

## San Carlos Little League Youth Baseball Tournament Conduct & Rules: 2019

# 10U – Players Born after April 30<sup>th</sup> 2008

### 1. Team Conduct:

This tournament is for the kids to have fun playing baseball. Every team including players, coaches, and parents will be required to conduct themselves in a sportsmanlike and dignified manner. The manager for each team is responsible for the conduct of his team and parents. Positive cheering for one's own team is allowed. No cheering or chanting is allowed during a pitchers windup and delivery. No cheering or chanting can be directed towards the opposing team. Failure to demonstrate appropriate conduct towards the opposing team and/or any tournament volunteers including umpires will result in consequences against the offending team.

PLEASE REVIEW RULES OF CONDUCT WITH YOUR TEAM AND PARENTS. Warnings will be issued prior to outs being recorded against teams that fail to conduct themselves in a Sportsman-like manner. Repeated violations will result in expulsion from the tournament for either the individual or team involved with immediate refund of a pro-rated entry fee for un-played games. San Carlos Little League has instituted a ZERO TOLERANCE policy against unsportsmanlike, argumentative, and disrespectful behavior.

- Please follow parking regulations and show respect and consideration to the residents and homes adjoining the multiple fields the tournament will be played on. Illegally parked cars will be ticketed and perhaps towed. If City residents complain about illegal parking by tournament participants, the City could pull the tournament field permit and cancel the tournament.
- Youth umpires will be used. Mistakes will be made, and they should be taken as part of the game. No games shall be played under protest. Umpire decision will be final. There will be a zero tolerance policy in regards to conduct towards the umpires. Keep it polite and keep it short. Let's keep the games moving and fun for the players – they just want to play ball!

### 2. General Tournament Information:

1. No infield practice between games.
2. No player may appear on 2 teams registered in any level at this tournament
3. The game schedule is extremely tight. Have your team ready to play at least 30 minutes prior to game time. Games times may be moved up 15 minutes to facilitate timely completion of play.
4. Games are 6 innings.
5. Time limit: no inning may be started after 1 hour 50 minutes from game start time. **If the game is still being played at 2 hours and 10 minutes, the game will end immediately and the score will revert to the last complete inning.** Be sure both teams record start time. Time is calculated from the last out of the prior inning, not when a team re-takes the field. Yes, there can be tie games in pool play! If 6 innings have been completed prior to the 1 hour 50 minute time limit and the game is tied, extra innings may be played, until the 1 hour 50 minute limit is reached. There is no time limit for playoff games.
6. Home team is determined by coin flip prior to game during round robin play. Once the playoffs begin, the home team is the higher (i.e. better) seed. Home team takes 1st base

dugout. If a team has back to back games, it can just remain in the same dugout as the prior game.

7. The Home Team will be required to keep the official scorebook. A tournament official will provide this scorebook to the home team coaching staff to facilitate identification of a capable person (usually a home team related spectator) to keep the official score.
8. Mercy Rule. An imposed Mercy (run) Rule shall be used to complete a regulation game when one team's margin of lead is great than or equal to the following run differential
  - o 12 runs after 4 innings
  - o 10 runs after 5 innings

Note: In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the bottom half of the listed innings. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of a listed inning the home team shall cease batting and the game shall end

***\*This rule is in effect for all games except the championship game.***

### **3. Coaches**

1. 2 adult base coaches allowed. Youth base coaches may be used but they must wear batters helmet.
2. We have large dugouts and area around the dugouts, so 4 coaches/team representatives are allowed in the dugout, but only the Manager or one designated coach can be designated as Point of Contact with the Umpire for any discussions/player substitutions/clarifications
3. All coaches not in the base boxes must remain near the dugout openings of their respective dugouts when in the field or hitting. Due to the long distances between the dugouts and the batters boxes, the coaches are needed to help maintain flow of the game and keep hitters going to the plate. If you are calling pitches, that coach must be in the dugout opening, or in the case of Highlands field, behind the screen due to long distance to dugouts.
4. There is no on deck circle for next batters, at any field.

### **4. Little League Rules shall govern play on issues not covered below:**

- No leading off. Runners may leave base when pitch crosses the plate.
- Stealing, including stealing of home is allowed.
- No metal cleats.
- Only Little League approved bats are allowed. For an updated list of these, go to the website <http://www.littleleague.org/playing-rules/bat-rules/>
- **Infield fly rule is in effect.**
- **Dropped 3rd strike is in effect** - Batter NOT out in 10U age bracket until out completed as per Major League Baseball Rules (e.g. no dropped third if 1<sup>st</sup> base is occupied when pitch is being thrown and there are 0 or 1 outs)
- **No pinch runners except in the case of injury to runner, or 2 outs and runner is catcher of record for that inning.**
- No balks.

- No head first slides except when going back to a base. If the runner slides head first (when not going back to a base) he will be declared out.
- A defensive player cannot block the base (or plate) without the ball in hand or glove. The base runner must either slide or attempt to get around that defensive player if that defensive player has the ball in hand or glove and is waiting to make a tag on that runner. If a runner makes contact with a defensive player with the intent of injuring the defensive player, that runner will be called out and may be ejected from the game. If a defensive player blocks the base (or plate) without the ball in hand or glove, "Obstruction" will be called and the penalty will be assessed.

## 5. Pitching

- No curve balls in the 10U division
- Pitching limit:
  - o No pitcher may pitch more than (7) innings per day or (5) innings per game
  - o Pitchers are limited to (10) innings total for the tournament

1 pitch constitutes an inning. Pitcher can not re-enter game as a pitcher once removed.

All teams must maintain an accurate pitching log, to be reviewed with the umpire prior to the game and signed by the umpire after the game.

- A pitcher must be removed if he hits 3 batters during a single game per the judgement of the Umpire.

## 6. Batting Information & Playing Time

### Batting

1. Roster batting – all players at the field get placed in the batting order the entire game. No matter what number of players you have at the field ALL must be placed in the batting order.
2. The minimum number of players required is 9. If a team has 8 or less players available at game time then this team will forfeit.

Teams should plan on batting at least 10 players. Should a team have less than 10 players, outs shall be recorded for any vacant batting positions up to 10. For example, if a team has 9 players, an OUT will be recorded each time the missing 10<sup>th</sup> player comes to bat. You need 10 spaces in your batting order. If a space is vacant, it is an OUT. This rule has been instituted to prevent teams from "shortening" their batting order to gain competitive advantage. The only exception to this rule is if the 10<sup>th</sup> player is injured during the game, leaving the team with only 9 players. In this situation, no outs will be assessed when the injured player's spot in the batting order is reached during the game in which he/ she was injured and for all games that occur on that same day.

***Note: In previous years, we have attempted to be flexible with this rule when extenuating circumstances arose. We will NOT adjust this rule this year under any circumstances.***

The manager of the opposing team DOES NOT HAVE the right to waive these outs.

- Batting out of order will result in an out
- Playing Time

### Fielding:

- 2 innings minimum in the field per player.
- Free defensive substitution allowed throughout the game.

## **7. Playoff Format (2019)**

- 10U (8 teams)
- Standings and seeding in 10U age groups will use the following tiebreak system (all teams in the 10U bracket are ranked in the following order)

1. Overall Record
2. Head to Head (bypassed if 3 or more teams have the same record)
3. Least runs allowed
4. Most runs scored
5. Coin Flip