

Halfmoon Melee - 8U All-Star Tournament

July 20st – July 24th, 2017

Tournament Rules

Games

All games will be 6 inning games. Pool play games may end in a tie. Elimination games may not end in a tie. For elimination games extra innings will be played until one team is determined the winner.

For pool play no new inning can start 15 minutes before the next scheduled game. There is no time limit for elimination games. It is important to keep the game moving. Umpires and the tournament director will have full discretion to keep play moving at a proper pace.

A mercy rule will be in affect. If the visiting team is ahead by 15 runs or more after 4 innings have been completed the game will be considered completed. If the home team is ahead by 15 runs or more after 3 ½ innings the game will be considered completed.

A 7 run inning limit is in affect. If a team scores 7 runs in ½ of an inning, that ½ inning will be considered complete. The 6th inning or any extra innings will be unlimited for both teams.

Games called due to the weather by the umpires or the tournament director that cannot be resumed will be considered complete after 4 innings or 3 ½ innings if the home team is ahead.

Home team for pool play will be determined by a coin flip. The team traveling the farthest will call the coin flip. The home team will occupy the 1st base dugout. The visiting team will occupy the 3rd base dugout.

During single elimination play, the higher seed team will have the choice of being home or visitors.

All players present at the game and on the tournament roster will be in the batting lineup. Unlimited substitutions in the field will be allowed. If an injury occurs and a player can not continue to play, that position in the batting order will be by passed with no penalty. If the injured player can continue at a later point in the game, he will be reinserted into his previous batting position. Any batting order changes must be communicated to the umpire and opposing team. Position changes do not have to be communicated to the opposing team. Teams may have a maximum of 15 players on their roster and in their batting order. Every player must play a minimum of 2 innings in the field unless a mercy situation comes into play. Managers should make every effort to get all players time in the field.

Teams shall play 10 position players in the field with 4 players playing on the outfield grass. A team must have 9 players to begin a game. They can continue with less than 9 players after the game has begun with no penalty for the missing player.

Infield fly rule is not in affect. The dropped third strike rule is not in affect.

The Home Team shall report the official score to the tournament director immediately following the completion of the game.

Coaches

All coaches must be a minimum of 21 years of age.

All coaches must be dressed in proper attire. Coaches shall have like shirts in team colors and appropriate pants and/or shorts. No jeans or cut-off shorts.

A head coach will be designated for each game. This will be communicated to the umpire and opposing coach. A scorekeeper will be designated for each game. Each team shall have a scorekeeper. At the bottom of each inning, the scorekeepers for both teams will agree on the score to that point in the game. The home teams score book will be the official scorebook.

A maximum of 4 coaches (including scorekeeper) are allowed in the dugout at anytime. During warm ups, additional coaches may participate. The head coach shall assure that warm-ups for their team does not interfere with warm-ups for the opposing team.

The head coach will be responsible for the behavior of their coaching staff, players, and fans. All communications with umpires will go through the head coach. If a coach or player gets ejected, they will be suspended for the remainder of the tournament. If an unruly fan is asked to leave, they will not be allowed back to the fields during the remainder of the tournament. In extreme circumstances the team will be issued a forfeit or removed from the tournament.

Base coaches shall stand in general proximity to the base they are coaching due to the lack of coach's boxes.

Two defensive coaches are allowed on the field during play and shall be positioned behind the outfielders.

Players

Players shall be dressed in appropriate baseball attire. All players on a team must wear like uniforms with numbers on the back of their jersey. Numbers, along with names, will be listed on the lineup cards to be distributed prior to the game.

Pitching

Each batter will be allowed 7 pitches or three swinging strikes. If third strike or 7th pitch is fouled off the at-bat continues until swing and miss, another taken pitch or put in play.

The pitching coach cannot field the ball, but if the coach is hit by the ball the play is dead, is counted as a foul ball and one of the 7 pitches.

The pitching coach must stand within 10ft of the rubber when pitching to the players.

There are no walks and a batter does not take a base if hit by a pitched ball.

Bunting is not allowed.

The player assigned to the pitcher position must wear a batting helmet, be positioned behind the pitching rubber and have at least one foot on the dirt area of the mound until the ball is hit.

Base running

Overthrows - 1 overthrow per play and the runners can advance **only one base... at their own risk.**

Example (1): Ball is hit in play and throw goes to 1st base but is an overthrow. Runner can go to 2nd base, however, if a throw is made on runner attempting to advance to 2nd base resulting in another overthrow the play is dead and runner stays at 2nd base.

