

# Sharon Youth Baseball and Softball Association (SYBSA)

## 2016 Tournament Rules

### Introduction

The SYBSA Tournament is a round-robin format with all teams scheduled to play 2 games during pool play. Playoffs will be scheduled on Saturday afternoon and Sunday based on the final pool standings.

### General Rules

1. The SYBSA complex is an alcohol and tobacco-free facility. Anyone found to be violating this policy is subject to ejection from the complex for the duration of the tournament.
2. Grills are not allowed at the SYBSA complex.
3. There are no pets allowed at the SYBSA complex.
4. Using GPS, the SYBSA Baseball complex is located at 7 East Foxboro Street, Sharon, MA, which is off South Main Street. Directions to the complex may be found at <http://sybsa.org/Facility.asp?ID=20178&org=sybsa.org>.

### Officiating and Team Sportsmanship

1. Ground rules will be explained by the home plate umpire at the start of each game.
2. **The team manager is responsible for the conduct of their players and fans. Unreasonable or unsportsmanlike conduct may be cause for disqualification from the tournament at the discretion of a Tournament Official.**
3. Cheering for teams is permitted. However, excessive chanting or cheering for the sole purpose of distracting the other team is not good sportsmanship and is prohibited. Violation of this rule is solely determined by the umpire's judgment.
4. It is the responsibility of the team manager to control the actions of a team's players, coaches, parents, and fans. Harassment of players or umpires will not be tolerated and will result in a warning. If the harassment continues, the umpire will declare the game a forfeit. SYBSA reserve the right to review such situations and apply sanctions up to and including disqualification from the tournament. Tournament fees will not be refunded.
5. Any protest of an umpire's decision may only be made by a team manager and must be made to the Tournament Director or Assistant Director before play resumes. The game may not continue until resolution takes place. The decision of the Tournament Director or Assistant Director shall be final.

### Team Rosters and Game Scheduling

1. Final roster will be limited to 15 players, unless previously agreed to with Tournament Director
2. Rosters MUST be submitted to Tournament Director prior to playing in the Tournament.

3. The President and/or Team Official must certify (by signature) and be responsible for the eligibility of each player submitted on the team's official roster. All players must reside within the boundaries and be eligible players within each team's geographic town area. No regional teams, AAU teams or combined league/town teams. Use of an ineligible player will result in team removal from further tournament play.
4. All eligible players must have been 12 or younger as of April 30, 2016.  
The cut off dates are as follows:
  - 12U: All players must have been born on or after May 1, 2003
  - 11U: All players must have been born on or after May 1, 2004
  - 10U: All players must have been born on or after May 1, 2005
  - 9U: All players must have been born on or after September 1, 2006
5. SYBSA reserves the right to make any changes deemed necessary to the schedule or field at any point during the tournament. This includes changes due to inclement weather.

### **Tournament Play**

1. Playing rules as published by Major League Baseball, Inc. with the exception of any and all modifications stated in the tournament rules.
2. All teams should be present 30 minutes before the start of their game and provide the other team a line-up card no less than 10 minutes before the game starts.
3. The first team listed on the schedule for each game will be the HOME team, and will occupy the 3<sup>rd</sup> base dugout.
4. The time of the game will start with the first pitched ball of the game. The Home Plate Umpire will keep the time.
5. Home Plate Umpire will keep OFFICIAL score and will confer with the 2 managers between each inning to verify score. SYBSA will provide the option to run an electronic scoreboard (instructions provided). HOME team will provide a person to operate scoreboard.
6. "Must Slide Rule": Except running to first base, when a defensive player is at a base or home plate and a play is about to develop, the runner must slide or avoid contact with the player attempting to make the tag. If contact occurs between runner and fielder, failure to slide is an out. This is a judgment call by the umpire.
7. Head First Sliding is not allowed. The runner will be called out and the ball is dead. A runner may dive back to a base.
8. Infield Fly Rule is not in effect for 9U or 10U. It will be in effect for 11U and 12U divisions.
9. Mercy Rule – If after 4 innings (3 ½ if the home team is ahead) one team has a lead of 10 runs or more, the manager of the team with the least runs shall concede the victory to an opponent. If the visiting team obtains a lead of 10 runs or more in the top of an inning, the home team will play the bottom of that inning. (No mercy rule in Championship Game.)

