



June 14 - 16, 2024

Tournament Rules and Guidelines

Tournament General Questions:

www.sfpal.org/baseball-tournament

admin@sfpal.org

(415) 823-4172

General Rules

1. **Please be mindful to keep our fields clean.** Food and personal snacks are allowed in the areas surrounding the 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 noise-makers are allowed. Amplified music is allowed within reason.
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 the 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. Age Rule: based on the player's age as of August 31st of the current year (or on the player's age as of April 30th of the current year).
2. Managers must provide birth certificates upon request.
 - a. 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.
3. Minimum of 10 players for 10U and 8U, maximum of 14 players per team—unless approved by the tournament director before the start of the tournament.
4. Team roster forms must be provided to tournament director via email (admin@spfla.org) 1 week prior to the start of the tournament. No additions to a team's roster after the start of the tournament.
5. Only players in uniform will be allowed to play.
6. No player may be listed on more than one roster—a player can only play on one team.
7. Maximum of 2 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 director no later than 7 days prior to the start of the tournament.

Game Rules

1. 3 games guaranteed
2. Ties are permissible in pool play.
3. Only knockout bracket games (where a winner is required) have extra innings. First extra inning begins with a runner on second base and no outs. The runner placed on second base at the start of each half inning will be the batter who made the last out in the preceding inning. Play continues until one team is ahead at the end of an inning.

If applicable, the second extra inning and all subsequent extra innings after the second extra inning will begin with bases loaded and one out. The last three hitters from the previous inning will load the bases. The base runners will be placed as follows:

- Last hitter from previous inning @ 1st Base
- Hitter before him or her in the lineup @ 2nd Base
- Hitter before that in the lineup @ 3rd Base

Play continues until one team is ahead at the end of an inning.

4. 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.
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 the 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 the start of the game.
7. Tie Breakers:
 - a. Most points (Win=3 pts, Tie=1 pt, Loss=0 pt)
 - 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 (maximum of 10 runs for differential)
 - e. Coin flip.
8. Home team is decided by coin flip prior to game time in pool play. Higher seed is the home team in all playoff games.
 - a. Home Team will occupy 3rd Base Dugout in the playoffs
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 in 8u and 10u, 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. 1 warning for thrown bats per team, after that the player is automatically out.

Equipment Rules

1. Bats

8U & 10U: USA approved bats or wooden bats (except bamboo).

- Any bats that meet CIF baseball bat standards (see 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.
- Any “all aluminum” alloy baseball bats are allowed (regardless of weight to length ratio).
- Players may use USA Approved or one piece USSSA Approved bats or wooden bats (except bamboo).

- 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 with barrels larger than $2\frac{5}{8}$ inches are allowed.

2. 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 catcher’s headgear and catcher’s glove.**

5. Pitchers are prohibited from wearing white long sleeves under the uniform or eye wear (unless **prescription**). **This does not apply to the 8U division.**

6. **Diamond DOL A Baseball or equivalent will be provided by SFPAL 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 "[Official Baseball Rules](#)".

8U Specific Playing Rules

Games:

1. Pool and playoff games (except championship game) will be scheduled for six (6) innings or 1 hour and 30 minutes (1:30), whichever is shorter (maximum is 1:30). No new inning will begin after 1:20. No time limits apply for championship games. Time is measured at the third out of the previous complete inning.
2. Mercy Rule: 5 run mercy rule is in effect until the 6th inning.
3. Field dimensions are as follows:
 - a. Bases are 60 feet apart
 - b. The center of the pitching circle will be 40 feet from the back of home plate.
 - c. A circle of 12 feet in diameter (6 foot radius) will be drawn from the center of the pitching circle.

Playing Rules

1. For players to be eligible for this tournament division, birthdate must be on or after **8/31/15**
2. 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 the 10th player would have come up to bat. Batting line-up can be a maximum of 14 players.
3. 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.
4. Courtesy runners are allowed for the catcher with two outs. The courtesy runner will be the player who made the last out.
5. Lines will be drawn halfway between: first and second base; second and third base; third base and home plate. The lines will be perpendicular to the base paths
6. An arc will be drawn between the first and third baselines. The arc will be 10 feet from the back of home plate. Any batted ball that comes to rest on the line or past 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.
7. No more than **5 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.
- 8. For the last inning of the game, there is no run limit, but the team can only bat through the lineup 1 time (ex. if lineup has 12 batters, the maximum number of runs the team can score is 12 runs).**
9. Continuous batting lineup throughout a game.
10. 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.
11. There are no more than 2 total defensive timeouts allowed per game.
12. If a player is injured, s/he can be removed from the batting line-up or fielding position with no penalty unless the batting line-up drops below 10 players.
13. Caught foul tips (straight back to the catcher without touching the ground) are counted as an out only on the 3rd strike on a batter.

