

SFPAL ALL STAR Tournament Rules

TOURNAMENT 10U

Insurance

- Evidence of medical/liability insurance must be presented to the tournament/field director no later than seven (7) days prior to the Tournament.

Eligible Players:

- If a player was born on or after September 1, 2013 , they would be eligible to play in the 10 & Under age group

Bat Rules:

- Players may use USA Approved or USSSA Approved bats or wooden bats (except bamboo).
- If a batter throws a bat, the first offense is a warning, the second time, the batter is out. One warning per team.

Playing Rules

- Teams will have a continuous batting order through the entire lineup. If a player leaves the game for any reason (including injury), there will be an out in his spot in the lineup.
- There will be nine (9) defensive players.
- All players can move freely in defensive positions.
- Only pitching changes must be reported to the official scorekeeper.
- No minimum play rule, but the whole roster must bat.
- Dropped third strike rule not in effect.
- Infield fly rule is not in effect.
- One (1) offensive timeout allowed per inning for purposes of conferring (coach & player). Penalty will result in a strike against the batter.
- No leading.... Runners can steal when the ball crosses the plate or when there is a passed ball. If a player leaves the bag early it will be a dead ball and the runner will be called out.
- 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).
- Safety squeeze is allowed but not suicide squeeze. No outright stealing of home.
- Courtesy runners are allowed for the catcher at any time, regardless of the number of outs. Umpires will make sure that the catchers put on the gear immediately upon return to the dugout. If not, an out will be charged.
- No head first slides except when going back to a base. If the runner slides head first (when not going back to a base) the runner will be declared out.
- Must Slide Rule; Runners must either slide in the attempt to reach base or attempt to avoid contact at all bases. This is a judgment call resulting in a no-call or with the penalty of the runner being called out, multiple runners being called out (if another play could have been made such as a double play) and/or ejection of the runner if his actions were considered flagrant.
- The fielder may not block any base or home plate without the ball in his possession.

- Tiebreaker rules for establishing the playoff teams and seedings are as follows:
 1. Won-Loss Record
 2. Head-to Head Results
 3. Least number of runs allowed in ALL games
 4. Coin Toss

Length of Games

- Games shall be six (6) innings in duration, time permitting. If the game is tied after regulation in pool play it is deemed a tie. Consolation games can also end in a tie.
- Only knockout bracket games (where a winner is required) have extra innings. Extra innings begin 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.
- Time limit is one hour and 50 minutes for all games except the Championship game which has no time limit. No new inning will begin after the time limit (unless tiebreaker rules are in effect as described above). A new inning begins when the 3rd out is recorded in the bottom half of an inning. Managers should encourage their teams to get on and off the field quickly so that time is not an issue.
- Game Time starts when the first pitch is thrown. The Umpire will notify the official scorekeeper to write the time down in the official scorebook.
- 10 run mercy rule is in effect after 4 innings for all games, 3 ½ if the home team is winning.

Pitching Rules

- Pitching Regulations
 1. Pitchers are allowed to pitch a maximum of three (3) innings per game / four (4) innings per calendar day / 12 innings for the entirety of the tournament.
 2. If a player pitches more than three (3) innings in a calendar day, he must sit for one calendar day to rest.
 3. The pitcher must be changed on the 2nd visit to the mound by a coach in an inning. An official visit occurs when the coach calls timeout or goes onto the field to talk to the pitcher.
 4. Pitchers are allowed a maximum of 5 warm-up pitches in between innings. A maximum of 10 warm-up pitches are allowed for relief pitchers entering the game.
 5. A logbook will be kept by the Scorer and will be given to the Tournament Director for reference.
- Once a pitcher is removed from the pitching in a game, he cannot re enter as a pitcher.
- One pitch from any pitcher constitutes one inning pitched.
- NO breaking balls (e.g., curveballs) are allowed. Change-ups are allowed.

Teams

- There will be a minimum of 10, maximum of 15 players per team, unless approved by the tournament director before the start of the tournament.
- Players found to be ineligible will be removed from the tournament along with the manager of the team. All games played with the ineligible player will be forfeited.
- No additions to the team's roster after the start of the tournament unless approved by the tournament director or his/her delegate.

Equipment

- Metal spikes are not allowed.
- Only players in uniform will be allowed to play. All-Star uniforms (different represented teams from the same city) are okay. Duplicate numbers must be reported to the official scorekeeper.
- The batter, base runners, on-deck batters, or players coaching bases must wear protective headgear. All players must wear protective cups.
- Diamond DOL-1 Baseballs or the equivalent will be provided by SFPAL for use during the tournament.
- Any player serving as a catcher to warm-up a pitcher must wear a mask.

Managers & Coaches

- Maximum of 2 coaches plus 1 manager will be allowed for each team in the dugout.
- Only one (1) designated coach may confer with the umpire.

Protests

- NO games will be played under protest. The umpires on the field will decide all questions of rule interpretations, with final judgment made by the tournament director or his//her delegate.

Playing Fields

- Bases – 60 feet apart
- Pitching Distance – 46 feet
- Outfield cones - 175 feet
- Balls that roll past cones are deemed a ground rule double, balls that pass cones without hitting the ground are deemed base clearing home runs.
- Ground rules for each game will be discussed prior to each game.

General Conduct

- Umpire or Tournament Director or his/her delegate may eject a player, manager, coach, or spectator from a game. Such ejection will result in an automatic one game suspension for player, manager, or the coach who is ejected.
- If warranted, the tournament director or his/her delegate may eject a player, manager, coach, or a team from all other tournament play and/or activities.
- No team or individual chants will be allowed. Teams will be warned only one time. Second offense will lead to forfeiture. This tournament is for the kids to win or lose based on their athletic abilities and not through 'mental games'. Appropriate sportsmanship by the players, coaches, and all parents is expected.
- No walk up music or pre-recorded announcements allowed. The tournament will announce players and provide music.
- No consumption of alcoholic beverages is allowed anywhere on tournament grounds

Other

- Home team is determined by the coin flip at least one (1) hour before game time with any tournament official. In the Playoffs: semi-final and Championship games, the Home team is the higher seed.
- Home team gets the third base dugout.

- No infield practice before the game is permitted.
- Have teams ready to play 15 minutes after completion of the previous game. If we can start early or make up time, we will do our best to do so.

Note: All other rules will be governed by the “Official Baseball Rules.”