

HALLOWEEN TOURNAMENT INFO & RULES

San Marcos Youth Baseball (SMYB) is happy to welcome all of the teams, players, coaches and families participating in this year's event. Each team is guaranteed a minimum of three (3) games. We will offer full food service through our snack bar and will appreciate your patronage in support of our league's fundraising efforts.

WEBSITE

The San Marcos Youth Baseball website (www.sanmarcosyouthbaseball.com; see *Tournaments* link on the left side of the Home Page) will be the main method for communicating information and news to participating teams. Check there for rules, schedules, game results, and any general news related to the event.

CHECK-IN

Teams must check-in at the tournament table at least 1 hour before their first scheduled game. The following rules will apply to all teams at check in:

- a) Teams must check in at the tournament table at least 1 hour before their first game of the tournament.
- b) The following items must be submitted to the tournament representative at the check-in table:
 - i. Any outstanding tournament fees;
 - ii. A completed tournament Team Information and Roster form showing the full names and uniform numbers of all players (if forms already turned in, form verification/updates only are fine)
 - iii. Documentation of each player's age (birth certificate copy is preferred)
 - iv. Proof of team insurance.

MEDICAL RELEASE FORMS

Each player must have a medical release form signed by a parent or guardian. A copy is available to download at www.sanmarcosyouthbaseball.com. The medical release forms will be reviewed at check-in and must be readily available to tournament officials throughout the duration of the tournament.

BIRTH CERTIFICATES

Each player must provide their manager with a legal certification of birth (photocopies are recommended). These need to be available to tournament officials at each game. Digital images on electronic devices will not be acceptable.

- Players must be of the proper age, players may play up.
- Players may not play down.
- A player may only be a member of one roster.

AGE

Age Cutoff for this tournament will be April 30, 2018. A player is not eligible for his respective division if he/she reached an age higher than the Division Age on or prior to April 30, 2018. (Example: A player who turned 13 on or before April 30th is ineligible to play on the 12U team). Photocopies of birth certificates will be required at check-in, and should be kept in managers' possession the entire tournament in case of challenges.

MISSION SPORTS PARK

The Mission Sports Park fields ("MSP") are located off of Los Posas Road across the railroad tracks from Palomar College. The address is 931 Bailey Court, San Marcos, CA 92069.

FACILITY INFORMATION

- Gate Fees apply to all games at Mission Sports Park and San Marcos High School for all non-players 12 years and older (excluding coaches; up to 4 per team). Students and children under the age of 12 do not pay a gate fee.
- No Glass Containers
- No Coolers, but we do allow one (1) Team Cooler
- No Pets
- No Smoking
- No Skateboards, Scooters, Bicycles, etc. If it has wheels please leave it at home.
- No alcohol or controlled substances*

****Please note that SMYB has a "zero tolerance" policy for any use of alcohol or any controlled substance by any manager, coach, assistant, parent, family member, etc. during our tournament. Violators will be immediately removed from the park and may also result in the team forfeiting their game.***

TOURNAMENT PLAYING RULES

ROSTERS

Rosters may not exceed 15 players without explicit approval of the tournament director. Final rosters must be submitted at check-in and may not be altered thereafter.

PLAYER MINIMUM

Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out will be declared for the ninth (9th) position in the batting line-up each turn at bat. A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available. A team may continue a game with a minimum of eight (8) eligible players but cannot continue play with less than eight (8) players. In the case where a team loses players during a game (non-injury), outs will be recorded every at bat in the vacated spots in the batting order.

UNIFORMS

Numbers are required on the backs of all uniforms. Players must use the same uniform number throughout the tournament; no exceptions.

BAT RULES

7U – 13U: All bats -5 or greater must be stamped with the USSSA BPF 1.15 certification. Must be a baseball bat; no restriction on length or weight as long as bat has the USSSA “BPF 1.15” stamp. All -3 bats must be stamped BBCOR (“.50”). Wood bats allowed. Tee ball and coach pitch bats are not allowed.

14U High School: Only BBCOR (“.50”) and wood bats are allowed.

***2 ¾ inch bats are prohibited in ALL age divisions.**

Penalties for illegal bats will be assessed as per the NFHS rule book. (ALL Age Divisions)

- First violation of this rule – batter is declared out (if discovered before a pitch is thrown to the next batter)
- Second violation of this rule – batter is declared out (if discovered before a pitch is thrown to the next batter) AND team manager is ejected.

GAME TIME

Tournament staff will make best effort to start all games at the published starting times. In an effort to keep fields on time ***teams must be prepared to play up to 30 minutes before their published game time***. The umpire will convene a meeting of team managers 5 minutes prior to the game. Prior to the game’s first pitch, the umpire shall announce the game starting time. If either team is not ready to play at game starting time, the game shall be declared a forfeit. A forfeited game shall be recorded as a 7 to 0 score.

