

San Carlos Little League Youth Baseball Tournament Conduct & Rules: 2011
8U (as of 07.11.11)

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 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. OUTS will be recorded against teams that fail to conduct themselves in a sportsmanlike 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 un-sportsmanlike, 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.
- Volunteer 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:

- No infield practice between games.
- 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.
- Games are 6 innings.
- Time limit: no inning may be started after 1 hour 40 minutes from game start time. 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 40 minute time limit and the game is tied, extra innings may be played, until the 1 hour 40 minute limit is reached. No time limit for Sunday playoff games.
- Home team is determined by coin flip prior to game. 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.
- Ten Run Rule: The ten run rule is in effect. After 5 innings played (4.5 if home team is winning by 10 runs) if one team is leading by ten or more runs, that team is declared the winner. This rule is in effect for all games except the championship game. Thus, every game (subject to time limit) needs to be played through at least the completion of the top of the 5 inning.
- 2 adult base coaches allowed. Youth base coaches may be used but they must wear helmets.
- NO MORE THAN 3 ADULTS CAN BE IN THE DUGOUT DURING THE GAME.

3. 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 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.
- No bunting. If in the opinion of the umpire the batter purposely bunts the ball, the play is declared “dead” and this will count as a pitch. The batter is not out.
- No metal cleats.
- No big barrel bats.
- Only Little League approved bats are allowed. For an updated list of these, go to the website <http://www.littleleague.org/learn/equipment/approvedcompbatssmall.htm>
- No infield fly rule.
- No pinch runners except in the case of injury to runner.
- 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.
- Outfield cones will be set at approx. 150 feet.
- 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 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 5th pitch is fouled off (the batter then stays alive). The batter stays alive on foul balls after the 5th 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.
- Defensive-pitcher must stand even with or behind coach-pitcher when pitch is delivered.
- Play is stopped when ball is returned to the defensive-pitcher with both feet inside the circle around the pitcher’s mound. Play is dead when the defensive-pitcher gains control of the ball. 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 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 live ball. 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).

4. Batting Information & Playing Time

- Batting
 - 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. If a player is not playing in a particular game (for reasons such as injury or illness) but wishes to be present at the game, they should not be in the dugout at any time.
 - The minimum number of players required is 10. If a team has 9 or less players available at game time then this team will forfeit.
 - Teams should plan on batting at least 11 players. Should a team have less than 11 players, outs shall be recorded for any vacant batting positions up to 11. For example, if a team has 10 players, an OUT will be recorded each time the missing 11th player comes to bat. You need 11 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 11th player is injured during the game, leaving the team with only 10 players. In this situation, no outs will be assessed when the injured player's spot in the batting order is reached.
 - Note: in the past 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 has the right to waive these outs.
 - Batting out of order will result in an out
- Playing Time
 - 2 innings minimum in the field per player.
 - 10 players in the field – 4 outfielders – 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.

5. Playoff Format (2011). 8U age bracket (12 teams)

- Standings and seedings in the 8U age group will use the following tie-break system (all 12 teams 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