14. 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, regardless of the number of strikes on the batter.
15. Bunting is not allowed. If a bunt is attempted, it will be counted as a strike and a pitch.
16. 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.
17. The infield fly rule will not be enforced during this tournament.
18. 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 completely crossed the marked halfway line at that time will be returned to the previously touched base.
19. 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. Defensive players should raise their hands in the air to signal that a ball has gone past the cones. However, if a player intentionally kicks or pushes the ball past the cones, the umpire shall have discretion to award an extra base beyond a ground rule double.
20. Courtesy runners are allowed for the catcher with two outs. The courtesy runner will be the player who made the last out.
21. If the ball leaves the field of play, it will be ruled a dead ball, otherwise all other balls will be considered live. If the ball leaves the field of play, the runner(s) will be awarded 1 base.

Pitching Rules:

1. Pitches to the batter must be delivered by their team's Coach Pitcher and start with both feet inside the pitching circle and must have 1 foot inside at all times. 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).
2. All Coach Pitchers must be 18 years of age or older.
3. **Coach Pitchers cannot coach batters and base runners.** They must make a reasonable attempt to stay clear of the play, otherwise the batter can be called out and base runners would have to return the original base at the time of the batted ball.
4. Batted balls hitting the Coach Pitcher will be declared a foul ball.
5. 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.
6. 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 s/he fouls off the sixth (or later) pitch.
7. Strike out is recorded if a batter swings and misses for the 3rd strike.
8. There are no walks, and a batter may not take first base if hit by a pitched ball.
9. 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.
10. Fielding pitcher must start play with at least one foot inside the pitching circle.

10U Specific Playing Rules

Games:

1. Pool and playoff games (except championship game) will be scheduled for six (6) innings or one hour and fifty minutes (1:50), whichever is shorter (maximum is 1:50). No new inning will begin after 1:40. No time limits apply for championship games. Time is measured at the third out of the previous complete inning.
- 2.
3. Mercy Rule: 15 run mercy rule is in effect after 3 innings. 10 run mercy rule after 4 innings. 8 run mercy rule after 5 innings for all games.
4. Field dimensions are as follows:
 - a. Bases are 60 feet apart.
 - b. Pitching distance 46 ft.

Playing Rules:

1. For players to be eligible for this tournament division, birthdate must be on or after **8/31/13**
2. Teams must bat minimum (9) players and field (9) defensive players. TEAMS MAY CHOOSE TO BAT 10 PLAYERS OR ENTIRE LINEUP. If you have an injury and the player is in the batting lineup — that player will be an out unless substituted with another rostered player.
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 and opposing team.
5. Starters removed from the batting lineup can re-enter one time in the same spot in the batting order.
6. Courtesy runners are allowed for the catcher with two outs. The courtesy runner will be the player who made the last 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 rule not in effect.
10. Infield fly rule not in effect.
11. Bunting is not allowed. If a bunt is attempted, it counts as a strike and a pitch.
12. No outright stealing of home—passed balls, wild pitches, and throwing errors excluded.
 - a. No straight or delayed steals of home (i.e., the runner may not steal home on a clean throw back to the pitcher; the runner may only steal home on a passed ball or errant return throw).
13. A runner may not advance to another base or lead off once the pitcher is on the pitching rubber.
14. Defensive time out is a mound visit.

Pitching Rules:

1. Pitchers are allowed to pitch a maximum of 6 innings per day and may not pitch more than 12 innings in the tournament.
2. If a Pitcher pitches more than 3 innings in a day, he must rest/not be allowed to pitch for one calendar day. For example, if pitched more than 3 innings on Saturday, not eligible to pitch Sunday.
3. One pitch constitutes an inning.
4. Pitchers are not allowed to throw curveballs, sliders, or screwballs.
5. 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.
6. Once a pitcher is removed, he cannot re-enter as a pitcher in the same game.
7. There shall be a pitching change on the second mound visit to a pitcher in the same inning.
8. Third visit to the same pitcher, regardless of inning, requires pitching change.
9. To intentionally walk a batter, a coach simply needs to inform the umpire and point to first base. No pitches are to be thrown.
10. Pitchers are allowed a maximum of 6 warm-up pitches between innings, 8 for relief pitchers.
11. There will be no balk rules.