

**PULASKI YOUTH ORGANIZATION  
10U - BASEBALL TOURNAMENT  
TOURNAMENT RULES AND INFORMATION**

**Standard Little League rules apply with the following exceptions:**

- A. A team roster will consist of no more than fifteen (15) players. All players must be of 10 years of age or younger (as of April 30). Once a team begins its first game, the roster is set for the tournament.
  - 1. Team rosters are to be turned into a PYO representative prior to the team's first game.
  - 2. Copies of birth certificates must be available if requested by the tournament director.
  - 3. All players must be from the same league. No pick-up players are allowed.
- B. Line-up with batting order will be given to opposing team 15 minutes prior to the game.
  - 1. Automatic out if a team bats out of order.
  - 2. Home book is the official score book.
  - 3. Please verify scores with opposing team after every inning.
- C. Home team will be determined by coin flip in all games.
- D. All game results (winner, loser, and score) must be reported to a PYO representative by the winning team.
- E. Teams are responsible for determining their schedules for the following day's game prior to leaving the park for the night.
- F. All games are to be played 6 innings, unless there is a tie or a team is ahead by 10 runs after 4 innings. Each game will have an hour and a half time limit (1hour 30 minutes) limit with no new inning starting after 1 hour and 20 minutes. If time expires, the game will end in a tie. (This excludes the Championship Game, which will have no time limit.)
  - 1. If the catcher is on base with 2 outs, a courtesy runner must be used to speed up the game. Courtesy runner will be the player who made the last out.
  - 2. Throwing around the horn after an out is not allowed due to time limitations.
- G. No pitcher may pitch more than 3 innings per game.
  - 1. One pitch constitutes an inning.
  - 2. Once a pitcher is removed from the mound, he may not return to the mound to pitch again during that game.
  - 3. A pitcher can not throw more than 12 innings for the tournament.
- H. Head coaches are allowed one trip to the pitcher's mound each inning. A second trip in the same inning shall require the removal of the pitcher. A pitcher walking toward the baseline to discuss play with the manager/coach shall be counted as a trip to the mound.
- I. A pitcher on the pitching rubber only has to look back at a runner—runner must return to the base once his forward progress stops.
- J. Unlimited substitution (except G2). Offensive team shall use a continuous batting order of the entire game roster. Defensive team shall consist of 10 (ten) players – 4 outfielders, no rover.
- K. If a batter strikes out, he cannot advance to first base under any circumstances.
- L. No balks will be called. No infield fly rule.
- M. Base stealing will be allowed after the pitch crosses home plate. Runners leaving early will be called out—no warning will be given. Stealing home will be allowed.
- N. Any runner is out when he does not slide or attempt to avoid contact with a fielder who has the ball and is waiting to make the tag; or if he maliciously runs into a fielder.
  - 1. No head first sliding, except when going back to a base previously occupied. Runners will be called out for illegal head first slides.
  - 2. Base runners may not hurdle a fielder or catcher (umpire's discretion).

- O. No appeal on a missed base or failure to “tag up”. It is an automatic out to be called by the umpire at the end of the play— no warning will be given.
- P. Only the Manager may discuss a decision with the umpire. The umpires will be treated with respect.
- Q. No metal spikes are allowed. Only rubber spikes or tennis shoes may be worn. No game field will be used for fielding or batting practice before the game—no soft toss or batting practice is allowed against ANY fencing or on any field with any type of ball.
- R. Only players and coaching staff are allowed in dugouts for liability reasons. Coaches must remain in the dugout during the game. One Coach may be within 3 feet of the dugout opening for the purpose of play calling or instructing.
- S. No protests are allowed—umpire's decisions are final. Umpires are to be treated with respect.
- T. Team chanting is not allowed and will be ruled as un-sportsmanlike behavior, resulting in forfeiture.
- U. Fake bunt and swing away for a hit will not be allowed for safety reasons – batter will record an automatic out if used.
- V. Bats must be labeled “Little League Approved”. Use of an unlabeled bat will result in an automatic out if used at bat.
- W. Individual awards will be given out to 1st place, 2nd place and 3<sup>rd</sup> place
- X. PYO and Sponsors are not liable for injuries occurring during the tournament.

**\*\* The tournament officials reserve the right to change the tournament format in the event of extended delays caused by inclement weather in order to allow the completion of the tournament. In the case of rain delays, team head coach shall report to MEMORIAL PARK and apprise tournament officials of their telephone number so they can be contacted when necessary.**

**Teams not available to re-start at the proper time will be subject to game forfeiture.**

**In case of inclement weather, the following procedures should be followed to ensure that coaches and tournament officials maintain the best line of communication possible:**

- If the weather interrupts play once a day’s slate has been started, coaches should report to tournament headquarters at Memorial Park to receive updates and/or directions
- If rain occurs during the night, coaches should call Jon Lemin @ 920-822-8490 (cell) to receive updates and/or directions.
- If there is any question relative to whether or not a game is to be played as scheduled, it is recommended that you show up as scheduled or check at tournament headquarters.

**NO “CARRY INS” WILL BE ALLOWED in MEMORIAL PARK.**

**Please patronize our full service concession stand so that our organization can continue to improve.**

**Tie Breaker**

1. Head to Head
2. Least runs given up
3. Most runs scored
4. Coin flip