



## *Half Moon Bay Memorial Day Tournament Rules*

### **I-Teams**

1. Manager must keep and be able to present team roster and birth certificates at all times during the tournament.
2. All ages must comply with the April 30 birthdate cut-off.
3. Each team must submit a copy of their Liability Insurance certificate before the start of their first game.
4. Each team must submit a roster of 11-15 players including each player's uniform number. Only players submitted on the roster will be eligible to participate in the tournament. Each team must have a minimum of 11 players at each game. Teams with less than 11 players at the time of the coin toss, must let a tournament representative know, and will have an out recorded at the end of the batting order for each missing player.
5. A team may not play with less than 9 players.
6. A player cannot play on more than one team.
7. Teams have a maximum of one manager and two coaches.
8. All spectators must stay off the field.
9. Teams must be at the field 1 hour before the start of the game.
10. The home team is determined by a coin flip.
11. The home team must provide an official scorekeeper and use the official scorebook provided by the tournament committee.
12. Winning teams must report the final game score to hospitality desk near the snack bar.

### **II-Regulation Game**

1. Game Length: 6 innings
2. Mercy Rule: Teams are declared the winner if leading by 10 or more runs after 4 innings played (3.5 innings if home team is winning by 10 runs).
3. Game Time Limit: No inning will be started after 1 hour and 45 minutes from the first pitch of the game. Time is calculated from the last out in the previous inning. Playoff games (Monday) do not have time limits.
4. Ties: Pool play games can end in ties. Games tied after 6 innings, but that have not reached the time limit, continue until the time limit. Playoff games (Monday) do not end in ties.
5. Batter Limits: There is no limit to the number of batters in any given inning or the number of runs a team can score in any given inning with the exception of the Mercy Rule (II.2).

### **III- Playing Rules**

1. Little League rules shall govern play on issues not covered below.
2. Pitching Limits:
  - i. Pitcher cannot pitch three (3) consecutive days.
  - ii. A pitcher with 36 or more pitches in a day must have 1 day rest.
  - iii. A pitcher with 61 or more pitches in a day, may not pitch for the rest of the tournament.
  - iv. The maximum pitches per day is 75 pitches for 9U and 10U.
  - v. The maximum pitches per day is 85 pitches for 12U.
  - vi. Soft pitch counts; a pitcher may finish the batter they are facing when they reach a limit.

3. Players may catch in the game in which they have pitched.
4. Players should warm up the pitcher between innings; however, a coach may warm up the pitcher to speed up the game.
5. Managers must remove the pitcher during a second trip to the mound in the same inning. Umpire's retains discretion for injury.
6. After each game, the Manager must verify the pitching record and have the inning track form available for review at all times. The tournament committee will provide an inning track form at check in.
7. The Manager is allowed only one offensive time out per inning.
8. No runner's leads. Runner may advance/steal after the pitch crosses the batter.
9. Drop 3rd strike rule is in effect.
10. Managers will use continuous batting orders with each player on the roster and present batting.
11. If a player in the batting order is unable to hit, an out will be recorded every time that player is due to hit.
12. No more than one player in on deck circle including between innings.
13. There are no minimum play requirements for each player and Managers can use free substitution.
14. With two outs, a courtesy runner may replace the catcher; the courtesy runner is the player that made the second out in the inning.
15. Only little league-approved bats allowed.
16. No game shall be played under protest. The umpires on the field and the tournament directors have the final say on all rule interpretation.
17. Any player, coach, manager, or spectator who acts in an un-sportsmanlike manner may be warned once by the umpire. The second offense shall result in that person being removed from the field. If it is the judgment of the umpire or tournament official that the offense is of a serious enough nature, that person may be ejected without warning.
18. Any player, coach, manager, or spectator ejected from a game may be suspended from further tournament play or participation.

#### **IV Division Seeding For Playoffs**

1. Win-loss record
2. Head to head
3. Fewest runs allowed
4. Most runs scored
5. Coin toss