 8 Teams will participate. The top 2 teams in each pool advance to the elimination format of the tournament on Sunday. If there are fewer than 4 pools, then the highest performing 3rd place teams advance to the playoffs.
- ii. Playoffs will consist of a single elimination tournament. All pitching and disciplinary rules will carry over from pool play. (i.e. If a pitcher throws 4 innings during pool play, he/she has only 5 innings available during the playoffs).

#### Pool Tie Breakers -

- (a) If the tie involves 2 teams: The team with most wins in Head-to-Head competition is advanced.
- (b) If the tie involved 3 or more teams:
  - (i) The team with the lowest Runs Allowed Ratio (Runs allowed/Defensive Innings Played) will advance or be the highest seed. (Any portion of a defensive inning will constitute a full inning)
  - (ii) If teams remain tied, the team with the highest run differential between runs scored and runs allowed in games played between the tied teams will advance.
  - (iii) If teams remain tied, a coin flip is conducted with one team advancing when it wins the coin toss
  - (iv) Remaining teams are seeded or advanced via Head-to-Head
- b. Team Conduct - No team may use tactics designed to manipulate the outcome of the pool by deliberately allowing runs to be scored or failing to make bona fide attempts to score while batting. Any team found to violate this rule will be

suspended from the tournament. This rule does not prohibit a manager from using players of lesser ability provided they are on the roster.

## **8. Playing Rules:**

- a. Smoking is prohibited throughout the DYAA property.
- b. Pitching Rules
  - i. A player may not pitch more than 9 innings per weekend in either 10U or 12U events.
  - ii. A single pitch thrown to a batter constitutes an inning pitched.
  - iii. Coaches should monitor the pitch counts of their own players and should make appropriate decisions about the use of pitchers during the tournament.
  - iv. A pitcher shall be removed from the game when a coach visits them for a 3<sup>rd</sup> time in the game.
  - v. Pitchers may not re-enter the game as a pitcher.
- c. SLIDE RULE: If a defensive player is making a play at any base, (except first base) offensive player is required to SLIDE OR ATTEMPT TO AVOID CONTACT. Any player who intentionally makes physical contact in the judgment of the umpire MAY be suspended from future tournament play. TOURNAMENT DIRECTOR'S DECISION IS FINAL.
- d. Slash bunting is prohibited. Any player who attempts to slash bunt will be called out (whether or not contact is made.)
- e. Teams shall employ a running batting order. Teams will report defensive changes to the official scorer each inning.
- f. No minimum-playing requirement in tournament.
- g. No courtesy runner except for injury.
- h. The batter may not advance on a dropped 3<sup>rd</sup> strike.
- i. Metal bats must have USA Baseball label on the bat.

## **9. AWARDS:**

- a. CHAMPION AND RUNNER-UP TEAMS.
- b. FIVE ALL-TOURNEY AWARDS
- c. ONE MVP AWARD
- d. ONE GOLDEN GLOVE AWARD
- e. ONE BATTING CHAMPION  
ONE PITCHING AWARD.

ALL AWARDS WILL BE DECIDED BY THE TOURNAMENT COMMITTEE.

THERE WILL ALSO BE AWARDS FOR FIRST, SECOND AND THIRD STARS OF EACH GAME.