

San Carlos 2009 Youth Baseball Tournament Conduct & Rules  
8 and under  
(Revision #2 07.22.09)

## 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 six 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 tournament cancelled.
- Youth and adult 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. Each team will be allowed to question or challenge an umpire's call once a game- no exceptions. Keep it polite and keep it short. After a team's first and only challenge, teams shall no longer have the option to question any subsequent call. Any attempt after the ONE allowed challenge to stop or disrupt play to argue an umpire's call shall result in an OUT immediately being recorded against that team. 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. Runner is out with a head first slide.
- 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.
- 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-pitcher. 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 circle around the pitcher’s mound.
- Defensive-pitcher must stand even with or behind coach-pitcher when pitch is delivered.
- Play is stopped when ball is returned to defensive-pitcher with both feet inside circle around pitcher mound. Play is dead when defensive-pitcher gains control of 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.
- 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.
  - Minimum number of players is 10.
  - If a team arrives with less than 11 players (i.e. 10 players), the opposing team has the option to play down to **the equivalent** number of players (i.e. 10 players).
  - **A forfeit will be given to a team with less than the required number of players (in this case 10). This will also apply to a team which drops below the required minimum players (in this case 10) due to an injury.**
  - 
  - 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

#### 5. Playoff Format (2009). 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. Record
  2. Head to Head
  3. Least runs allowed
  4. Most runs scored
  5. Coin Flip