

**2010 Cardinal Classic**  
July 16 – 18, 2010  
Boys Baseball Tournament, 10U Division  
Sponsored by the Sun Prairie Little League  
Youth Baseball Complex  
Sun Prairie, WI

**Tournament Director**  
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## Information Sheet

### Eligibility

Players must be 9 or 10 years old as of April 30, 2010 to play in this tournament (they cannot be eleven before that date). Rosters and birth certificates will be checked upon registration prior to your first game. Please register your team with the tournament Director at least 45 minutes prior to your first game.

Carry-ins are not allowed. This is our big fundraiser for the year. We will offer quality concessions at fair prices.

### TOURNAMENT RULES

This tournament is sponsored by the Sun Prairie Little League. We will be following the Official 2010 Little League Rules for this tournament, with emphasis on the following rules and local interpretations.

### CARDINAL CLASSIC SAFETY REGULATIONS

Sponsors are not liable for injuries occurring during the tournament.

1. If lightning occurs, the game must be delayed a minimum of fifteen (15) minutes. Players are required to go inside their cars. After 15 minutes, the tournament director will decide if the game will resume.
2. On deck Batters are not allowed at any time.
3. Catchers are required to wear a protective cup. It is highly recommended that every player wear a cup.
4. Coaches may warm up the pitcher between innings. Any player warming up the pitcher must wear the catcher's helmet and mask.
5. Runners must slide at all times when a play is being made on the runner or the potential exists for such a play. The umpire may call the offending runner out without warning.
6. Player may not slide "head first" unless they are diving back to a base already touched.
7. We are using a double "safety" base for first base. Hitters must use the ORANGE "safety" base when there is a potential play at first base. If the ball is hit beyond the infield, the hitter may round first base using the "white" base. If the runner gets confused and touches the "safety" base, he/she will not be called out for missing the base. The orange base is considered foul territory.
8. Metal spikes are not allowed.
9. Sun Prairie city ordinances prohibit consumption of alcoholic beverages on the tournament grounds.
10. No hitting or soft-tossing into the fences for warm-up.

### OFFICIAL PLAYING RULES

#### 1.00 Objectives of the Game

1.10 Bats shall be no larger than 2 1/4" in barrel diameter and 33" in length.

- 1.11<sup>SPLL\*</sup> Shirts of all players must be tucked in.
- 1.11(a) A pitcher shall not wear any items on his/her hands, wrists, or arms that may be distracting to the batter. White long sleeve undershirts are not permitted for pitchers.
- 1.11(j) Players are not allowed to wear jewelry at any time.

#### 3.00 Game Preliminaries

- 3.00<sup>SPLL\*</sup> A coin flip will determine the home team. The Home team is responsible for keeping the official book. The Visiting team is responsible for the scoreboard. Coaches are advised to confirm the score after each half inning and resolve discrepancies immediately.
- 3.00<sup>SPLL\*</sup> Each team will clean their dugout area after the game.
- 3.03<sup>SPLL\*</sup> Free, unlimited substitution is allowed, except for the pitcher. When a pitcher is removed from the game, that same player cannot re-enter the game as a pitcher again.
- 3.17 Only team coaches and bench players are allowed in the bench area.

We reserve the right to change the tournament format and/or schedule in case the weather does not permit us to complete the tournament as scheduled and/or team drops out after playing.

#### 4.00 Starting and Ending the Game

- 4.04<sup>SPLL\*</sup> All players on the roster must bat. A player that leaves the game must be reported to the umpire and opposing coach.
- 4.05 The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. <sup>SPLL\*</sup> The defensive team's coaches shall remain in the dugout or adjacent to the dugout door at all times. Coaches shall talk to members of their team only.
- 4.06 No manager, coach, or player, shall use language which will in any manner refer-to or reflect-upon opposing players, manager, coach, an umpire, or spectators.

4.10<sup>SPLL\*</sup> We will do our best to make sure your games start on time. To accomplish that, all teams must agree to follow these rules:

A regulation game consists of six innings. If a game is called by the umpire, it is a regulation game if four innings have been completed. See rule 4.11 for information on determining a winner for a game shortened by weather or nightfall.

