



**July 23 – 29, 2019**

## **Tournament Rules and Guidelines**

### **Tournament General Questions:**

[www.millbraebaseball.com](http://www.millbraebaseball.com)

[tournament@millbraebaseball.com](mailto:tournament@millbraebaseball.com)

[millbraebaseball@gmail.com](mailto:millbraebaseball@gmail.com)

[\(650\) 200 - 0462](tel:6502000462)

### **Schedule:**

<https://admin.tourneymachine.com/R65300>

## General Rules

1. **Please be mindful to keep our fields clean.** Food and personal snacks are allowed on our fields. However, gum, sunflower seeds, and any shelled nuts are strictly prohibited. **We ask for your cooperation in discarding all of your team's trash in the appropriate receptacles.**
2. No amplified music or noisemakers are allowed.
3. No dogs or other pets allowed.
4. Glass containers, alcohol, smoking and use of tobacco products are not permitted.
5. BBQ and cooking equipment are not allowed.
6. Camping, RVs, and overnight parking are not allowed.
7. Please remember that these baseball games are played for the enjoyment and growth of our children. As such, please maintain a positive atmosphere that supports this goal.
8. **If during pool play, it becomes obvious that one or more teams were placed in the incorrect bracket, tournament officials reserve the right to adjust the brackets for the playoffs.**

## Team Rules

1. Little League Age Rule: based on the player's age as of August 31 of the current year
  - a. Managers must provide birth certificates upon request.
  - b. Players found ineligible will be removed from the tournament, along with the manager of the team. All games played with an ineligible player will be forfeited.
2. Minimum of 9 players for 10U, 12U, 14U and 10 players for 8U, maximum of 14 players per team—unless approved by tournament director before the start of the tournament.
3. Team roster forms must be provided to tournament directors prior to start of the tournament. No additions to a team's roster after the start of the tournament.
4. Only players in uniform will be allowed to play.
5. To be eligible to play in the playoffs and championship game, a player must have had at least one plate appearance in 2 pool play games, or have pitched 1 out in 2 pool play games, or any combination of the two—ie 1 plate appearance in 1 game and 1 pitched out in another game. Ineligible players will not be allowed in playoffs and championship games.
6. No player may be listed on more than one roster—player can only play on one team.
7. Maximum of 3 coaches plus 1 manager will be allowed for each team in the dugout.
  - a. **No game will be played under protest.**
    - i. The umpires on the field will decide all questions of rule interpretations, with final judgment made by the tournament director or his delegate.
    - ii. Umpires rulings are to be respected. Balls/strikes calls are not arguable or contestable and will not be allowed or tolerated.
  - b. Only the manager is allowed to appeal.
    - i. Appeal must be made before the next pitch is made, dead or live ball.
    - ii. Umpire's decision is final.

8. Evidence of medical/liability insurance must be provided to tournament directors no later than 7 days prior to start of the tournament.

## Game Rules

1. 3 games guaranteed
2. Ties are permissible in pool play.
3. Teams must be ready to play 15 minutes prior to game time, or 15 minutes after conclusion of the prior game—at the Umpire's discretion.
  - a. If we can start early or make up time—we will.
4. No new inning will begin after time limit, unless game is tied in semi-final and final games. ***Managers should encourage their teams to get on and off the field quickly so that time is not an issue.***
5. Game starts when the first pitch is thrown. Umpire will notify the official scorekeeper to write the time down in the official scorebook.
6. Home team shall keep official scorebook which shall be provided by the umpires, and returned to umpires after every game.
  - a. At the end of the game, each manager needs to sign the official scorebook
  - b. Pitching log must be recorded in scorebook
  - c. Each manager must submit a line-up card to the Umpire and opposing team 15 minutes prior to start of game.
7. Tie Breakers:
  - a. Most points (Win=3pts, Tie=1pt, Loss=0pt)
  - b. Head to head. (If 3 teams are tied, and all 3 did not play one another head to head, go to c.)
  - c. Least runs allowed in all games.
  - d. Total run differential in all games.
  - e. Coin flip.
8. Home team is decided by coin flip prior to game time in pool play. Higher seed is home team in semi-final and final games.
  - a. Home Team will occupy Third Base Dugout.
9. Sliding:
  - a. 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.
  - b. No head first sliding, except back to a base.
10. Fielder may not block any base or home plate without the ball in possession.
11. No infield practice before games.
12. Ground rules for each game will be discussed before each game.
13. If game ends due to maximum time limit in pool play, final score is at maximum time—end of game.

