



Half Moon Bay Memorial Day Tournament Rules

I - Teams

1. Manager must submit a Liability Insurance Certificate before the start of their first game.
2. Manager must be able to present team roster and birth certificates at all times during the tournament with all players meeting the following league age cutoffs:
 - i. **9u** (9-year-old USSSA age cutoff)
 - ii. **10u** (10-year-old USSSA age cutoff)
 - iii. **11u** (11-year-old USSSA age cutoff)
 - iv. **12u** (12-year-old USSSA age cutoff)Interactive League Age Calculator: [USSSA Age Calculator](#)
3. Teams must check in at the hospitality desk to provide rosters & birth certificates before their first game is played. No additions to a teams roster after the start of the tournament.
4. Each team must roster 11 to 15 players along with uniform numbers. Only rostered players will be eligible for the tournament. All players playing in bracket play, must have played in at least one pool play game.
5. Teams with less than 11 players at the time of the coin toss, must inform a tournament representative, and record an out at the end of the batting order for each missing player. Teams may not play with less than 9 players.
6. Players cannot play on more than one team, or in more than one division.
7. Teams can have a maximum of one manager and two coaches on the field.
8. All spectators must stay off the field.
9. Teams must be at the field 1 hour before the start of the game for check in.
10. Home team is determined by a coin flip in pool play; higher seed is home team in all Playoff games (Monday).
11. The home team is the official scorekeeper and must use the official tournament scorebook.
12. Both managers must sign the official scorebook at the end of each game.
13. Winning teams must report the final game score to the hospitality desk near the snack bar.
14. Please be mindful to keep our fields clean, and discard all of your team's trash in the appropriate receptacles.

II - Regulation Game

1. **Game Length:** 6 innings
2. **Mercy Rule:** Teams are declared the winner if:
 - i. Leading by 10 or more runs after 4 innings played (3.5 innings if home team)
 - ii. Leading by 15 or more runs after 3 innings played (2.5 innings if home team)
3. **Game Time Limit:** No inning will be started after 1 hour and 45 minutes from the first pitch of the game. Time is determined from the last out in the previous inning. Playoff games

(Monday) do not have time limits.

4. **Ties:** Pool play games can end in ties. Games tied after 6 innings that have not reached the time limit, continue until the time limit. Playoff games (Monday) cannot end in ties.
5. **Batter Limits:** There is no limit to the number of batters or runs scored in an inning with the exception of the Mercy Rule (II.2).

III - **Playing Rules** (Little League rules shall govern play on issues not covered below.)

1. **Fields:**

i. **9U/10U/11U** : 46/60

ii. **12U: 50/70**

- #### 2. **Pitching Limits** (summarized here based on USSSA Rules: [2021 USSSA Baseball Rules](#))

AGE DIVISION	ONE DAY MAXIMUM TO PITCH THE NEXT DAY	ONE DAY MAXIMUM	THREE DAY MAXIMUM
7U – 12U	3	6	8

- i. **One Day Maximum To Pitch The Next Day:** A player that pitches three and one-third (3 1/3) or more innings in one (1) day, cannot pitch the next day.
- ii. **One Day Maximum:** A player cannot pitch more than six (6) innings in one (1) day.
- iii. **Three Day Maximum:** A player cannot pitch more than eight (8) innings in three (3) days.
- iv. **Catching:** Players may catch in the game in which they have pitched.
- v. **Pitching Record:** After each game, Managers must verify the pitching recorded by the umpire is correct before leaving the field. The tournament committee will maintain an inning track form for each team throughout the tournament.

VI. Once a pitcher is removed, he cannot re-enter as a pitcher in the same game.

3. **Pitcher Warmup:** Players should warm up the pitcher between innings; however, a coach may warm up the pitcher to speed up the game.
4. **Mound Visit:** Managers must remove the pitcher during a second mound visit in the same inning. Umpire's retain discretion for injury.
5. **Offensive Timeout:** The Manager is allowed one offensive timeout per inning.
6. **Runner Leads:**
 - i. **9U/10U/11U** : No runner's leads. Runner may advance/steal after the pitch crosses home plate.
 - ii. **12U may lead off**
7. **Balks - 12U: Pitcher's balk will be enforced.**
8. **Dropped 3rd Strike & Infield Fly Rule: 10U/11U/12U** Drop 3rd strike & infield fly rule is in effect.
9. **Continuous Batting Order:** All rostered players present, bat in a continuous batting order. If a player in the batting order is unable to hit, an out will be recorded every time that player is due to hit. Umpires or opposing manager can override automatic out due to injury.
10. **On Deck:** No more than one player allowed in the on deck circle including between innings.
11. **Substitution:** There are no minimum play requirements for each player and Managers can use free defensive substitutions.
12. **Courtesy Runner:** With two outs, a courtesy runner may replace the pitcher or catcher; the courtesy runner is the player making the second out in the inning.
13. **Allowed Bats:**
 - i. **9U/10U/11U** : Only Little League-approved bats allowed No bats bigger than 2-5/8"
 - ii. **12U:USSSA or USA approved bats allowed.**
 - iii. First offense for a team with an illegal bat in the batter's box/at the plate, swing or no swing, will be automatic out.
 - iv. Second offense for a team with an illegal bat in the batter's box/at the plate, swing or no

- swing, will result in player and manager ejection.
14. No metal cleats allowed.
 15. **Umpire Decisions:** No game shall be played under protest. Umpires on the field have the final say on all rule interpretations with support from tournament director if needed.
 - i. Umpires rulings are to be respected. Balls/strikes calls are not arguable or contestable and will not be allowed or tolerated.
 - ii. Appeal must be made before the next pitch is made, dead or live ball.
 - iii. Umpire's decision is final.
 16. **Sliding:** Runners must either slide in the attempt to reach a base or attempt to avoid contact at all bases. This is a judgment call resulting in a no call or penalties of the runner declared out, multiple runners declared out (if another play could have been made) and/or ejection of the runner if considered flagrant. No head first sliding, except back to a base.
 17. **Sportsmanship:** Any player, coach, manager, or spectator who acts in an un-sportsmanlike manner may be warned once by the umpire. A second warning shall result in that person being removed from the field. Umpires and tournament officials can judge any offense serious enough to eject any manager, coach or player without warning.
 18. **Ejection:** Any player, coach, manager, or spectator ejected from a game may be suspended from further tournament play or participation.

IV - Seeding For Playoffs

1. Win-loss record
2. Head to head
3. Fewest runs allowed
4. Most runs scored
5. Coin toss