- a. No new inning can start after 1 hour and 20 minutes, except as noted on Line D and/or E below.
- b. A new inning begins immediately after the third out of the prior inning.
- c. The plate umpire shall be the official timekeeper.
- d. The championship game shall be played to completion if daylight and weather permit.
- e. If a game is tied after regulation and/or per the 1:20 time limit, the game will be played until a winner is determined.
- f. To speed up games, a pinch runner must be used for a catcher on base when there are two (2) outs. The pinch runner is the player that made the last out.
- g. The 10 run rule will be in effect after 4 complete innings.
- h. The 8 run rule will be in effect after 5 complete innings.
- i. Run rules will be waived for the championship games.
- j. No infield practice between games. There will be no infield or outfield practice throwing after the first inning.
- k. Between innings the pitcher will be allowed 4 warm-up pitches.

4.16 Ten (10) defensive players may play. There must be a minimum of seven players on a team to start an official game. Players may be added to the team and batting order if they arrive late. Coaches must place these players at the end of the batting order and report these new players to the opposing team and umpire.

## 6.00 The Batter

6.00<sup>SPLL\*</sup> The batter cannot square to bunt and then swing away.

6.00<sup>SPLL\*</sup> No on-deck batters within the playing field fences. One warning will be given; after that the batter may be called out. Hitters can warm up behind the dugout.

6.05(b)<sup>SPLL\*</sup> There will be no advancement to first base by the batter following a dropped 3rd strike.

6.05(d) A batter is out when an Infield Fly is declared. An infield fly is a fair fly ball which can be caught by an infielder with ordinary effort, when 1<sup>st</sup> and 2<sup>nd</sup> base are occupied, or bases loaded, and with 0 (zero) or 1 out.

## 7.00 The Runner

7.00<sup>SPLL\*</sup> Home plate is closed for stealing. When a passed ball or wild pitch occurs, home plate is also closed for stealing. Runner may advance home only if catcher attempts to throw runner out at third base after a pitched ball.

7.00<sup>SPLL\*</sup> Runners must slide at all times when a play is being made on the runner or the potential exists for such a play. The umpire may call the offending runner out without warning.

7.00<sup>SPLL\*</sup> A player may not slide "head first" unless they are diving back to a base already touched.

7.13(a) No leading off. Base runners may only leave the base after the ball crosses home. Violations will be handled per Little League Playing Rule 7.13.

## 8.00 The Pitcher

NOTE: We will not be doing pitch counting for this tournament. Instead we will be counting innings pitched.

8.00<sup>SPLL\*</sup> A player may pitch two (2) innings per game and six (6) innings maximum per day. One pitch thrown is considered to be an inning. A pitcher once removed from the mound may not pitch again in that same game. There is no limit to the number of pitcher-players used in a single game.

8.03<sup>SPLL\*</sup> One minute rule: the pitcher may take 4 warm-up pitches per inning. Also, there will be no infield or outfield warm-ups for either team after the first inning.

8.06(a)<sup>SPLL\*</sup> Visits to the pitcher are permitted at the foul line only. Only the pitcher and the catcher can visit with the coach. Two (2) visits are permitted per inning and only one visit per batter. A second visit during a single at-bat or a third trip in an inning and the pitcher must be replaced.

## 9.00 The Umpire

9.00<sup>SPLL\*</sup> Umpires are to be treated with respect at all times. Umpire abuse will not be tolerated from players, coaches, or fans. Ejection from the game, forfeiture and/or team disqualification from the tournament may result. Managers are responsible for themselves, their coaches, their players, and their fans.

9.00<sup>SPLL\*</sup> There will not be any protested games. The Tournament Director's decision will prevail in the case of a dispute.

9.02(a) Any umpire's decision which involves judgment, such as, but not limited to, whether a ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach, or substitute shall object to any such judgment decisions.

9.02(b) If there is a reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such an appeal shall be made only to the umpire who made the protested decision.

<sup>SPLL\*</sup> Procedure for making an appeal:

- a. The manager shall ask for a 'time-out' with the umpire.
- b. The managers from both teams shall approach the umpire in a calm manner. Discussion of appeal shall only start when both managers are present with the umpire.
- c. Managers must refrain from intimidating the umpire in any manner, such as, but not limited to, shouting, finger pointing, and invasion of personal space.
- d. When the umpire makes a final decision, the managers must live with that decision and make no further protests about the call.

9.02(c) If a decision is appealed, the umpire making the decision