

2009 Dale Wilson Memorial 4th of July Tournament Rules – 8 and under

1. TEAMS:

- A. Team rosters are to be submitted via the league website www.sanbrunopeeweebaseball.org and birth certificates are to be presented to the Tournament Director on the first day of the tournament. Each team is to have two (2) copies of the roster.
- B. To participate in the 8 and under division, a players birth date must fall between the following:

AGE	MAY	JUNE	JULY	AUG.	SEPT	OCT.	NOV.	DEC.	JAN.	FEB.	MAR.	APR.	AGE
6	2002	2002	2002	2002	2002	2002	2002	2002	2003	2003	2003	2003	6
7	2001	2001	2001	2001	2001	2001	2001	2001	2002	2002	2002	2002	7
8	2000	2000	2000	2000	2000	2000	2000	2000	2001	2001	2001	2001	8

- C. All teams must submit an 11-15 player roster. Roster should include each player's uniform number. Only those players submitted on the rosters will be eligible to participate in tournament play. If a team has less than 15 players available, the opposing team may use the same amount of players. **A team must have a minimum of 11 players on the roster, if a team shows up with less than 11 players, the tournament director must be notified immediately so that the situation may be assessed.**
- D. All coaches and managers will be adults (minimum 18 years old). A maximum of five (5) coaches and the manager will be allowed for each team.
- E. Team Manager/Coach must report for the coin toss at home plate ten (10) minutes prior to the start of the game. The home plate umpire will be in charge of the coin toss. Tournament officials will be empowered to move start times up thirty (30) minutes if it can be warranted.
- F. Each team is to be at the field forty five (45) minutes before the scheduled start time.
- G. Only city run teams allowed in the Tournament. No County or Club teams allowed. Players must have played within their city's Baseball League.
- H. No infield practice allowed prior to games.
- I. Home team shall occupy the 3rd base dugout.

2. REGULATION GAME:

- A. All games will be six (6) innings.
- B. When the batting team scores six (6) runs in the inning before making three (3) outs, the side will be retired. This rule does not apply to the sixth inning.
- C. The ten (10) run mercy rule will be in effect after 3 ½ innings.
- D. No new inning shall begin after 1 hour and 45 minutes from the scheduled start time. If a game cannot go six (6) innings, the team that is ahead with both teams having equal number of times at bat will be declared the winner. If a new inning is started within the time limit, the inning shall be completed (top and bottom of inning). EXCEPTIONS: Games shall end in a tie; each team is awarded one (1) point. If the home team is at bat and is ahead, although not having completed its turn at bat, the game is called and the home team is declared the winner.
- E. No games will be played under protest. The umpires on the field will decide all questions on rule interpretations, with final judgment made by the tournament director or his delegate.
- F. All ground rules will be discussed prior to the start of each game.
- G. Home team will be the official score keeper and will be handed the official score book prior to their game. The official book shall be kept in a professional manner, listing team name, players names, numbers and positions. After the game the completed score book must turned over to the umpires.

3. DEFENSE:

- A. Every player must play a minimum of two (2) defensive innings.
- B. Catchers **MUST** use a catcher's glove.
- C. The team can play with ten (10) players on the field. The tenth player must be on the outfield grass when the ball is pitched.

4. DIMENSIONS:

- A. Bases – 60 Feet.
- B. Pitching Rubber – 46 Feet.
- C. Pitching Circle – ten (10) foot radius
- D. Half way line between each base (except from home to first base)

- E. Home run line – 175 feet

5. BATTING:

- A. Continuous batting order will be used. Bat through the entire roster.
- B. Any batted ball that on the fly goes beyond the 175 foot home run line shall be a home run.
- C. If a batted ball rolls past the home run line the batter will be granted a ground rule double.
- D. **Bunting is allowed, however there will not be any "fake" bunts, if the batter squares to bunt, he must bunt at the ball, if he does not and takes a full swing he shall be called out.**