Example (2): Runner on 1st base with ground ball to 3rd baseman who throws wild to 2nd base and into RF. Runner cannot go past 3rd base and batter can only go to 2nd **base**. Both runners can be thrown out attempting to advance, but neither may advance past the aforementioned bases.

Dead Ball - The ball is dead when the infielder (including pitcher) comes into possession of the ball from the outfield **and he is standing on either the dirt or infield grass and does not attempt to make a play on any advancing runner(s).** Once infielder or pitcher has ball and no play is being made at a base its umpire's judgment where the runners were at the time the ball is "killed". If fielder or pitcher, standing on either the infield dirt or grass, holds onto the ball thus "killing the play" and runner(s) have not reached the "1/2 line marker" then he must go back to the base he just touched and the play is dead. Runners who have reached the 1/2 line marker when the play is ruled dead will be awarded the next base.

NOTE: The play is dead regardless of whether the pitcher or infielder is running with the ball and remains dead unless he attempts to make a play to a base by throwing the ball. Throwing the ball to the pitcher shall not be considered a continuation of the play. If a play is made and an overthrow results, the most any runner may advance - at his own risk - is one base. The 1/2 line marker applies to all other runners attempting to move up who were not involved in the play. NOTE: Foul territory is considered part of the dead ball possession area and consists of a straight line extended from the infield/outfield dirt to out of bounds on each side of the field. Overthrows going into this area are still live and cannot be killed by a player backing up who simply holds onto the ball.

Plays at plate/bases - If there is a close play at any base the runner has to avoid contact with fielder. There is **NOT** a must slide rule. However, sliding takes umpire judgment of contact out of play.

No head first sliding will be allowed. Any runner who slides head first into any base, *regardless of whether a play is being made on him or not*, will be ruled out regardless of circumstances.

Leading and stealing of bases is not allowed.

Equipment

All equipment shall be in good condition. If an umpire deems equipment is not safe for its intended use, it will be replaced before play begins.

Batters shall not use a bat with a barrel any larger than 2 ¼".

Baseballs shall be supplied by the host league. The same make and model of baseballs in good condition will be utilized for the entire tournament.

Seeding Criteria and Tie Breakers

Each team shall play a minimum of 2 games for pool play. After pool play is completed, the following will establish how the seeds for single elimination play will be determined. Forfeited games will be scored as a 6-0 final.

Seeding Criteria:

1. Overall record
2. Runs allowed
3. Runs scored
4. Coin Toss

Miscellaneous Rules

Protests must be submitted immediately to the home plate umpire, opposing team, and tournament director. Rulings will be made immediately by the tournament director with input from all parties. Rulings will be final.

One batter shall be allowed out of the dugout to warm up to bat. In the absence of on-deck circles, the batter shall warm up beyond the entrance gate to the field under the supervision of the base coach. Batters warming up must have a proper helmet on.

Teams shall alternate use of the field prior to the game beginning. The Home Team shall have access to the entire field for warm up purposes for 10 minutes, beginning 25 minutes prior to the start of the game. The Visiting Team shall have access to the entire field for warm ups for 10 minutes, 15 minutes prior to the start of the game. Additional fields are available for warming up. Be courteous of other teams and share the fields. Players shall not play catch on in the infield to warm up. Pitchers will be allowed to inspect the mound during warm ups but will not be able to utilize it till the game begins.

Batting practice will not be taken on any fields. No soft toss, pepper or hitting against the fence or backstop on the fields is allowed.

All dugouts and surrounding areas shall be cleaned after each game by the team utilizing that area. This includes areas where spectators are sitting.

There are no bleachers at these fields. Please advise parents to bring chairs, blankets, etc to sit on. We would ask that sitting directly behind home plate be minimized. If a pitcher, fielder or other player is being distracted, this area will be cleared. Foul balls are a hazard as they are at any field. Please keep small children protected and be aware that multiple games are going on in close proximity to where you are sitting.

Conduct Rule

The Halfmoon Baseball League has a zero tolerance policy. All coaches, players, fans, etc. will behave in a manner respectful of each other. Profanity or profane gestures will mean immediate ejection from the game and/or property. Any physical contact of any type not related to the game will be turned over to the Saratoga County Sheriff's Department. Alcohol is not allowed on the Town Park Property. Any action deemed to be in poor sportsmanship (throwing equipment, arguing with umpires, etc.) will be grounds for immediate dismissal from the tournament and the property.

Halfmoon Baseball League would like to thank each team for participating in this tournament. We appreciate your support and hope you find it to be an enjoyable experience.