10. Number of Players – No game may be started with fewer than nine players. Late arrivals must play if minimum requirements allow and bat at the bottom of the batting order. If at any time after starting, for whatever reason (including injuries), a team is unable to field at least 8 players, that team shall forfeit the game. In situations where a team finishes a game with fewer players than its initial starting lineup as a result of sickness or injury, the team will not record an “out” for the position of missing batter(s) in the lineup unless it is only fielding 8.
11. Should a game be halted before it is “Official”, that game will be resumed from the point where it was stopped. If halted once a game is “Official”, the score shall revert to the score of the last complete inning. Barring insurmountable weather conditions (including darkness), every attempt will be made to play all games to completion.
12. A forfeit shall be recorded as 6-0 loss. Any team that forfeits a game for any reason will not be allowed to participate in the playoffs.
13. Time Limit: No new inning in a preliminary round game should be started after 1 hour and 45 minutes has elapsed. Game umpires will address start and completion time during game ground rules. The inning in process will be complete once the home team bats. If the home team is winning, the game ends once the visitors bat. Pool Play Games are allowed to end in a tie, although extra innings are allowed if within the aforementioned time limits. Playoff Games will not end in a tie. All games must have a winner to move on in brackets. Time limits will be enforced at Tournament Committee’s discretion.
14. The international tie breaker rule shall be used beginning in the 8<sup>th</sup> inning. Last out of last inning will be placed on 2<sup>nd</sup> base before the inning starts. Batting order continues as normal.
15. A maximum of four adults will be allowed in each dugout.
16. U9 Run Limits – there is a Maximum of 5 runs scored per inning, except the LAST inning (ONLY for U9Division)

### **Playoffs**

1. ALL teams participating in each pool will qualify for a single elimination Playoff bracket. Seedings for Playoffs will be based upon Pool Play points (and Tie-breakers)
2. The winners of each semi-final game will advance to the tournament championship.
3. During Pool play (Thursday, Friday and Saturday) the following POINTS will apply:
  - Win=2 Points
  - Tie= 1 Point
  - Loss= 0 Points
4. In case of a tie in the final pool standings the following will be the tie-breakers:
  1. Two Teams Tied

Head-to-head record (if 2 teams involved)\*

2. Three Teams Tied

*The following will be used to eliminate 1 team and then revert back to the two team tiebreaker.*

- a. Runs allowed
- b. Run differential
- c. Coin flip

### **Pitching Rules**

1. No pitcher is allowed to pitch more than 15 innings for the Tournament in the 12U and 11U. No pitcher is allowed to pitch more than 12 innings in the 10U and 9U.
2. No re-substitution. Once a player is removed as a pitcher, that player cannot return to the same game as a pitcher.
3. A single pitch thrown to a batter constitutes an inning.
4. A second trip by the Manager or a Coach in the same inning requires the player's removal as pitcher from the game.
5. A pitcher must be removed from pitching if he hits 3 batters in one inning and a max total of 4 per game. He cannot re-enter as a pitcher.
6. Pitchers will get 5 warm-up pitches between innings.
7. A pitcher brought in during the middle of an inning will get 7 warm-up pitches.
8. Curveballs are not allowed, except in U12 and then, only with agreement between the 2 coaches involved in particular game. For Curveballs in U9-11 (or in games where NOT allowed), the first attempt will be called a ball. A second attempt will result in the removal of the pitcher from the game. It is at the umpire's discretion if the manager shall be removed as well (if pitches are being called from the dugout).
9. Balks will not be called.

### **Batting and Fielding Rules**

1. Bat Restrictions: To be eligible for tournament play, any bat to be used in a game must be included on the approved bat list published by Little League Baseball of Williamsport, PA. Any questions or concerns should be raised to the home plate umpire during a game. No big barrel bats will be allowed to be used in the tournament.
2. A continuous batting order must be used and include all present players.
3. The batting order cannot be altered during the game. If a team bats out of order the player will be called out whether the player reached base or is still at bat.
4. Field players are permitted to have free substitution and are not limited in the number of times they can re-enter.
5. Bunting is allowed. Slash bunting is not allowed and will result in an automatic out and the ball is dead. A slash determination is at the umpire's discretion.
6. Dropped 3<sup>rd</sup> strike rule will not be used for 9U and 10U divisions. Dropped 3<sup>rd</sup> strike advancement is allowed in 11U and 12U divisions.

7. Batting helmets must be worn while batting and base running.

### **Stealing- Rules for 9U ONLY**

1. Runners are allowed to steal at their discretion. However, they may not do so until the ball hits the ground or the ball crosses home plate.
2. Dead Ball when "Mounded". The ball is dead, when it is HELD on the mound area by any player. Runners advancing will be returned to the last base touched, (if they are halfway or less to the next base). Umpire's judgment.

### **Stealing- Rules for 10U, 11U and 12U**

- 1 Runners are allowed to steal at their discretion. However, they may not do so until the ball hits the ground or the ball crosses home plate.
- 2 Ball is only "Dead" when declared by Umpire

### **Team and Player Awards**

1. 1<sup>st</sup> Place Team Awards - Trophies will be awarded to the Champion Team
2. Runner-Up Awards Trophies will be awarded to the Runner-Up team

### **Courtesy Runners for Pitchers and Catchers**

Courtesy Runners for pitchers and catchers are highly recommended but not mandatory. Subs will be used first as courtesy runners. In the event a team doesn't have a sub then the batter who recorded the last out must be used as a courtesy runner. If a player is removed from the lineup he can be used as a courtesy runner. A player may be used as a courtesy runner only one time per inning.