

SFPAL ALL STAR Tournament Rules

TOURNAMENT 8

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, 2015, they would be eligible to play in the 8 & Under age group

Bat Rules:

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

Teams:

- Minimum of 10, maximum of 15 players per team, unless approved by the tournament director before the start of the tournament.
- Teams must have at least 10 players in the lineup for each game. If a team must play with fewer than 10 players, each time an open slot in the lineup comes up, an out will be recorded. No exceptions.
- All players at the start of the game will be placed in the batting order. A player that arrives late will be inserted at the end of the batting order. If a player is injured and cannot continue, their spot in the batting order will be skipped each time the player would have come to bat. This will be done without penalty. The injured player cannot return to the game.
- Players found to be ineligible will be removed from the tournament along with the manager of the team. All games played with an ineligible player will be forfeited.
- No additions to a team's roster after the start of the tournament, unless approved by the tournament director or his/her delegate.
- Players may not play for more than one team.

Playing Rules:

- The coach pitcher must pitch overhand to his/her own team and be within the circle around the pitcher's rubber when he delivers the ball.
- The coach pitcher must not interfere with a fielder's access to a batted ball. Penalty: The batter is out and runners may not advance. Coach pitchers struck with the ball will be a dead ball foul.
- The coach pitcher is to pitch only. He may not talk to or coach any batter or runners while on the field. Penalty: Batter and/or runners are out.
- The plate umpire will call a maximum of five pitches or three swinging strikes to each batter (whichever comes first). The batter is out on a dropped third strike. An at-bat cannot end on a foul tip regardless of pitch count.
- If batter is hit by pitch when swinging, it is considered a strike.
- After a ball has been put in play, play will be stopped when the ball has been returned to the pitcher's helper in the chalked circle around the mound. No further play can be made once a ball is brought to a stop by the pitcher's helper in the chalked circle.

Batted balls hit to the pitcher's helper should be fielded and played as normal.

- There will be a chalk line halfway between each of the bases (except home and 1B). If the runner is beyond the respective chalk line when the pitcher's helper has the ball, he gets the next base. If not, the runner retreats to the prior base that he came from.
- Runners may take extra bases on overthrows
- When time has been called, base runners are not permitted to leave the base until the ball crosses home plate. A base runner leaving the base too soon will be called out.
- Stealing is not allowed. A runner may advance only on a batted ball.
- 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 actions considered flagrant.
- The fielder may not block any base or home plate without the ball in his possession.
- Outfield cones will be set at approximately 150 feet. A ball hit over the cones in the air is a home run. A ground ball or line drive through the cones on a bounce or roll, regardless if it touches a player or not, is a ground rule double.
- There are no walks and a batter does not get to take first base if hit by a pitched ball.
- Ten players will be allowed on defense. Four players that will be designated as outfielders and none of the four outfield players will be allowed to assume infield positions while playing an outfield position.
- Free substitution for defensive players is allowed.
- The infield fly rules do not apply.
- No bunting is allowed.
- The extra hitter (EH) rule does not apply. The re-entry rule does not apply.
- Courtesy runners are allowed only in the instance where the catcher is on-base and there are two outs. The last player to be recorded as an out shall replace the catcher to maximize game time play.
- 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/Innings:

- Games shall be six (6) innings in duration. 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 1 hour and 30 minutes for all games, except semi-final and final games. No new inning will begin after the time limit (except semi-final and final). A new inning begins when the 3rd out is recorded in the bottom half of an inning.
- Game time starts when the first pitch is thrown. Umpire will notify the official scorekeeper to write the time down in the official scorebook.
- 5 run rule is in effect until the 6th inning for all games.

Equipment:

- Metal spikes are not allowed.
- Only players in uniform will be allowed to play. All-Star uniforms (different teams from the same city) are permitted. Duplicate numbers must be reported ahead of time.
- The batter, base runners, on-deck batters, or players coaching bases must wear protective headgear.
- Diamond DOL 1 Baseball or equivalent will be supplied by SFPAL.

Playing Fields:

- 60 ft. Bases
- Pitching distance is 43 ft
- One eight-foot straight line will be drawn parallel from the front center of the pitcher's rubber. The player pitcher must stay behind this line within the circle until the ball is hit.
- Ground rules for each game will be discussed before each game.

Managers & Coaches:

- Maximum of 3 coaches plus 1 manager will be allowed for each team in the dugout.
- Only one designated coach may confer with an umpire(s).
- The coach pitcher must be at least 18-years-old. No other coaches allowed on playing field.

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.

General Conduct:

- Umpire or tournament directors 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 coach who is ejected. If warranted, the tournament director or delegate may eject a player, manager, coach or a team from all other tournament play/activities.
- No team or individual chants will be allowed. Teams will be warned only once. 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.
- No consumption of any alcoholic beverage allowed within the parks. Smoking is not allowed around the playing fields. Please observe all posted ordinances.

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 Final, 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."