## Equipment Rules

1. Only Bats that have the **USA Baseball** logo or wood bats will be permitted. 14U, see specifics in 14U bat rules.
  - a. First offense for a team with an illegal bat in the batter's box/at the plate, swing or no swing, will be automatic out.
  - b. Second offense for a team with an illegal bat in the batter's box/at the plate, swing or no swing, will result in player and manager ejection.
  - c. No bats bigger than 2 5/8 are allowed.
2. Only players in uniform will be allowed to play. Duplicate numbers must be reported ahead of time.
3. The batter, base runner, on-deck batters, or players coaching a base must wear protective headgear.
4. Any player serving as a catcher to warm up a pitcher must wear catchers head gear.
5. No metal cleats for 12U and below.
6. Pitchers are prohibited from wearing white long sleeves under the uniform.
7. Diamond DOL A Baseball or equivalent will be provided by Millbrae Lions Baseball for each game.

## Conduct Rules

1. Managers are responsible for the conduct of their team—themselves, their coaches, their players, and their players' parents.
  - a. Umpire or tournament officials may eject a player, manager, coach, or spectator from a game.
  - b. Any player, coach, manager or spectator ejected from the game will be suspended from all other tournament play/activities, subject to the discretion of the tournament director.
2. **No team or individual chants** will be allowed. Teams will be warned only once. Second offense will lead to forfeiture.
3. No consumption of any alcoholic beverages allowed within the parks.
4. Clean out your dugout after your games for the next teams coming in.

**NOTE:** All other rules will be governed by the "[2019 Official Baseball Rules](#)".

## 8U Specific Playing Rules

1. For players to be eligible for this tournament division, birthdate must be on or after **8/31/10**.
2. Games will be scheduled for six (6) innings or 1hr 30min, whichever is shorter (maximum is 1hr 45 min). No new inning may start after the time expires unless there is a tie score in Bracket/Playoff Games.
3. A maximum of four adult coaches will be allowed for each team.
4. Batting line-ups should have a minimum of 10 batters. A team starting a game with less than 10 batters in their line-up will take an automatic out each time a 10th player would have come up to bat. Batting line-up can be a maximum of 14 players.
5. Starting players can substitute back into the batting line-up once in the game after being removed. Once a substitute player is entered and then removed from the batting line-up, they may not re-enter the batting line-up. They may play defensively at any point (free substitution).
6. Continuous batting lineup throughout a game.
7. Ten (10) players are allowed on the field for defense, consisting of four outfielders, four infielders, pitcher's position and catcher. Rover positions and other defensive shifts are not permitted. Players must be in standard defensive alignment at the time each pitch is delivered.
8. Free substitution on defense is allowed at the start of each defensive half-inning. There may not be defensive substitutions using a player on the bench after a defensive half is begun, with the exception being substitution for an injured player.
9. There are no more than 2 total defensive timeouts allowed per game.
10. If a player is injured, he/she can be removed from the batting line-up or fielding position with no penalty unless the batting line-up drops below 10 players.
11. Bases are 60 feet apart.
12. Pitches to the batter must be delivered by their team's Coach Pitcher from completely inside the pitching circle, approximately 40 feet from home plate. First infraction will result in a warning, and all subsequent infractions will count as a pitch (if the infraction results in a total of six pitches for the at bat, the batter will be called out).
13. All Coach Pitchers must be 18 years of age or older.
14. **Coach Pitchers cannot coach batters.**
15. Batted balls hitting the Coach Pitcher will be declared a foul ball.
16. Any balls that are thrown by the defense and hit the Coach Pitcher will be called a dead ball, and runners may not advance even if they have gone past the halfway line of the base path.
17. Batters are limited to six pitches. If the ball is not in play on the sixth pitch, or if a strikeout occurs before the sixth pitch, the batter will be out. The batter, however, will not be called out if he or she fouls off the sixth (or later) pitch.
18. Strike out is recorded if a batter swings and misses for the 3<sup>rd</sup> strike.
19. Caught foul tips (Straight back to the catcher without touching the ground) are counted as an out only on the 3<sup>rd</sup> strike on a batter.
20. If a foul ball is popped up in the air to a height above the batter's shoulders, and the ball is caught by the catcher or any other defensive player, the batter is out.
21. There are no walks, and a batter may not take first base if hit by a pitched ball.
22. Dropped third strike is NOT in effect. A batter will be called out regardless of whether the catcher catches the pitched ball on the third strike.

