

Manchester Athletic Association Tournament Local Rules

BOYS (12 and Under) Updated 6/28/2008

Typical Little League Rules apply. These rules supercede any in the Little League Rule Book:

GAME LENGTH: 75 minutes or a minimum of 4 full innings. Normal game will be 6 innings for boys. No new inning will start after the 75 minute time limit. Full completion of the final inning should occur, which means home team completes its last at-bat. In the event of a tie, International Rules apply. Runner will be placed on second base, batting team gets three outs. This process continues until one team is ahead after a completed inning.

HOME TEAM SELECTION: Coin flip prior to each game will determine home and visitor. Team who traveled farthest will call the coin flip. Home team will not be required to sit in "HOME" dugout in the event they have already acquired visitor dugout. Home team maintains official scorebook for each game.

10-RUN-RULE: If a team has a 15 run lead after the fourth inning or a 10 run lead after fifth inning.

BALL: Little League approved standard white baseball or boys. MAA provides game balls to umpire for each game.

AGE RESTRICTION: Kids must be 12 as of January 1st of the current year.

NATIONAL ANTHEM: National anthem should be played before FIRST GAME each day.

UMPIRE: Umpire is required. Umpires provided by Guy Soule for all majors games. If no umpire is available, coaches may choose a mutually agreeable substitute umpire for the game or until the umpire arrives. Spare umpire equipment available in the equipment room. If no substitute is selected, game should be rescheduled.

BASES: 60 foot regular bases. Place the covers in the holes when finished.

BATTERS: Boys bat normal 9 player lineup each inning or until fielding team makes 3 outs. Helmets with face guards to be worn by base runners, batter and a helmet for player in the on-deck circle, if available.

PITCHING: Pitchers mound set at 45' for major boys. Intentional walks must be pitched, not automatically awarded. Place covers in holes when finished. A pitcher can pitch a max of 6 innings a day or 18 for the tournament. So, if a pitcher pitches 3 innings in a game, he can pitch 3 more the same day. This will give each pitcher can pitch up to three full games during the tournament, if the game goes to 6 innings.

EQUIPMENT: All equipment must be in the dugout at all times. Play will not start or continue if equipment is not stored in dugouts. Catcher should wear pads and helmet. Approved LITTLE LEAGUE (2 ¼" barrel max) baseball bats only. No metal cleats, only plastic. Helmets with face guards for batter and runners are optional.

FIELDERS: Fence is 220' from home plate. A minimum of 8 players required to start a game. Field 9 players for boys. Any ball that bounces over the fence or any open space along the fenceline is a ground rule double

STEALING: Ball must cross the plate before runners can leave the base. No lead offs. Runner must return to base before pitcher places foot on pitching rubber. You may steal home. Batters should be instructed to leave the batters box to avoid interference at home plate.

DROP BALL ON CALLED THIRD STRIKE: Batter may not advance on a drop ball on third strike.

SLIDING: All runners required to slide into home. If a runner does not slide, that runner MAY be called out, only if there is a legitimate play at home plate, specifically if there is a tag or force play between the fielder and the runner.

COACHES: Hitting team may provide coaches at third and first in specified boxes. All coaches should wear the team color uniform shirt where possible. This will help identify the coach as a person in charge and represent our association in proper attire. Up to 3 coaches per team allowed on field/dugout area.

LIGHTS: Field lighting should be turned on by 8pm to allow warm-up period.

ALCOHOL/FIREARMS: Alcohol and Firearms are not permitted on the premises.

PARKING: ABSOLUTELY NO PARKING on the concrete in front of the firehouse. Violators will be towed, please tell your parents.

APPEALS: No appeals are accepted during tournament. Umpires and MAA staff decisions are final.

RAIN RULES: For severe weather, 30 second or less "flash-bang" count suspends play, 30 minutes after the last flash of lightning or rumble of thunder prior to resuming play. If the game cannot be started or resumed within the 90 minute time limit, reschedule the game.

RAIN RESCHEDULES: I plan on moving games to the next available time slot as they are delayed. So, if you were scheduled to play at 8:30pm on Thursday, the reschedule will be the 5:30pm game on Friday, the 5:30 rescheduled to 7pm and so forth. That way the umpires have an idea of when the games will be held. For Saturday, since we are starting at 2pm, we will use Sunday and potentially Monday as our reschedule dates. For Sunday, game times will follow the Saturday times. Monday, games will be 5:30, 7pm, 8:30pm.

TROPHIES: Trophies for first and second place will be awarded after the conclusion of the last game.

Individual trophies (up to 15) awarded to players and one team trophy will be provided by MAA.

RESTROOMS: Permanent restrooms are available on the MAA ballfield property.