

ROCKLIN PONY 65'S MEMORIAL DAY TORUNAMENT

All games will take place May 24th – 27th, 2024. All games are hosted by Rocklin PONY Youth Baseball.

The following information will be required prior to the start of the tournament:

1. Payment in Full
2. Team Roster
3. Team Insurance
4. Copy of Birth Certificates**

**It is not required that you submit your team's birth certificates to the tournament director, however, if requested by other team(s) you must provide proof of age to the tournament or site director (a photocopy is fine). Failure to provide proof of birth certificate will make the player in question ineligible.

Roster:

- 15 players max
- A player may be on 2 tournament rosters, if the teams represented are from different age divisions. Additionally, the player may only pitch for one of the two teams. Roster must be submitted and checked prior to first game check in. Once the tournament director/ representative checks in the roster NO players may be added. The only exception that players may be added is to replace injured players. (Injured player MUST be removed from roster) If injured player is to be re-added original replacement player MUST be removed from roster.
- Players/Teams may play up in a division but can not play down (example a 10u birth kid cannot play down in 9u)

Home Team:

During Pool Play the home team will be determined 1 hour prior to each game by the toss of a coin. (If a team fails to attend the check in 1 hour prior to game time the first team to check in will win the coin toss.) The team traveling the farthest will call the flip. The team winning the toss has the choice of being home or visitors. During bracket play the better seed will be the home team and will occupy the 3rd Base dugout if available.

Official Book:

The home team will be required to provide an official scorekeeper for each game. (An official game scorebook will be provided to the MANAGER by the tournament director located at the Tournament Information Table during game check in.) At the end of the official game, the opposing coaches/scorekeeper(s) will validate and sign off on the final score. The home team MANAGER is required to return the scorebook and report the final score to the site director. At the end of the game the scorebook will be turned into the Tournament Information Table to have the game score validated and updated on the Master Tournament Schedule.

Pitching Affidavit:

Each Manager will be responsible for maintaining a pitching affidavit for EVERY game and will sign off on each other's pitching affidavit in the presence of the scorekeeper. Managers are REQUIRED to keep these completed and signed pitching affidavits for the DURATION of the tournament. If pitching affidavits are not signed off or failure to produce at game time penalties will be ineligible pitchers or game forfeit.

Pool Play Seeding for Elimination Play (Tie Breaker): - USSSA Rules apply.

- 1) Winning Percentage – Descending
- 2) Number Wins – Descending
- 3) Number Loses – Ascending
- 4) Tied Teams (vs. each other) Winning Pct. – Descending (more than 2 teams tied, skip this tie breaker)
- i.e. Head-to-Head record vs. opponent.
- 5) Avg. Runs Allowed – Ascending
- 6) Avg. Run Differential with a maximum of (8) – Descending
- 7) Coin Flip

Age Determination:

Age determined by a player's age as of April 30, 2024.

Sportsmanship:

Players are encouraged to cheer on their teammates but not to antagonize opponents.

Examples:

- Base runners shall not clap their hands or yell towards the pitcher when leading off bases.
- Players in dugout should not yell towards pitcher or crescendo their cheering when a pitcher delivers a pitch, or a fielder attempts to field the ball.

Penalty: Player and Manager will be subject to warning followed by ejection

Parents are encouraged to cheer on their players and team but not antagonize opponents or opposing fans.

- **NO** artificial noise makers will be allowed prior, during or after any games or in the grandstand / outfield area.

Examples: Cow bells, horns, noise makers, clappers, bells, or anything that makes a loud or distracting noise.

Penalty: Manager will be subject to warning followed by ejection and or forfeit of that game.

Walk up music will be permitted. We ask that you keep it to a level to be heard on your field only. Music in between innings or before game will be permitted at tournament directors' discretion. If the volume or language of music becomes a problem all music will be removed from the remainder of the event.

Tobacco and Alcohol:

- **NO Tobacco and/or Tobacco Substitute products are allowed on the field, in stands, or in the general park area.**

There is a ZERO tolerance for Alcohol in park area or parking area.

- **NO Alcohol is allowed onsite and all adults are highly encouraged NOT to consume any alcohol prior to coming to the park.**

- **Anyone possessing Tobacco and/or Alcohol onsite will be asked to remove the products, possibly themselves, and risk ejection. If anyone does not comply their team will risk an immediate forfeit and possible elimination of the tournament.**

THIS SERVES AS YOUR FIRST AND FINAL WARNING

Field Dimensions:

Age/Division Base Paths Pitching Distance

- 7U/8U 60' 40'
- 9U/10U 60' 46'
- 11U/12U 70' 50'
- 13U 80' 54'
- 14U 90' 60'

Uniforms, Bats, Equipment:

- All players shall be fully uniformed, which includes baseball pants, socks, baseball cap, shoes and team jerseys with numbers. Glass buttons and polished metal shall not be used on a uniform. No player shall attach anything to the heel or toe of his shoe other than the ordinary shoe plate or toe plate. Shoes with pointed spikes like golf or track shoes shall not be worn in any division of play.
- In age division 8u, 9u and 10U, non-metal cleats must be worn.
- Metal cleats are approved for the 11U, 12U, 13U divisions.
- Players that are pitching are not allowed to wear metal cleats on the pitching mound. Players WILL NOT be allowed on mounds and if found to have metal cleats pitching the player will be asked to change cleats. If no change of cleats is available, the player must be removed from the pitching position.
- **Bats: USSSA approved bats**
- Penalty for using an illegal bat. Batter will be called out and Manager will be given 1 warning. The 2nd team offense Batter will be called out and the Manager will be ejected from the game. 3rd team offense offensive team will forfeit the game.
- In all age divisions the catcher's helmet shall fully cover both ears. All offensive players shall use a batting helmet whenever at bat, on deck, on base or any other time outside of the dugout and the ball is live and in play. No bat / ball boys allowed. 14u must swing BBcor Drop 3. 13u Drop 5 or BBcor. 12u & 11u & 10u can use drop 5, drop 8 or drop 10.

Approved team Line-Ups:

- Teams may bat a nine (9) player line-up, ten (10) player line-ups using an Extra Hitter (EH), or continuous line-up of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game.
- Teams may start a game if only 8 players are present. Additional players must be added to the bottom of the line-up as they arrive, and team must use a continuous line-up if they start with 8. Teams will take an automatic out for the 9th Batting position if only batting 8 players.
- For substitutions and re-entries, USSSA rules will be followed.
- A Designated Hitter (DH) is not allowed. Line up cards must have players full name number and position on it and will need to be supplied to official scorekeeper, umpire and opposing teams manager prior to game start.

Intentional Walk: An Intentional walk may be announced, and no pitches need to be thrown. If a team chooses to issue an Intentional Walk, they can announce to the umpire to send the batter to 1st base.

Courtesy Runner:

- At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record the previous inning on defense. The courtesy runner must be a player not presently in the line-up. If no players not presently in the line-up are available, the courtesy runner shall be the player making the last batted out. The re-entry status of the courtesy runner, pitcher, and catcher shall not be affected by this rule. If at any time, a courtesy runner is determined.

Game Time Limit:

All games will be six innings long, unless time restrictions come into play.

Pool play:

- No new inning after 1 hour 40 minutes and drop-dead time of 1 hour and 50 minutes. Games can end in a tie during pool play. When the time expires, the game ends. If the home team is ahead, they WIN, if the visitor is ahead at that time, reverse back to the previous completed inning.

Bracket play:

No new inning after 1 hour and 40 minutes, (13U & 14u no new inning after 1 hour 50 mins). No drop dead. **Championship games will be 6 complete innings.** No ties will be allowed during bracket play. If the game ends in a tie, tie breaker rules will apply. Each and every additional inning will begin with the last out of the prior inning starting on second base. Innings will continue until there is a winner.

Mercy Rule:

- 8U – 12U - 8 Runs after 4 innings
- 13U-18U – 8 Runs after 4 innings

Mercy Rule in Championship Game:

- 8U – 12U - 8 Runs after 4 innings
- 13U-18U – 8 Runs after 4 innings

Pitching:

- Once the umpire signals play ball the pitcher on the mound is credited with 1 inning pitched.
- Once removed during a game, pitchers may not re-enter as the pitcher.
- Weekend Max = Tournament Max
- Pitchers can pitch all days of tournament but must stay under the 8 inning max for entire tournament.
- A player that pitches more than three (3) innings in one day MUST rest the next day

Age/Division	One Day Max. to Pitch Next Day	One Day Max.	Weekend Max.
8u to 12u	3	6	8
13u to 14u	3	7	8

NCS Rules for all other rules. Once ruled on, Tournament Directors decisions are final.

7/8U Kid Pitch Specific Rules:

- Nine (9) defensive players shall play in the field.
- No balks on pitchers.
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- No Infield Fly Rule.
- No dropped third strike.
- Bunting is allowed.
- Runners shall not advance when the pitcher is on the pitching rubber with the ball in his possession and the catcher is in position to receive a pitch.
- Runners shall not lead-off but may advance at their own risk (steal) once a pitched ball has left the pitcher's hand.
- Runners may advance on passed balls, wild pitches and attempted pick Offs except for home plate (home plate is closed).
- Penalty for leaving base early: Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitcher has released the ball and the pitch is hit the runner is out and the ball is in play. If the pitch is not hit the runner must return to the base and the ball is dead, however, if the runner is put out trying to steal the out will supersede the dead ball.
- When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.
- Maximum runs per inning. Innings 1-4 five (5) runs, 5th inning ten (10) runs, 6th Inning and on unlimited runs. (Exception: Homerun over the fence all runs will count.)
- No new inning may start after 1 hour 50 minutes from start of game. Pool play games can end in a tie if no new inning time limit has passed.
- Elimination Play. Any extra or regulation inning which begins 1 hour 50 minutes after start of game, will begin with the last recorded out from the previous inning on 2nd base.
- Championship Game. No new inning rule does not apply. Any extra inning, or regulation inning (Innings 1 through 6) which begins 1 hour 50 minutes after start of game, will begin with the last recorded out from the previous inning on 2nd base