



The 2015 Third Annual Ice Breaker Tournament

Hosted by the Lethbridge Prairie Baseball Academy

List of the Tournament Rules;

1. 2014 Little League Pitch Count Limits and Mandatory Rest Rules;

Pitch count limits for 2014 and beyond

League Age	Pitches Allowed Per Day
17-18	105
13 - 16	95
11-12	85
9 - 10	75
7 - 8	50 [Note: this is a change from the 2007 rules, which lumped all pitchers 10 and under together so as to allow even the youngest pitchers to throw 75 pitches in a day]

Enforcement

To ensure that pitching rules are strictly followed, Little League now imposes a number of other strict requirements:

- Each league must designate a scorekeeper or official to track pitch counts as the official pitch-count recorder.
- The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire, and notify the umpire-in-chief when a pitcher has reached the pitch limit, who will, in turn, notify the pitcher's manager that the pitcher must be removed.
- Failure of the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager does not relieve the manager of his/her responsibility to remove the pitcher when that pitcher is no longer eligible to pitch.
- Violation of the rule can result in a protest of the game in which it occurs.

Rest requirements: Pitchers league ages 7 to 14

Number of pitches in a day	Number of Calendar Days of Rest before Pitching Again
66 or more	4
51 to 65	3
36 to 50	2
21 to 35	1

Read more: <http://www.momsteam.com/sports/baseball/safety/2014-little-league-baseball-pitch-count-limits-and-mandatory-rest-periods#ixzz3RScRmaym>

Note: new for 2014 is the removal of an exception in Regulation VI Note 3 which provided that, in the event that the first inning was not completed, all records including pitching records, batting records, etc. were to be disregarded. Under the new rule, even if a game does not complete the first inning, pitchers who participated during the first inning must adhere to the appropriate rest requirements. In addition, this eliminates the requirement to completely restart a game that doesn't get through the first inning - such a game would be suspended just like a game interrupted at any other point. Note that the corresponding exception in the Tournament rules (Rule 11) was *not* removed.

Other important rules

- Pitcher to catcher ban:** any pitcher who delivers 41 or more pitches in a game may not go behind the plate to play catcher for the remainder of the day. [Remember: once a pitcher is removed from the mound, he can only return to the mound in Little League's Junior, Senior and Big League Divisions only; except in the Big League Division, a player may not pitch in one more than one game in a day; in the Big League Division, a player may be used as a pitcher in up to two games in a day]. [Note: a [2010 study](#) appears to support this new rule, finding that playing catcher appeared to double or triple a pitcher's risk of injury, although the small number of injured players studied prevented a finding that the risk was significantly significant].
- Multiple games:** Players may not pitch in more than one game in a day

4. **Pitches in suspended/regulation tie games charged against pitcher's eligibility.** If suspended games are resumed on another day, pitchers of record at time game was suspended will be allowed to pitch to the extent of their eligibility for that day if they have rested the proper amount of days.
5. **Completion of pitching to batter:** If a pitcher reaches the pitch-count limit for their age while facing a batter, the pitcher may continue to pitch until the batter reaches base, the batter is retired, or the third out is made to complete the half-inning.
6. Unless noted prior to the event, Little League Rules will be used with the following notations. There will be **"No Lead Offs"** for the 10U/11U/12U divisions followed by modified Little League Rules. Ice Breaker Tourney reserves the right to enforce particular invitational tournament rules. Ice Breaker Tourney may offer rule variations.

1. Rosters: May not exceed 15 players during the tournament.

2. Protest Fee: \$100 cash (on rule interpretation only).

3. Game Time: Starting time is forfeit time, unless delay is created by Ice Breaker Tourney. Game time starts at completion of coin toss.

4. Home Team: Determined by coin flip. Home team is required to keep the official book. Visitor Team will be required to keep track of pitch count.

5. Player Minimum: A team must start with a minimum of 9 players but can finish with less, taking outs in the vacant batting order positions. All players bat with free substitution. Pitcher can-not re-enter the game as a pitcher if pitched already.

6. Pitcher may have eight warm-ups to start, five thereafter.

7. If pitching rules are violated and the infraction is detected, the situation will be reviewed and consequences may include elimination of team from the event and suspension for the following year, coach and/or player ejection.

8. Infield Warm-Ups: All teams are encouraged to warm-up as much as possible before game time. No pre-game infield.

9. Baseballs: Ice breaker Tourney will provide one (2) Dozen Baseballs at the start of each tournament. After that dozen, teams are responsible for providing their own game balls. Two new balls and one used per game (by each team) will need to be given to the plate umpire to start each game. Each team will be responsible for getting their baseballs back at the conclusion of each game.

10. No Steel Cleats. (Exception to 13U/14U division).

11. All bats must be stamped BPF 1.15. Must be a baseball bat – no restriction on weight or length as long as bat has "BPF 1.15" stamp. Bats may not exceed more than 31 inches. (Exception 13U/14U division).

12. Intermediate, Junior, Senior, and Big League Baseball are youth baseball divisions of Little League Baseball that are considered more advanced and difficult than younger Little League divisions due to more advanced rules, including the ability to lead-off and steal as the pitcher breaks, along with longer base paths and greater pitching distance. Intermediate and Junior Leagues also include the use of bats with 2 ⁵/₈-inch (6.7 cm) barrels rather than the transitional 2 ¹/₄-inch (5.7 cm) barrels of Little League. Intermediate and Junior Leagues also allow the use of metal spikes in cleats in addition to the molded or plastic spikes used in Little League.

13. Uniforms: Numbers necessary, matching uniforms recommended.

14. Adverse Weather: The Ice breaker Tournament will be played in adverse weather conditions. The format may be changed to lesser time limits or fewer innings to complete the tournament. In this case we will revert back to the last full complete inning to determine the result. Coaches and players accept these conditions when entering the tournament.

15. Decisions: Tournament Director shall have final decision on all tournament questions.

16. WEATHER CANCELLATIONS: There is a chance this tournament could be rained out. Please be aware that \$100 of the entry fee will be kept to cover administrative costs if tournament is cancelled. If your team plays 1 game, there will be a 50% refund, if your team plays 2 or more games, there will be no refund.

17. Tie-Breaker System: If a game is tied after all innings have been completed or Time Limit has been reached, the "Ice breaker" tie-breaker rule will go into effect. It will finish as a tie and each team will be awarded 1 point. Wins are worth 2 points and losses are 0 points. The following will be used to determine final standings for championship play. In order as listed; head to head, runs against, runs for, coin flip.

18. Courtesy Runners: There is a Courtesy Runner Exception for the **catcher only** at any time, if the team does not have an eligible sub; the last batted out may run for the catcher.

******ICEBREAKER TOURNEY WILL PLAY THESE DIMENSIONS AND RUN RULES******

10U/11U/12U**46' pitching**60 or 65' bases**1 hr. 45 min**6 innings**15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.

13U **50' pitching**70' bases**2hr**7 innings**15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.

14U**60' pitching**90' bases**2hr**7 innings**15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings.

**Championship Game: no time limit, no tie-breaker. Run rules are still in effect.