



## *Half Moon Bay Memorial Day Tournament Rules*

**Additional 8U Coach Pitch Rules on last page**

### I - Teams

1. Manager must submit a Liability Insurance Certificate before the start of their first game.
2. Manager must be able to present team roster and birth certificates at all times during the tournament with all players meeting the April 30 birthdate cut-off.
3. Each team must roster 11 to 15 players along with uniform numbers. Only rostered players will be eligible for the tournament.
4. Teams with less than 11 players at the time of the coin toss, must inform a tournament representative, and record an out at the end of the batting order for each missing player. Teams may not play with less than 9 players.
5. Players cannot play on more than one team.
6. 9U/10U/11U teams have a maximum of one manager and two coaches.
7. All spectators must stay off the field.
8. Teams must be at the field 1 hour before the start of the game.
9. Home team is determined by a coin flip in pool play; higher seed is home team in all Playoff games (Monday).
10. The home team is the official scorekeeper and must use the official tournament scorebook.
11. Winning teams must report the final game score to hospitality desk near the snack bar.

### II - Regulation Game

1. **Game Length:** 6 innings
2. **Mercy Rule:** Teams are declared the winner if:
  - i. Leading by 10 or more runs after 4 innings played (3.5 innings if home team)
  - ii. Leading by 16 or more runs after 3 innings played (2.5 innings if home team)
3. **Game Time Limit:** No inning will be started after 1 hour and 45 minutes from the first pitch of the game. Time is determined from the last out in the previous inning. Playoff games (Monday) do not have time limits.
4. **Ties:** Pool play games can end in ties. Games tied after 6 innings that have not reached the time limit, continue until the time limit. Playoff games (Monday) cannot end in ties.
5. **Batter Limits:** There is no limit to the number of batters or runs scored in an inning with the exception of the Mercy Rule (II.2).

### III - Playing Rules (Little League rules shall govern play on issues not covered below.)

1. **Fields:**
  - i. **8U Coach Pitch 9U/10U/11U Black:** 46/60
  - ii. **11U Red:** 50/70

2. **Pitching Limits** (summarized here based on USSSA Rules: [2015 USSSA Baseball Rules](#))

AGE DIVISION	ONE DAY MAXIMUM TO PITCH THE NEXT DAY	ONE DAY MAXIMUM	THREE DAY MAXIMUM
7U – 12U	3	6	8

- i. **One Day Maximum To Pitch The Next Day:** A player that pitches three and one-third (3 1/3) or more innings in one (1) day, cannot pitch the next day.

- ii. **One Day Maximum:** A player cannot pitch more than six (6) innings in one (1) day.
  - iii. **Three Day Maximum:** A player cannot pitch more than eight (8) innings in three (3) days.
  - iv. **Catching:** Players may catch in the game in which they have pitched.
  - v. **Pitching Record:** After each game, Managers must verify the pitching recorded by the umpire is correct before leaving the field. The tournament committee will maintain an inning track form for each team throughout the tournament.
3. **Pitcher Warmup:** Players should warm up the pitcher between innings; however, a coach may warm up the pitcher to speed up the game.
  4. **Mound Visit:** Managers must remove the pitcher during a second mound visit in the same inning. Umpire's retains discretion for injury.
  5. **Offensive Timeout:** The Manager is allowed one offensive timeout per inning.
  6. **Runner Leads:**
    - i. **9U/10U/11U Black:** No runner's leads. Runner may advance/steal after the pitch crosses home plate.
    - ii. **11U Red may lead off**
  7. **Balks - 11U Red: Pitcher's balk will be enforced.**
  8. **Dropped 3<sup>rd</sup> Strike:** Drop 3rd strike rule is in effect.
  9. **Continuous Batting Order:** All rostered players present, bat in a continuous batting order. If a player in the batting order is unable to hit, an out will be recorded every time that player is due to hit. Umpires or opposing manger can override automatic out due to injury.
  10. **On Deck:** No more than one player allowed in the on deck circle including between innings.
  11. **Substitution:** There are no minimum play requirements for each player and Managers can use free substitution.
  12. **Courtesy Runner:** With two outs, a courtesy runner may replace the catcher; the courtesy runner is the player making the second out in the inning.
  13. **Allowed Bats:**
    - i. **9U/10U/11U Black:** Only Little League-approved bats allowed.
    - ii. **11U Red: Only USSSA-approved bats allowed.**
  14. **Umpire Decisions:** No game shall be played under protest. Umpires on the field have the final say on all rules interpretation with support from tournament director if needed.
  15. **Sportsmanship:** Any player, coach, manager, or spectator who acts in an un-sportsmanlike manner may be warned once by the umpire. A second warning shall result in that person being removed from the field. Umpires and tournament officials can judge any offense serious enough to eject any manager, coach or player without warning.
  16. **Ejection:** Any player, coach, manager, or spectator ejected from a game may be suspended from further tournament play or participation.

#### IV - Seeding For Playoffs

1. Win-loss record
2. Head to head
3. Fewest runs allowed
4. Most runs scored
5. Coin toss

## 8U Coach Pitch Only:

1. **Five-Run Rule:** Five (5) runs max for:

- i. A team leading
- ii. A team begins the inning trailing by five (5) runs or less

Notes:

- Teams can score as many runs needed to tie the score if trailing by more than five (5) runs.
  - No Five-Run Rule in the 6th inning or later or in an inning determined by the umpire as the last complete inning.
2. **Coach Pitcher:** Pitches to their team from inside the (10)-foot radius pitching circle keeping both feet inside through pitch delivery. Violations cause dead ball and a counted pitch. Coach Pitcher may not coach from the pitching circle.
  3. **Player Pitcher:** Keeps one foot inside the pitching circle until the pitched ball crosses home plate.
  4. **Outfielders:** Outfielders stay in the outfield until the pitch crosses home plate.
  5. **Defense Play Stop:** Plays stop when the ball is returned to the player pitcher (only) with control of the ball and both feet inside the pitching circle. Runner at least halfway between bases, can advance to the next base at their own peril. If less than halfway, runner returns to the last base.
  6. **Play:**
    - a. No Infield Fly Rule
    - b. Batted ball hits Coach Pitcher is treated as a foul ball
  7. **Batters:** Batters gets 5 pitches from the pitcher/coach and are out after 5 pitches except a fouled 5<sup>th</sup> pitch or 3 swinging strikes. Batters may not bunt.
  8. **Coaches:** Teams have one manager and no more than three coaches. Only the manager can confer with umpires.