6. BASE STEALING:

- A. Players cannot steal or lead off until the catcher has possession of the ball. Possession shall mean ball is in the grip of the hand or the glove. A runner on third at the pitch may score **only when a ball is hit.** **There is no stealing of home allowed.**
- B. The catcher must hustle to retrieve the ball. After one warning from the home umpire, runner or runners may be awarded the next base, but cannot be advanced to home plate.
- C. Continuation shall apply only when the runner originates on either 1st or 2nd base at the time of the pitch. If said runner steals and continues to run, (i.e. overthrow or on own discretion) the runner may advance any additional base or bases, including home.
- D. If in the judgment of the umpire a runner is more than halfway to the next base when the ball is dead, he/she is entitled to that base. The chalk mark sets the halfway point. More than halfway means at least part of one foot on the ground is past the chalk halfway line.
- E. The ball is dead when it is in the controlled possession of the fielding pitcher player inside of the ten (10) foot radius-pitching circle. Inside means neither foot extending over the line. EXCEPTIONS: If a batted ball is initially fielded inside the circle, it is live until the fielding player pitcher hands it or attempts to hand it to the pitcher coach.

7. PITCHING:

- A. Coaches or managers will pitch to their own team from inside the ten (10) foot radius-pitching circle. Inside means neither foot extending over the line at any time. Violation causes an immediate dead ball. First offense will result in a warning. All further offenses will result in a declared pitch to the batter. If the declared pitch is the fifth pitch, the batter is out.
- B. Pitcher/coach may not instruct/coach from the pitching circle. The pitcher/coach may not instruct players, batters, coaches, or umpires until replaced, and shall stay inside the pitching circle until replaced. First infraction will result in a warning. All further infractions will result in a pitch being declared on the batter. If the declared pitch is the fifth pitch, the batter is out.
- C. If a hit or thrown ball hits the pitcher/coach, the ball is considered dead and no players may advance, nor shall it be deemed a pitch as part of the batters pitch count. If the pitcher/coach is hit as a result of the fifth pitch, the ball is dead and is considered "no pitch". No runners may advance.
- D. Defensive fielding pitcher must hand the ball to the pitcher/coach. It may not be thrown, lobbed, rolled or be delivered in any other manner other than direct hand to hand or hand to glove contact. The pitcher/coach must take possession of the ball when the defensive fielding pitcher offers it.
- E. No walks, if the batter fails to hit a fair ball after five (5) pitches, the batter is out. Exception: (1) If the 5th pitch is hit foul, the batter is not out. Batter continues to bat until the ball is missed or is hit fair. If a foul ball (above the catcher's shoulders) is caught in the air the batter is out. Caught foul tips (straight from bat to catcher) are counted as an out on the 5th or consecutive pitch only. (2) On the 5th or any consecutive pitch, the batter attempts to bunt or the pitch is bunted foul, the batter is out.

8. SUBSTITUTIONS:

- A. Open substitution will apply.
- B. A pinch runner may be substituted for the catcher with two (2) outs in order to allow the catcher to be ready to resume his duties as soon as the side is retired.
- C. Managers must report all defensive substitutions to the official scorekeeper.

9. INFIELD FLY:

- A. No Infield fly rule in this division.

10. EQUIPMENT:

- A. All Players are encouraged to wear protective cups.
- B. No big barrel bats will be allowed. If an illegal bat is used, the batter is out and runners cannot advance.

11. TOURNAMENT FORMAT

- 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. Each pool winner will be seeded 1 through 4 based on points, then fewest runs allowed, then coin toss. Seeds 5 through 8 will be based on points, 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.

12. TIE BREAKERS (Pool Winners)

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

13. TIE BREAKERS (Seeding 1-4)

- A. Points earned
- B. Fewest runs allowed
- C. Coin toss

14. TIE BREAKERS (Seeding 5-8)

- A. Points earned
- B. Fewest runs allowed
- C. Coin toss

15. CONDUCT REGULATIONS:

- A. Any player, coach, manager, or spectator who acts in an unsportsmanlike manner will be warned once by the umpire or a tournament official. The second time, that person will be removed from the field. If in the judgment of the umpire or tournament official, the offense is of a more serious nature, that person may be ejected without a warning having been issued.
- B. Any player, coach, manager, or spectator ejected from a game shall be suspended from all further tournament play of participation subject to the Tournament Director's discretion.