

2008 CARLSBAD MEMORIAL DAY CLASSIC BASEBALL TOURNAMENT

Official Rules

Except as specified below, rules will be those of Major League Baseball.

Age

Age Cutoff for this tournament will be April 30th. A player is not eligible for his respective division if he/she reached an age higher than the Division Age on or prior to April 30th. (eg a player who turned 12 on or before April 30th is ineligible for 11U). Photocopies of birth certificates will be required at check-in, and should be kept in managers' possession the entire tournament in case of challenges.

Rosters

Rosters may not exceed 15 players without explicit approval of the tournament director. Final rosters must be submitted at check-in and may not be altered thereafter.

Player Minimum

All teams must start with a minimum of 9 players, but can finish with fewer players. In the case where a team loses players during the game, outs will be recorded for any vacant spots in the batting order.

Uniforms

Numbers are required on the backs of all uniforms. Players must use the same uniform number throughout the tournament.

Game Times

Tournament staff will make best effort to start all games at the published starting times. The umpire will convene a meeting of team managers 5 minutes prior to the game. Prior to the game's first pitch, the umpire shall announce the game starting time. If either team is not ready play at game starting time, the game shall be declared a forfeit.

Note: A forfeited game shall be recorded as a 7 to 0 score.

Bats

In all Divisions, excluding Divisions which are specifically designated as "Wood Bat," metal or wood bats may be used.

There shall be no restriction on the use of "big barrel" bats.

Field Dimensions

Playing field dimensions will be as follows:

Division	Base Distance (ft)	Pitching Distance (ft)
8U	50	38 (pitching machine; 38 MPH)
9U	60	44
10U	60	44
11U	70	48*
12U	70	50*
13U	80	54*
13U Wood	80	54*
14U	80	54

* Portable mounds will be used in these divisions; tennis shoes or other rubber-soled shoes/cleats are required for pitchers in these divisions, for improved traction and to avoid damage to the mounds

Cleats

Metal cleats are allowed in the 12U, 13U, and 14U Divisions only, except as noted above for pitchers on portable mounds.

Home and Away

The Home team will be determined by a coin toss for all pool play games. The coin toss should occur approximately ½ hour prior to game time and may be done by the coaches themselves, with or without the Tournament Director or Tournament Assistant Director. During the single elimination playoffs and championship games, the higher seed will automatically be deemed the home team. Home team will occupy the 3rd base dugout. If a team plays back-to-back games on the same field, they may stay in the same dugout in the 2nd game if both coaches agree.

Scorekeeping and Score Cards

Home team will provide the official scorekeeper. Teams shall provide their own scorebooks.

Official score cards for each game shall be provided by the tournament. Prior to each game, both teams must record their starting lineups and any substitutes. The official score card for the game shall be held by the umpire, and shall be used to record substitutions, the official game score, and innings pitched for each pitcher. At the conclusion of each game, the scorecard must be signed off by both team managers and returned to the tournament table as the official record of the game.

Infield Practice

There will be no taking of infield practice before the games so that we can keep the games moving given time constraints between games.

Tournament Play

The tournament format in each Division will consist of pool play followed by single elimination games, culminating in a championship game in each Division. Schedule details will be distributed separately. All teams will play at least three (3) games.

Seeding for Elimination Games

Seeding rules for each age group bracket will be provided with the bracket.

Length of Games

Lengths of games shall be as follows:

Division	Regulation Game Length (innings)	Time Limit*
8U	6	1 Hr, 30 Minutes
9U	6	1 Hr, 45 Minutes
10U	6	1 Hr, 45 Minutes
11U	6	1 Hr, 45 Minutes
12U	7	2 Hr
13U	7	2 Hr
14U	7	2 Hr

* The Time Limits have different definitions depending upon the level of game being played, as follows:

- a) In pool play, no new inning may start after this much time has elapsed since the game's Starting Time. Therefore, in pool play it is possible to have a tie game.
- b) In elimination (playoff) games, any innings started after this much time have elapsed will be played using the tournament tie-breaker rule (see below).
- c) In the championship games, time limits shall not apply and all games shall be played to completion.

Mercy Rule

A "Mercy Rule" will be in effect in all games played. The following run and inning limits will be used to define a Mercy Rule situation.

Division	Run Differential	Inning Completed
8U	15	3
	10	4
	8	5
9U	15	3
	10	4
	8	5
10U	15	3
	10	4
	8	5
11U	15	3
	10	4
	8	5
12U	15	4
	10	5
	8	6
13U	15	4
	10	5
	8	6
14U	15	4

	10	5
	8	6
Note – ALL Mercy Games shall be recorded as a 7 to 0 score.		

Game Tie Breakers

A tournament tie-breaker rule (aka *California Tie-Breaker*) will be invoked in elimination (playoff) games that remain tied when any inning starts after the Time Limit is reached. In this case, for each inning played once the time limit is reached, the batting team shall start the inning by placing the last scheduled batter in the inning on 2nd base to start the inning. This shall be repeated in each half inning until the game is completed.

Substitutions/Batting Lineup

There are three batting order options available:

- 1) All players on the roster may bat in order, **or**
- 2) The 9 starters (***10 starters in 8U Division***) only may bat (with substitutions), **or**
- 3) The 9 starters (***10 starters in 8U Division***) plus an extra hitter (EH) may bat (with substitutions).

You may change batting line ups from game to game only. In the case of the entire roster batting, if an injury, which occurs in this game, causes a player to come out of the game, that batter WILL be called out when his slot comes up in the order each time.

The rules regarding substitutions of defensive positions depend on the batting order option (see above).