23. An arc will be marked in front of the plate, between the first and third baselines. Any ball on the line or pass the line is considered a fair ball. If the defensive team touches a batted ball within the arc, it will be declared a foul ball.
24. Bunting is not allowed. If a bunt is attempted, it counts as a strike and a pitch.
25. No stealing or leading is allowed, and batters and runners may not advance on a dropped third strike. A runner may leave a base only after the batter hits the ball. If a runner leaves too soon, play will be called dead, and the runner will be called out.
26. The infield fly rule will not be enforced during this tournament.
27. No more than **five runs** may be scored in an offensive half-inning, except in the sixth or last inning of play (the latter will be called by the umpires at the **start** {top half} of an inning whenever the 1hr 30min time limit is encroached).
- 28. For the last inning of the game, there is no run limit but team can only bat through the lineup 1 time (if lineup has 12 batters, the maximum number of runs the team can score is 12 runs).**
29. Play shall continue until the defensive player pitcher has control of the ball with both feet inside of the pitching circle. Runners who have not crossed the marked halfway line at that time will be returned to the previously touched base.
30. Fielding pitcher must start play with at least one foot inside the pitching circle.
31. Outfield cones will be placed at approximately 150 feet from home plate. A ball hit in the air past the outfield cones will be deemed a home run, even if caught in the air by the defense. A ground ball past the cones, regardless of whether it is touched by the defense, is a ground rule double. Players should raise their hands in the air to signal that a ball has gone past the cones.
32. You can pinch run for the catcher with 2 outs. The substitute runner must be the player who made the 2nd out of the inning.
33. No head first slides unless player is returning to a base. Players attempting head first slides into a base will be called out.
34. Players must slide feet first into a base when the defense is trying to complete a put out. Runner's interference may be called if a player fails to perform a foot first slide on such plays.
35. No defensive player may block a base without having the ball in possession.

## 10U Specific Playing Rules

### Games:

1. Games will be scheduled for six (6) innings or 1hr and 45min, whichever is shorter (maximum is 2hr). No new inning may start after the time expires unless there is a tie score in Bracket/Playoff Games.
2. 10 run mercy rule is in effect after 4 innings for all games, 3 ½ If the home team is winning.

### Playing Rules:

1. For players to be eligible for this tournament division, birthdate must be on or after **8/31/08**.
2. Field
  - a. 60 ft. bases.
  - b. Pitching distance 46 ft.
3. Teams will have a continuous batting order through the entire lineup. **Must bat whole roster.**
4. There will be nine (9) defensive players. Players can move freely in defensive positions.
  - a. NO minimum play rule.
5. Only pitching change must be reported to the official scorekeeper.
6. Infield fly rule not in effect.
7. Dropped third strike rule not in effect.
8. One offensive time out allowed per inning for the purpose of conferring (coach & player). Penalty is a strike on the batter.
9. Defensive time out is a mound visit.
10. Bunting is not allowed. If a bunt is attempted, it counts as a strike and a pitch.
11. No leadoffs/leading from any base. Runners can steal after the ball crosses Home plate. Runners can steal home at all times. If runner leaves bag early, it will be a dead ball and runner will be called out.
12. Courtesy runners are allowed for the catcher with two outs. The courtesy runner will be the player who made the last out.

### Pitching Rules:

1. Pitchers are allowed to pitch a maximum of four (4) innings per game.
2. Pitchers are allowed to pitch a maximum of six (6) innings per day.
3. If a Pitcher pitches four (4) innings in a day, he must rest/not allowed to pitch for one calendar day. I.e Pitched four Sat, not eligible to pitch Sunday.
4. A Pitcher may not pitch more than 12 innings in the tournament.
5. **Pitchers are not allowed to be a Catcher (Catchers cannot Pitch) in the same game.**
6. One pitch constitutes an inning.
7. Pitchers are not allowed to throw curveballs, sliders, or screwballs.
8. A pitching log must be kept by the official bookkeeper. Pitching log must be turned in to the tournament officials at the end of the game via home book and signed by a representative from each team.
9. Once a pitcher is removed, he cannot re-enter as a pitcher in the same game.
10. There shall be a pitching change on the second mound visit to a pitcher in the same inning.

11. Third visit to same pitcher, regardless of inning, requires pitching change.
12. To intentionally walk a batter, a coach simply needs to inform the umpire and point to first base. No pitches are to be thrown.



## 12U Specific Playing Rules

### Games:

1. Games shall be seven (7) innings in duration. Time limit is 1hr 55min for all games in pool play. (maximum is 2hr 10min). No new inning may start after the time expires unless there is a tie score in Bracket/Playoff Games.
2. 10 run mercy will be in effect after 5 innings for all games, 4.5 for home team.
3. Field
  - a. 70 ft. bases
  - b. Pitching distance 50 ft.