HOME AND AWAY

The Home team will be determined by a coin toss for all pool play games. The coin toss should occur approximately ½ hour prior to game time and may be done by the coaches themselves, with or without the Tournament Director or Umpire. ***For Pool Play only***, team listed first on the schedule will occupy 3rd base dugout and the team listed second will occupy the 1st base dugout. Teams playing back-to-back games on the same field may stay in the same dugout if

both managers agree. During elimination game playoffs and championship games, the higher seed will automatically be deemed the home team and will occupy the 3rd base dugout. If a team plays back-to-back games on the same field, they may stay in the same dugout in the 2nd game if both managers agree.

INFIELD PRACTICE

There will be no taking of infield practice before the games so that we can keep the games moving given time constraints between games. Any warm-up hitting using hard baseballs needs to be done either in a hitting net or inside the batting cages; no exceptions.

SCOREKEEPING AND SCORECARDS

Official paper scorebook will be provided by the tournament. Home team will provide the official scorekeeper. Prior to each game, both teams must record their starting lineups and any substitutes. The official scorecard for the game shall be held by the umpire, and shall be used to record substitutions, the official game score, and innings pitched for each pitcher. At the conclusion of each game, the scorecard must be signed off by both team managers and returned to the tournament table as the official record of the game.

TOURNAMENT PLAY

The tournament format in each Division will consist of pool play followed by single elimination games, culminating in a championship game in each Division. Schedule details will be distributed separately. All teams will play at least three (3) games.

SEEDING FOR ELIMINATION GAMES

Seeding rules for each age group bracket will be as follows in this order...

Pool Placement (for Divisions with Multiple Pools only), Win/Loss Record, Head to Head (2 teams only and if applicable), Run Differential*, Runs Allowed, Runs Scored, Coin Flip.

***Maximum Run Differential per game is +/- 7.**

SUBSTITUTIONS/BATTING LINEUP

In the 9U thru 14U divisions there are three batting order options available:

- 1) All players on the roster may bat in order, or
- 2) The 9 starters only may bat (with substitutions), or
- 3) The 9 starters plus an extra hitter (EH) may bat (with substitutions).

You may change batting line ups from game to game only. In the case of the entire roster batting (option 1) only...

- If an injury, which occurs in this game, causes a player to come out of the game, that batter **WILL** be called out when his slot comes up **the first time** and the line-up is then compressed.
- If a player is not present at the start of the game but will be playing once he/she arrives, the player must be listed somewhere on the line-up card and clarified at the home plate meeting that the player is arriving late and will be added to the bottom of the batting order once he/she arrives. No penalty.

The rules regarding substitutions of defensive positions depend on the batting order option (see above).

- 1) If Batting Order Option #1 (all players on the roster batting) is selected, then there are no restrictions on the use of defensive substitutions, except for the pitcher (see below).

- 2) If Batting Order Option #2 or #3 is selected
 - a. Starting players who are removed from the game for a substitute may re-enter the game one time.
 - b. Starting players may only re-enter the game in their original position in the batting order.
 - c. Substitutes, once removed, may not re-enter the game.

Players may pitch in each game only once, i.e., if you started as pitcher and are pulled you may not re-enter the same game as a pitcher later in the game).

Courtesy runners will be allowed for the catcher only at any time. The courtesy runner must be the batter who recorded the last out at the time when the courtesy runner is inserted.

MERCY RULE

Mercy rule will be in effect in all divisions for pool play and bracket play as follows:
10 runs after completion of the 4th inning; 8 runs after completion of the 5th inning

VISITS TO THE MOUND

The Pitcher must be replaced on the 2nd trip to the mound in any inning.

PITCHING LIMITS

There will be pitching restrictions for the amount of innings pitched for any one pitcher, as shown in the following table.

Division	Max Innings/Tournament*
7U/8U Machine Pitch	NA
8U Kid Pitch	5
9U	6
10U	6
11U	6
12U	6
13U	7
14U HS	7

- 1 inning may be added per game in games 4 and above
- Innings pitched (and score) will be recorded on game scorecard (signed by managers and returned to tournament table after game)
- A minimum of one recorded pitch in any inning shall constitute an inning pitched
- Pitcher Inning Limit infractions shall only be enforceable during the inning the infraction occurred or up until the first pitch is thrown by the opposing team in the next half inning. In the event that a pitcher is determined to have exceeded the pitching limits, the pitcher and team manager shall be ineligible to participate for the remainder of the game in which the infraction is detected, and the team manager shall be ineligible for the following game.

