

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

### 8U – Born After April 30<sup>th</sup> 2010

#### 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 30 minutes from game start time. **If the game is still being played at 1 hours and 40 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 30 minute time limit and the game is tied, extra innings may be played, until the 1 hour 30 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.
- No Stealing
- 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/>
- **No Infield Fly**
- **No Dropped 3rd strike is in effect -**
- **No pinch runners except in the case of injury to runner, or 2 outs and runner is catcher of record for that inning.**
- Outfield cones will be set at 150 feet
- 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.
- A fly ball hit over the cones is a home run. A ground ball or line drive through the cones on a bounce or roll, regardless if it touches a player or not, is a ground rule double.
- Each batter shall receive 5 pitches from coach/manager pitcher. The coach/manager pitcher must at least 18 years old. The batter is out if the ball is not put in play within 5 pitches except if the 5<sup>th</sup> pitch is fouled off (the batter then stays alive). The batter stays alive on foul balls after the 5<sup>th</sup> pitch.
- Coach-pitcher shall start from anywhere inside the circle (6 foot radius) around the pitcher's mound. The coach/manager pitcher may pitch from a standing or kneeling (1 knee down) position. In the case of the temporary mounds on Highlands, the coach must pitch from in front of the temporary mound.
- Defensive-pitcher must stand even with or behind coach-pitcher with at least 1 foot within the circle when pitch is delivered.
- Play is stopped when the ball is returned to the defensive-pitcher with both feet inside the circle around the pitcher's mound. (In the case of the temporary mounds at Highlands, One foot on the mound is equivalent to 2 feet inside the circle) Play is dead when the defensive-pitcher gains control of the ball with both feet inside the circle. If a runner is more than half way between bases (defined as both feet on the ground past half way line), the runner is awarded the base he is going to. If not, the runner goes back.
- If a pitch is not hit, then the return throw to the defensive pitcher must be handed to the coach/manager pitcher directly and in a timely fashion. Delayed return of the ball from defensive pitcher to coach/manager pitcher (for such reasons as checking for position of infielders or outfielders) is not allowed
- Defensive team is free to make plays on runners but once the ball reaches the defensive-pitcher with both feet inside the circle (except on a ball hit by the batter to the defensive-pitcher), the play is dead no matter what. So, if you want to make a play on the runner, don't throw the ball to the defensive-pitcher inside the circle.
- A batted ball that hits the coach-pitcher is a dead ball. In this scenario, the batter continues to hit, and the pitch count reverts back to the count prior to the last pitch. The coach-pitcher must make all efforts to avoid a batted ball as well as get out of the defensive team's way. If, in the opinion of the umpire, the coach pitcher fails to get out of the defensive team's way, one warning shall be given by the umpire. After the first warning, the batter will be declared out, the play will be considered dead, and all runners must return to their original base. Enforcement will be at umpire's discretion.
- 5-run limit per inning except last inning (unlimited runs allowed in the last inning).

## **5. 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:**

- 10 Players in the field. 4 outfielders, but they must be at reasonable outfield depth. Each outfielder is required to be positioned at least 10 feet behind the edge of the infield dirt (where it intersects with the outfield grass). Once the ball is hit they may move inside this 10 foot distance. This line will be identified by chalk or paint on the field.
- 2 innings minimum in the field per player.
- Free defensive substitution allowed throughout the game.

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

- 7/8U (6 Teams) and 8U (8 teams)
- Standings and seeding in 7/8U and 8U age groups will use the following tiebreak system (all teams in the these brackets 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

If during pool play, it becomes obvious that one or more teams were placed in the incorrect bracket (e.g. a team is **CLEARLY** in the wrong division) Tournament officials reserve the right to adjust the brackets for the playoffs.