- 1) If Batting Order Option #1 (all players on the roster batting) is selected, then there are no restrictions on the use of defensive substitutions, except for the pitcher (see below).
- 2) If Batting Order Option #2 or #3 is selected
 - a. Starting players who are removed from the game for a substitute may re-enter the game one time.
 - b. Starting players may only re-enter the game in their original position in the batting order.
 - c. Substitutes, once removed, may not re-enter the game.

Players may pitch in each game only once, ie: if you started as pitcher and are pulled you may not re-enter the same game as a pitcher later in the game (except 8U Division, with pitching machine).

Courtesy runners will be allowed for the catcher when there are two outs in the inning and the catcher is on base. The courtesy runner must be the batter who recorded the last out at the time when the courtesy runner is inserted.

Visits to the Mound

Each team is allowed three charged visits to the mound within a game. Charged visits are cumulative for the entire game. A charged visit is a trip in which the manager or coach does not remove the pitcher.

After the three charged visits are used, every trip to the mound after that will result in the pitcher being removed. An uncharged visit is when the manager removes the pitcher from the mound.

This rule applies to all divisions, including 8U.

Pitching Limits

There will be pitching restrictions for the amount of innings pitched for any one pitcher, as shown in the following table.

Division	Max Innings/Tournament*
8U	NA
9U	6
10U	6
11U	6
12U	6
13U	7
14U	7

* - 1 inning may be added per game in games 4 and above
** - Innings pitched (and score) will be recorded on game scorecard (signed by managers and returned to tournament table after game)
*** - A minimum of one recorded pitch in any inning shall constitute an inning pitched
**** - Pitcher Inning Limit infractions shall only be enforceable during the course of a game. In the event that a pitcher is determined to have exceeded the pitching limits, the pitcher and team manager shall be ineligible to participate for the remainder of the game in which the infraction is detected, and the team manager shall be ineligible for the following game.

Miscellaneous

a) 8 U Division Only

- 1) In the 8U Division, each batter shall receive a maximum of 6 pitches. If the ball is not put into fair play within 6 pitches, the batter shall be declared out.
- 2) In the 8U Division, the umpire shall feed the pitching machine. Adjustments to the pitching machine may only be made by the umpire or at the umpire's direction.
- 3) In the 8U Division, if a batted ball strikes the pitching machine or umpire it remains LIVE, but not a fly. If the ball goes into foul territory UNTOUCHED, the ball is dead, the batter is awarded first base and all runners advance one base.
- 4) In the 8U Division, a runner cannot break contact with his/her base until the ball is hit or crosses home plate, as determined by the umpire. PENALTY: if a runner is off the base and the ball is hit, the

runner is out and the ball is in play. If the ball is not hit, the runner must return to the base and the ball is dead.

5) In the 8U Division, base runners are not permitted to steal bases. Runners may only advance bases on a hit ball or when forced by a walk.

6) In the 8U Division, batters may not advance to first base on a dropped 3rd strike.

7) In the 8U Division, the umpire will CALL TIME when a defensive player has the BALL IN CONTROL on the infield dirt AND in the umpire's judgment the runner(s) have ceased active advance.

8) In the 8U Division, 10 fielders may play in the field, with 4 players being outfielders. The outfielders shall be positioned on the outfield grass.

9) In the 8U Division, there shall be no Infield Fly rule.

10) In the 8U Division, there shall be a 5-Run Maximum per inning for innings numbered 5 and below. The 6th inning, and any required extra innings, shall be "open innings."

b) General

1) It is the base runner's responsibility to avoid contact with the fielder (when fielder is in the act of receiving the ball). Slide or avoid rule is in effect at all times. Intentionally running into a fielder, who is in the act of receiving the ball is grounds for ejection. If an ejection occurs, it is only for the game the ejection occurred in. Also, when a player ejection occurs, an automatic out will be received when the ejected player's position in the line up comes up to bat. If in the umpire's opinion, there is GROSS intention to injure a fielder, the umpire MAY permanently eject that player from all remaining games.

2) To intentionally walk a batter, the coach may inform the umpire and point to first base. No pitches need to be thrown.

3) No pitcher may wear a long sleeve white or gray colored shirt, use a white or gray colored glove, or use or wear any article of clothing or equipment as a means of concealing the baseball during his/her delivery.

4) Protests shall be allowed on rule interpretation only. All protests shall carry a \$100 fee. Protests will be resolved by a decisions committee comprising the senior umpire on the field and the tournament director.

5) In the case of adverse weather conditions, the Tournament Director will reserve the right to modify the event format, including changing game schedules, reducing time limits or reducing the number of innings/game, as required to complete the event.

6) Refund Policy is as follows:

a) A \$100 administrative fee will apply for a complete event rainout, or if the tournament organizers are not able to hold the event for any reason.

b) If a team plays only 1 game, 50% of the entry fee will be refunded.

- c) If a team plays 2 or more games, there will be no refund.
- 6) The Tournament Director shall have final decision authority on all tournament questions and disputes.

Sportsmanship and Behavior

Please have fun! Remember, it's just a game and the players, despite their advancing skills, are still only children.

Tournament play is by nature very exciting. Disputes may arise. Tempers may flare. The examples set by managers and coaches will be reflected by the players and parents. YOU are setting an example for young people so make it a good example. Violent or offensive displays of temper by managers, coaches, players or spectators will not be tolerated and are punishable by immediate ejection. Managers are RESPONSIBLE for their teams' spectators so please keep them under control. If an unruly fan is ejected and does not leave the area IMMEDIATELY, the MANAGER will be ejected from the game. If the problem escalates, the TEAM will FORFEIT the game.

There will be NO DISPUTING of balls or strikes, safe or out, or other types of judgement calls which are made by the umpires.

Alcoholic beverages are not appropriate for the environment that we hope to establish for this event.