

# **Stan Brown Memorial Tournament – 11&12 Year Old Rules**

The current Official Little League Rule Book shall be used with the following exceptions and/or clarifications:

## **Pitching:**

1. A pitcher **may not** re-enter the game as a pitcher.
2. At the umpire's discretion, a pitcher **may** be removed for safety after hitting **3** batters in a game.
3. There are no intentional walks.
4. A pitcher, after 41 pitches, may not move to the catcher position for the rest of the day.
5. Pitcher may pitch a maximum of **85 pitches** (plus finish the at-bat) **per game** with:
  - **1-20 pitches, requires 0 days of rest**
  - **21-35 pitches, requires 1 days of rest**
  - **36-50 pitches, requires 2 days of rest**
  - **51-65 pitches, requires 3 days rest**
  - **66 or more, requires 4 days of rest**

## **Batting:**

1. **Batting is continuous.**
2. Once a batter has "squared up" in a bunting stance, he may not pull back **and** full swing away. *The ball is "dead" and the batter will be called out, regardless of contact and no runners may advance.*
3. **Intentional** throwing of the bats or helmets shall be grounds for removal from the game.

## **Base-running:**

1. Runners may leave their base once the pitch reaches the batter.
2. There is **no HEADFIRST sliding** except when diving back to a base.
3. A runner may not crash into a player with the ball in an attempt to dislodge the ball. **Runners must avoid a crash into a fielder** who is holding the ball **EITHER** by sliding **OR** running past that fielder. In case of a crash, the runner shall be called out and all other runners will be returned to the last base they touched before the crash. *For a runner to be called out there must be a fielder holding the ball and "hard" contact.*
4. The **infield fly rule is in effect** at this level.

## **Fielders:**

1. **9 defensive fielders** may be used in this age group.
2. **Free Substitution is allowed.**

## **Ties/Extra Innings:**

1. There will be one extra inning played in the event of a regulation tie (*if time limits have not been reached*)  
The game may end in a tie after 7 innings.
2. Elimination games will be completed until a winner is determined.

## **Umpires/Protests:**

1. A tournament official should be called when an umpire is notified that a team is protesting. Umpire judgment calls may **NOT** be protested. Any protest of an umpire's **rule interpretation** shall be decided by a tournament official at the point of protest and before the next pitch.
2. For **protests involving pitcher/player eligibility**, a ruling shall be made by the Tournament Director as soon as practical which may occur after the game has been completed.

## **Manager/Coaches:**

1. Only 1 Manager and 3 Assistants shall be allowed **during** the game. Any combination of adults and/players may base coach.
2. **Coaches are responsible** for the behavior of players, parents, and fans. Inappropriate behavior of coaches, players, parents or fans is unacceptable and **may** result in team disqualification, without warning.

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## **General:**

1. Players must be **12 or younger as of May 1** of this year to play in this age group.  
If requested by the Tournament Director, the team manager shall locate an acceptable proof of birth dates/certificate(s) of any player(s) within 48 hours of request.
2. A team may start and play a game with **8 players**.
3. No player is allowed to play on more than one team or age division, except to field a team in an emergency and only with approval of the Tournament Committee.
4. **Time Limit** – No new (full) inning may be started after **1:45 of play from the first pitch**.  
During rain delays, the clock will be stopped.  
*Managers are reminded that after the 3<sup>rd</sup> out is made in an inning, each team has 1 minute to prepare for the start of the next half inning. Please help move the game along.*
5. Games halted for inclement weather shall be resumed from that exact point unless they are considered “official” by Little League Rules.
6. **Each team may have 5 minutes of pregame infield practice**. Home Team shall be first. Tournament Site Director reserves the right to eliminate pregame practice because of time/schedule restriction.
7. A “**Mercy Rule**” shall apply when a team has had 4 innings at bat and trails by **10 runs** or more after a completed inning.
8. In the event of inclement weather, cancellation and schedule change info will be posted 2 hours prior to game time on the **DNLL hotline (978-774-3784)**.
9. In the case of a two-way tie after all pool play games, seeding will be determined by **head to head** record.  
For more than two teams, **Tie Breaker Order**:
  - A. Fewest runs allowed/defensive innings played then
  - B. Highest # of PITCHERS used/games played.
  - C. If still tied, then a coin flip will be used.
10. The Tournament Director reserves the right to interpret and make a ruling on all rules and regulations (written or not) regarding tournament play. His/her ruling shall be final.
11. Each team should track pitch counts for both teams during the game. Home Team managers must fill out a game log sheet, have it signed by the umpire and both managers and leave at the Snack Bar before they leave the park.

**All teams are asked to keep our facilities, parks and bench areas clean. *Most Importantly... Have Fun!***