FIELD DIMENSIONS

- **7U and 8U Machine Pitch:** 38' pitching / 60' bases
- **8U Kid Pitch:** 40' pitching / 60' bases
- **9U and 10U:** 46' pitching / 60' bases
- **11U and 12U:** 50' pitching / 70' bases
- **13U:** 54' pitching / 80' bases
- **14U HS:** 60' 6" pitching / 90' bases

7U/8U Machine Pitch DIVISION ONLY

- All players on the team roster will bat in order.
- Each batter shall receive a maximum of 6 pitches. If the ball is not put into fair play within 6 pitches, the batter shall be declared out.
- The wheel pitching machine will be set at 40 mph from approximately 38 feet from home plate.
- An offensive coach shall feed the pitching machine while their team is batting. The coach who is feeding the pitching machine shall not give any coaching instructions to batters or to base runners. They may not in any way interfere with the defensive players. Umpires have authority to make minor adjustments at any time if the machine is deemed to be out of calibration.
- If a batted ball strikes the pitching machine only (not coach) it remains LIVE, but not a fly. If the ball goes into foul territory between home and first or home and third UNTOUCHED, the ball is dead and the batter is awarded first base and all runners advance one base from where they started. If the ball goes into foul territory after first or third base then the ball is live and play continues.
- If a batted ball hits the coach operating the pitching machine, the ball is dead, the pitch is a foul strike and no runners may advance.
- The batter is out on a caught 3rd strike foul tip regardless of the pitch number.
- No bunting.
- A runner cannot break contact with his/her base until the ball is hit or crosses home plate, as determined by the umpire. PENALTY: if a runner is off the base and the ball is hit, the runner will be called out.
- Base runners are not permitted to steal bases. Runners may only advance bases on a hit ball.
- Batters may not advance to first base on a dropped 3rd strike.
- Umpire will CALL TIME when a defensive player has the BALL IN CONTROL on the infield dirt AND in the umpire's judgment the runner(s) have ceased active advance.
- 10 fielders may play in the field, with 4 players being outfielders. The outfielders shall be positioned beyond the cut 10 feet on the outfield grass.
- Infield Fly Rule is not in effect.
- There shall be a 5-Run Maximum per inning for innings numbered 5 and below. No maximum runs apply in the 6th and all subsequent innings.
- The umpire shall be positioned near home plate, to the left or right of the catcher, as the pitch is delivered.

8U Kid Pitch DIVISION ONLY

- Bunting is allowed.
- No Lead-offs – players cannot leave base until ball crosses home plate from the pitcher.
- Stealing is allowed. Runners advance at their own risk. If player leaves early and is thrown out, the player is out. If the player leaves early and is safe, he must return to the previous base. 2nd offense by same player in same inning will result in an out. If the ball is hit, the defensive team has the option of the result of the play or dead ball and the runner returns to the previous base and the batter hits again.
- Stealing home is not allowed. Home plate is dead.

- Balk rules do not apply.
- No drop third strikes.
- Infield fly rule is in effect.
- There shall be a 5-Run Maximum per inning for innings numbered 5 and below. No maximum runs apply in the 6th and all subsequent innings.
- Teams will bat entire roster with free defensive substitutions except the Pitcher. Once a player leaves the game as a Pitcher he cannot re-enter as a Pitcher in the same game.

14U HS RULES

****14U HS plays High School Rules****

National Federation of High School (NFHS) rules shall apply.

GAME TIME LIMITS

POOL PLAY

In pool play, no new inning may start after the time limit has elapsed since the game's Starting Time or after the last inning of a regulation game (see chart below). The time limit is defined in the "Game Time Limit Chart". There will be no extra inning tie breakers during pool play regardless of time remaining. Therefore in pool play it is possible to have a tie game.

ELIMINATION GAMES

In elimination (playoff) games, any innings started after this much time have elapsed will be played using the tournament tie-breaker rule (see below).

CHAMPIONSHIP GAMES

In championship games, time limits shall not apply and all games shall be played to completion. Mercy rule is in effect.

GAME TIME LIMIT CHART

DIVISON	REGULATION GAME LENGTH (INNINGS)	TIME LIMIT*
7U/8U Machine Pitch	6	1 hour 30 mins
8U Kid Pitch	6	1 hour 30 mins
9U	6	1 hour 45 mins
10U	6	1 hour 45 mins
11U	6	1 hour 45 mins
12U	6	1 hour 45 mins
13U	7	2 hours 00 mins
14U HS	7	2 hours 00 mins

GAME TIE BREAKERS

A tournament tie-breaker rule (aka *California Tie-Breaker*) will be invoked in elimination (playoff) games that remain tied when any inning starts after the Time Limit is reached. In this case, for each inning played once the time limit is reached; the batting team shall start the inning by placing the last scheduled batter in the inning on 2nd base to start the inning. This shall be repeated in each half inning until the game is completed; this includes Championship Games.

