

**BURLINGAME YOUTH BASEBALL ASSOCIATION**  
**2019 TOURNAMENT**  
**10 Years Old & Under – Tournament Rules**

**Playing Rules**

- Only bats that bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited. Additionally, the bat diameter shall not exceed 2<sup>5</sup>/<sub>8</sub> inches.
- If a player is born on or after September 1, 2008, he would be eligible to play in the 10 & Under age group.
- Teams will have a continuous batting order through the entire lineup.
- There will be nine (9) defensive players.
- All players can move freely in defensive positions.
- Only pitching changes must be reported to the official scorekeeper.
- No minimum play rule, but **whole roster must bat**.
- Dropped third strike rule **not** in effect.
- Infield fly rule is not in effect.
- One (1) offensive timeout allowed per inning for purposes of conferring (coach & player). Penalty will result in a strike against the batter.
- No leading.... Runners can steal when the ball crosses the plate or when there is a passed ball. If a player leaves the bag early it will be a dead ball and the runner will be called out.
- Courtesy runners are allowed for the catcher with two (2) outs. The courtesy runner will be the player who made the last out. Umpires will make sure that the catchers put on the gear immediately upon return to the dugout. If not, an out will be charged.

- Must Slide Rule; Runners must either slide in the attempt to reach base or attempt to avoid contact at all bases. This is a judgment call resulting in a no-call or with the penalty of the runner being called out, multiple runners being called out (if another play could have been made such as a double play) and/or ejection of the runner if his actions were considered flagrant.
- The fielder may not block any base or home plate without the ball in his possession.
- In the 10U 'North' Division, the top three (3) teams from each pool will advance to playoffs with 1 and 2 seed receiving a bye.
- In the 10U 'South' Division, top four (4) teams will advance to the playoffs.
- Tiebreaker rules for establishing the playoff teams and seedings are as follows;
  1. Won-Loss Record
  2. Head-to Head Results
  3. Least amount of runs allowed in ALL games
  4. Coin Toss

### **Length of Games**

- Games shall be six (6) innings in duration. If the game is tied after regulation in pool play it is deemed a tie. During Playoffs, Semi-Finals, and the Finals, extra innings will be played until a decision is reached.
- Time limit is one hour and 50 minutes for all games except the Semi-Final and Final games. No new inning will begin after the time limit, except in the Semi-Final or Final. A new inning begins when the third (3<sup>rd</sup>) out is recorded at the bottom half of an inning. Managers should encourage their teams to get on and off the fields quickly so that time is not an issue.
- Game Time starts when the first pitch is thrown. The Umpire will

notify the official scorekeeper to write the time down in the official scorebook.

- 10 run mercy rule is in effect after 4 innings for all games, 3 ½ if the home team is winning.

## **Pitching Rules**

- Pitching Regulations
  1. Pitchers are allowed to pitch a maximum of two (2) innings per game / four (4) innings per calendar day / 10 innings for the entirety of the tournament.
  2. If a player pitches more than three (3) innings in a calendar day, he must sit for one calendar day to rest.
  3. The pitcher must be changed on the 2<sup>nd</sup> visit to the mound by an coach in an inning. An official visit occurs when the coach calls timeout or goes onto the field to talk to the pitcher.
  4. Pitchers are allowed a maximum of 5 warm-up pitches in between innings. A maximum of 10 warm-up pitches are allowed for relief pitchers entering the game.
  5. A logbook will be kept by the Scorer and will be given to the Tournament Director for reference.
- Once a pitcher is removed from the pitching in a game, he cannot re-enter as a pitcher.
- One pitch from any pitcher constitutes one inning pitched.
- The pitching distance is 44 feet.
- NO breaking balls are all (e.g. curveballs) are allowed. Change-ups are allowed.

## **Teams**

- There will be a minimum of 10, maximum of 15 players per team, unless approved by the tournament director before the start of the tournament.
- Players found to be ineligible will be removed from the tournament along with the manager of the team. All games played with the ineligible player will be forfeited.

- No additions to the team's roster after the start of the tournament unless approved by the tournament director or his delegate.

### **Equipment**

- Metal spikes are not allowed.
- Only players in uniform will be allowed to play. All-Star uniforms (different represented teams from the same city) are okay. Duplicate numbers must be reported to the official scorekeeper.
- The batter, base runners, on-deck batters, or players coaching bases must wear protective headgear.
- Diamond DOL-1 Baseballs or the equivalent will be provided by BYBA for use during the tournament.
- Any player serving as a catcher to warm-up a pitcher must wear a mask.

### **Managers & Coaches**

- Maximum of one manager and two coaches will be allowed for each team in the dugout.
- Only one (1) designated coach may confer with the umpire.

### **Protests**

- NO games will be played under protest. The umpires on the field will decide all questions of rule interpretations, with final judgment made by the tournament director or his delegate.

### **Playing Fields**

- Bases – 60 feet apart
- Pitching Distance – 44 feet
- Ground rules for each game will be discussed prior to each game.

## **General Conduct**

- Umpire or Tournament Director may eject a player, manager, coach, or spectator from a game. Such ejection will result in an automatic one game suspension for player, manager, or the coach who is ejected. If warranted, the tournament director or his delegate may eject a player, manager, coach, or a team from all other tournament play and/or activities.
- No team or individual chants will be allowed. Teams will be warned only one time. Second offense will lead to forfeiture. This tournament is for the kids to win or lose based on their athletic abilities and not through 'mental games'. Appropriate sportsmanship by the players, coaches, and all parents is expected.
- No consumption of alcoholic beverages is allowed anywhere within the parks.

## **Insurance**

- Evidence of medical/liability insurance must be presented to the tournament/field director no later than seven (7) days prior to the tournament.

## **Other**

- Home team is determined by the coin flip at least one (1) hour before game time with any tournament official. In the Playoffs, Semi-Final, and Final, the Home team is the higher seed.
- Home team gets the Third Base Dugout.
- No infield practice before the game is permitted.
- Have teams ready to play 15 minutes after completion of the previous game. If we can start early or make up time we will do our best to do so.