

San Bruno 2011 Dale Wilson 4th of July Tournament

10 & Under Tournament Rules

Playing Rules:

- To participate in the 10 and under division, a player's birth date must **not** be after May 1, 2002.
- Teams **must** bat (10) players and field (9) defensive players. **If a team has only nine (9) players, the opposing team can choose whether it wants to bat ten (10) or (9) players.**
- All players can move freely in defensive positions (players not in the batting lineup are allowed to play defense without being reported until they are inserted in the batting lineup).
- Only batting/offensive and pitching changes need to be reported to the official scorekeeper.
- Starters removed from the lineup can re-enter one time in the same spot in the batting order.
- NO courtesy runners
- NO minimum play rule.
- Catcher must use a catcher's mitt.
- Dropped third strike is in effect.
- Infield-Fly rule is in effect.
- One offensive time out allowed per inning for the purpose of conferring (coach & player). Penalty is a strike on the batter.
- **Must Slide Rule:** 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.

Length of Games:

- Games shall be six (6) innings in duration. Time limit is 1 hours and 45 minutes for all games, except semi-final and final games. No new inning will begin after time limit (except semi-final and final).
- If a game is tied after the completion of six (6) full innings, the game will end in a tie and both teams will receive one (1) point each.
- 10 run rule will be in effect after 4 innings for all games, except semi-final and final.

Pitching Rules:

- A. There are no pitching limitations. Pitchers must be removed upon the second visit to the mound or field by any coach in the same inning. If a coach calls time, and crosses the foul line to confer with any player, this shall be considered a visit for that inning.
- B. A pitcher cannot reappear in the pitching position in a game that he has already held the pitching position.
- C. Pitchers will pitch from 46 feet.
- D. To intentionally walk a batter, a coach simply needs to inform the umpire and point to first base. No pitches are to be thrown.
- E. Under the discretion of the umpires, balk rules will be enforced, there will be one warning given to a pitcher.

Teams:

- 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 an ineligible player will be forfeited.
- No additions to a team's roster after the start of the tournament, unless approved by the tournament or his delegate.

TOURNAMENT FORMAT *UPPER BRACKET*

- A. Pool Play in each division, each team to play 3 game minimum.
- B. Pool winner and second place in each division advances to medal play. Seeding is through point system. Top two teams in each pool will be seeded 1ST or 2nd based on points, then head-to-head, then fewest runs allowed, then coin toss.
- C. Points are: 2 points for win, 1 point for tie, 0 points for loss.
- D. In medal play, the highest seed will have the option of being the home team.
- E. Pool A winner plays 2nd place Pool B, Pool B winner plays 2nd place Pool A

Tournament Format *LOWER BRACKET*

- A. Pool play in each division, each team to play 3 game minimum
- B. Six (6) teams make medal play top 2 seeded teams get a bye into medal play. Seeding is through point system. All teams will be seeded 1 through 6 based on points, then fewest runs allowed, then coin toss.
- D. Points are: 2 points for win, 1 point for tie, 0 points for loss.
- E. In medal play the higher seed shall have the option of being the home team.

Tie Breakers

- A. Points earned
- B. Fewest Runs Allowed
- C. Highest Run Differential
- D. Coin Toss

Equipment:

- Big barrel and composite bats are allowed
- All catcher's **MUST** use a catcher's mitt, NO EXCEPTIONS!
- No metal cleats allowed
- Only players in uniform will be allowed to play. All-star uniforms (different represented teams from same city) are okay. Duplicate numbers must be reported ahead of time.
- **The batter, base runner, on-deck batters, or players coaching a base must wear protective headgear.**
- 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 the manager is allowed to confer with the umpire(s).

Protests:

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

Playing Field:

- 65 ft. bases
- Pitching distance 46 ft.
- Ground rules for each game will be discussed before each game

General Conduct:

- 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 or his delegate.
- No team or individual chants will be allowed. Teams will be warned only once. Second offence will lead to forfeiture.
- No consumption of any alcoholic beverages allowed within the parks.

Others:

- Home team is determined by coin flip.
- Home team shall use the third base dugout.
- No infield practice before the game is permitted.
- Have team ready to play 15 minutes after completion of previous game. If we can start early or make up time, we will.

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