GENERAL

It is the base runner's responsibility to avoid contact with the fielder (when fielder is in the act of receiving the ball). Slide or avoid rule is in effect at all times. Intentionally running into a fielder, who is in the act of receiving the ball is grounds for ejection. If an ejection occurs, it is only for the game the ejection occurred in. Also, when a player ejection occurs, an automatic out will be received when the ejected player's position in the line-up comes up to bat. If in the umpire's opinion, there is GROSS intention to injure a fielder, the umpire MAY permanently eject that player from all remaining games.

Catchers must wear full coverage hockey style face masks

To intentionally walk a batter, the coach may inform the umpire and point to first base. No pitches need to be thrown.

No pitcher may wear a long sleeve white or gray colored shirt, use a white or gray colored glove, or use or wear any article of clothing or equipment as a means of concealing the baseball during his/her delivery.

Music is limited to pre-game warm ups only and must be turned off during the game including in between innings. Please be courteous of neighboring fields and song selection. Any music deemed a distraction to the opposing team or neighboring fields will be asked for the volume to be turned down.

No metal cleats in divisions 12U and below. Metal cleats are not allowed to be worn on any portable mounds. No exceptions.

SMYB reserves the right to combine age brackets. (Example: 9U with 10U) This decision will be based on the number of teams that enter into each bracket.

The Tournament Director reserves the right to amend any rule, schedule, diamond location, format, combine age brackets, to accommodate time constraints, weather situations, etc.

In the case of adverse weather conditions, the Tournament Director will reserve the right to modify the event format, including changing game schedules, reducing time limits or reducing the number of innings/game, as required to complete the event. The Tournament Director shall have final decision authority on all tournament questions and disputes.

PROTESTS

Protests will be ruled on immediately by tournament director and/or UIC. All decisions are final and once the next pitch is thrown, team loses right to protest. Only the team manager of record may protest. If a coach initiates the protest, protest fee is forfeited and play continues as if there were no protest. Judgment calls by umpires may not be protested. Upon initiating a protest, the team manager shall remit \$100.00 cash protest fee. If the protest is upheld, the \$100.00 shall be immediately refunded. If the protest is denied, the deposit shall be forfeited. All protests must be

initiated thru the home plate umpire before being brought to the tournament director and/or UIC.

REFUND POLICY

The following refunds will be given depending upon the time of cancellation:

- a. 10 business days before the tournament start date, a full refund will be given.
- b. 7 business days before the tournament start date, a 50% refund will be given.
- c. 4 or fewer business days before the tournament start date, no refund will be given.

In case of rain or other natural event resulting in event cancellation, the following rules apply:

- a. \$50 of the entry fee will be kept to cover administrative costs if the tournament is cancelled.
- b. 0 games played - 75% of the entry fee will be refunded.
- c. 1 game played - 50% of the entry fee will be refunded.
- d. 2 or more games played – no portion of the entry fee will be refunded.

SPORTSMANSHIP AND BEHAVIOR

Remember, it's just a game and the players, despite their advancing skills, are still only children. Tournament play is by nature very exciting. Disputes may arise. Tempers may flare. The examples set by managers and coaches will be reflected by the players and parents. You are setting an example for young people so make it a good example. Violent or offensive displays of temper by managers, coaches, players or spectators will not be tolerated and are punishable by immediate ejection. Managers are RESPONSIBLE for their teams' spectators so please keep them under control.

If an unruly fan is ejected and does not leave the area IMMEDIATELY, the MANAGER will be ejected from the game. If the problem escalates, the TEAM will FORFEIT the game. There will be NO DISPUTING of balls or strikes, safe or out, or other types of judgment calls which are made by the umpires.

Any profanity, verbal abuse, physical abuse by any player, coach or parent directed towards umpires, opposing teams, park officials or SMYB Tournaments officials will result in immediate team removal from the tournament as determined by the tournament director or the assistant directors.

Physical confrontation - This tournament has "zero tolerance" for any physical confrontations by players, coaches, fans or anyone else. Upon the first violation, the violating party shall be removed from the facility and the tournament.

There will be no consumption of alcoholic beverages or use of controlled substances by any manager, coach, assistant, parent, family member, fan or anyone else at any site used for this tournament. The sites shall include the entire park areas and all surrounding parking lots. Team managers shall be responsible for their personal conduct, the conduct of their assistants and team members, and the conduct of their team member's parents/family members. Upon the first violation, the violating party shall be removed from the facility and the tournament and may also result in the offending team forfeiting their game as determined by the Tournament Director.