



## *Half Moon Bay Memorial Day Tournament Rules*

### **I - Teams**

Manager must submit a Liability Insurance Certificate before the start of their first game.

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:

- **8u** (8-year-old USSSA age cutoff)
- **9u** (9-year-old USSSA age cutoff)
- **10u** (10-year-old USSSA age cutoff)
- **11u** (11-year-old USSSA age cutoff)
- **12u** (12-year-old USSSA age cutoff)

Interactive League Age Calculator: [USSSA Age Calculator](#)

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. 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.

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.

Players cannot play on more than one team, or in more than one division.

Teams can have a maximum of one manager and three coaches on the field. (4 total)

All spectators must stay off the field.

Teams must be at the field 1 hour before the start of the game for check in.

Home team is determined by a coin flip in pool play; higher seed is home team in all Playoff games (Monday).

The home team is the official scorekeeper and must use the Gamechanger App.

Both managers must sign the official score card with pitch counts and score at the end of each game.

Winning teams must report the final game score to the hospitality desk near the snack bar.

Please be mindful to keep our fields clean, and discard all of your team's trash in the appropriate receptacles.

### **II - Regulation Game**

**Game Length: 8U/ 9U/10U/11U/12U 6 innings**

**Mercy Rule:** Teams are declared the winner if:

- Leading by 10 or more runs after 4 innings played (3.5 innings if home team)
- Leading by 15 or more runs after 3 innings played (2.5 innings if home team)

**Game Time Limit 8u:** No new inning will be started after 1 hour 30 minutes from the first pitch of the game.

**Game time Limit 9-12u:** No new 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.

**Ties:** Pool play games can end in ties. Games tied after 6 innings for 8U/9U/10U/11U/12U that have not reached the time limit, continue until the time limit. Playoff games (Monday) cannot end in ties.

**Batter Limits:8u** 5 run max per inning until either the 6th inning or what is determined by the umpire to be the last inning because of time limit.

**9u-12u** 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:

- 8U/9U/10U : 46/60
- 11U/12U : 50/70

#### 2. Pitching Limits:

**9U-12U**

<i>Age Division</i>	<i>One Day Maximum To Pitch The Next Day</i>	<i>One Day Maximum</i>	<i>Three Day Maximum</i>
<b>9U-12U</b>	<b>3</b>	<b>6</b>	<b>8</b>

- **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.
- **One Day Maximum:** A player cannot pitch more than six (6) innings in one (1) day.
- **Three Day Maximum:** A player cannot pitch more than eight (8) innings in three (3) days.
- **Catching:** Players may catch in the game in which they have pitched.
- **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.
- Once a pitcher is removed, he cannot re-enter as a pitcher in the same game.
- vii. **Pitcher Warmup:** Players should warm up the pitcher between innings; however, a coach

may warm up the pitcher to speed up the game.

viii. **Mound Visit:** Managers must remove the pitcher during a second mound visit in the same inning. Umpire's retain discretion for injury.

**Offensive Timeout:** The Manager is allowed one offensive timeout per inning.

### 3. Runner Leads:

- **8/9U/10U** : No runner's leads.
- **9u/10u:** Runner may advance/steal after the pitch crosses home plate.

### 4. Balks

- **11U/12U** - Pitcher's balk will be enforced.
- **9U-10U** Pitchers balk will not be enforced.

### 5. Dropped 3<sup>rd</sup> Strike & Infield Fly Rule:

- **10U,11U,12U** Drop 3rd strike & infield fly rule is in effect.

### 6. Batting Order

- **8U, 9U, 10U: 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.
- **11U/12U: Subs allowed.**
  - If you have a roster more than 11, you do have the ability to hit 11 minimum and utilize subs.
- **On Deck:** No more than one player allowed in the on deck circle including between innings.
- **Substitution:** There are no minimum play requirements for each player and Managers can use free defensive substitutions.
- **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.

### 7. Allowed Bats:

- **8U-12U:** USSSA or USA approved bats allowed.

### 8. Cleats

- No metal cleats allowed.

## 9. 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.

- Umpires rulings are to be respected. Balls/strikes calls are not arguable or contestable and will not be allowed or tolerated.
- Appeal must be made before the next pitch is made, dead or live ball.
- Umpire's decision is final.

## 10. Sliding

- **8-10u:** 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.
- **11U/12U:** head first slides allowed. See above for other rules

## 11. 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.

**Ejection:** Any player, coach, manager, or spectator ejected from a game may be suspended from further tournament play or participation.

## 12. Baserunning:

- **8U BASERUNNING:** There will be chalk lines marked at the 30ft mark between 1st and 2nd base, 2nd/3rd base, and 3rd/homeplate. If a defensive player throws the ball back to the pitcher in the pitching circle, and the baserunner ISN'T passed the halfway mark, that baserunner has to go back to the previous base. If the runner is passed that mark, he is rewarded with the next base.

## 13. Coach Pitch:

- **8U Coach Pitch:** Each kid gets 5 pitches, unless there is a 3rd swing and miss. Foul balls count until the 5th pitch. Can't get out on a foul ball unless caught by a defender.

## 14. 8U Run Limit

- **FIVE RUN RULE:** The team at bat may score:
  1. A total of five (5) runs if the team at bat begins the inning ahead in the score; or
  2. A total of five (5) runs if the team at bat begins the inning behind by less than five (5) runs or;
  3. Can score as many runs needed to tie the opposing team's score if the team at bat begins the inning behind by five (5) or more runs.
- **Note:** the five run-rule shall not apply in the 6th inning or later (i.e., unlimited runs may be scored) or in what the umpire deems will be the last complete inning of the game (i.e., both

the top and bottom halves of the inning). (This would probably occur in the fifth or sixth innings.) If the inning turns out not to be the last inning the next inning will be played at the last inning and unlimited runs may be scored by either team.

#### **IV - Seeding For Playoffs**

- Win-loss record
- Head to head
- Fewest runs allowed
- Most runs scored (Max 15 runs in a mercy per game)
- Coin toss