### Playing Rules:

1. For players to be eligible for this tournament division, birthdate must be on or after **8/31/06**.
2. Teams may bat (10) players and field (9) defensive players. TEAMS MAY CHOOSE TO BAT ENTIRE LINEUP. If you bat the entire lineup, and have an injury—that player will not be an out in the lineup. If you only have 9, and have an injury—that player will be an out in the lineup.
3. All players can move freely in defensive positions (players not in the batting lineup can play on defense without being reported until they are inserted into the batting lineup or inserted as a pitcher).
4. Only batting/offensive and pitching changes need to be reported to the plate umpire.
5. Starters removed from the batting lineup can re-enter one time in the same spot in the batting order.
6. A courtesy runner may be substituted for the catcher with two (2) outs in order to allow the catcher to be ready to resume his duties as soon as the side is retired. The courtesy runner shall be the player that made the last recorded out.
7. NO minimum play rule.
8. One offensive time out allowed per inning for the purpose of conferring (coach & player). Penalty is a strike on the batter.
9. Dropped third strike is in effect.
10. Infield-Fly rule is in effect.
11. No outright stealing of home—passed balls, wild pitches, and throwing errors excluded.
12. No suicide squeeze.
13. No warning for thrown bats, player is automatically out.

### Pitching Rules:

1. Players are allowed to pitch a maximum of 4 innings in a game, 7 per calendar day, 14 innings per tournament. 1 pitch equals 1 inning.
2. If a Pitcher pitches seven (7) innings in a day, he must rest/not allowed to pitch for one calendar day. ex: Pitched seven Sat, not eligible to pitch Sunday.
3. Pitcher cannot reenter the game as a pitcher after throwing 1 pitch. Violation is a forfeit.
4. Pitcher must be changed on 2<sup>nd</sup> visit to the mound by a coach in the same inning--injuries excluded.
5. Pitchers are allowed maximum of 6 warm-up pitches between innings, 10 for relief pitchers.
6. To intentionally walk a batter, a coach simply needs to inform the umpire and point to first base. No pitches are to be thrown.
7. Under the discretion of the umpires, balk rules will be enforced, **1 warning given to each pitcher**.

## 14U Specific Playing Rules

### Games:

1. Games shall be seven (7) innings in duration. Time limit is 2hr for all games in pool play. (maximum is 2hr 15 min) (except Semi-Finals and Final game).
2. 10 run mercy will be in effect after 5 innings for all games, 4.5 for home team.
3. Field: 80 ft. bases, Pitching distance 54 ft.

### Bat Rules:

1. Any bats that meet CIF baseball bat standards (see [www.cifstate.org](http://www.cifstate.org)) which are BBCOR approved. The BBCOR stamp must be affixed to the bat. This category must follow a -3 weight to length ratio as described in the BBCOR approved baseball bats list.
2. Any "all aluminum" alloy baseball bats are allowed (regardless of weight to length ratio).
3. Any wood bats allowed except for bamboo.
4. Bats with a barrel larger than 2-5/8" and any composite bats that are not BBCOR -3 are not allowed (e.g., -10 Mako).
5. Any USABat certified bats bearing the USABat licensing mark are allowed.

### Playing Rules:

1. Teams must bat a minimum of ten (10) players and field nine (9) defensive players. Coaches are welcome to bat through their entire lineup but it is not required. If a team has only nine (9) players, the opposing team can choose whether it wants to bat ten (10) or (9) players. If you bat the entire roster and a player leaves the game for any reason (including injury), there will be an out in their spot in the lineup.
2. All players can move freely in defensive positions (players not in the batting lineup are allowed to play defense without being reported until they are inserted in the batting lineup).
3. Only batting/offensive and pitching changes need to be reported to the official scorekeeper.
4. Starters removed from the lineup can re-enter one time in the same spot in the batting order.
5. Courtesy runners for the pitcher and catcher with two outs. Player who 2 made the last batted out will run for the catcher.
6. No minimum play rule.
7. Dropped 3rd strike is in effect.
8. Infield-Fly Rule is in effect.
9. One (1) offensive time out allowed per inning for purposes of conferring (coach and player). Penalty is a strike on the batter.
10. Must Slide Rule: 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.

**Pitching Rules:**

1. Players are allowed to pitch a maximum of 5 innings in a game, 7 per calendar day, 14 innings per tournament. 1 pitch equals 1 inning.
2. If a Pitcher pitches seven (7) innings in a day, he must rest/not allowed to pitch for one calendar day.  
ex: Pitched seven Sat, not eligible to pitch Sunday.
3. Pitcher cannot reenter the game as a pitcher after throwing 1 pitch. Violation is a forfeit.
4. Pitcher must be changed on 2<sup>nd</sup> visit to the mound by a coach in the same inning--injuries excluded.
5. Pitchers are allowed maximum of 6 warm-up pitches between innings, 10 for relief pitchers.
6. To intentionally walk a batter, a coach simply needs to inform the umpire and point to first base. No pitches are to be thrown.
7. Under the discretion of the umpires, balk rules will be enforced, **1 warning given to each pitcher.**