

**MOORE YOUTH BASEBALL
ASSOCIATION, INC.**



**2010 Tournament Rules
Version 2010.3**

Amended and Approved August 19, 2010

**Buck Thomas Memorial Park
(12th Street Park)
1501 NE 12th
Moore, Oklahoma**

Section 1 - Administrative

- 1.1 All age groups will be governed by the MYBA Tournament Rules, as outlined in this document, followed by the USSSA Official Baseball National By-Laws & Rules, current addition, available on-line at website www.usssabaseball.org.
- 1.2 **All teams entered in a tournament (including MYBA League Teams) MUST turn in their Tournament Fee and Roster to the Tournament Director, before the START of their first scheduled game. Failure to turn in Tournament Fee or Team Roster prior to the first scheduled game will result in forfeiture of the game.**
 - 1.2.1 Team rosters MUST contain the Name and DOB of the player, the Team Name, Head Coaches Name, and Age playing in the tournament. This is MANDATORY for all teams, including MYBA FALL LEAGUE TEAMS.
 - 1.2.2 Rosters will be accepted by email to the Tournament Director at td.myba@gmail.com. The Deadline for email roster submission is 12:00PM on the Friday the Tournament is scheduled to start.
- 1.3 If games are canceled due to inclement weather or other unforeseen circumstances, a team will receive a refund of one half (1/2) of the tournament entry fee, if the team has only played one (1) game. If a team has played two (2) or more games, no refund will be given.
- 1.4 MYBA has established a telephone messaging system, telephone **405.799.2910**, for notification of game cancellations because of rain, wet grounds, or other conditions. The announcement will be prepared and recorded on the machine as early as possible. The telephone messaging system is the first line of notification.
 - 1.4.1 After the notification has been recorded on the messaging system, the Tournament Director will begin calling coaches.
- 1.5 The Official tournament bracket will be posted at the ball park. Updates throughout the day, will first be made on the bracket at the ball park, and second to the on-line brackets.
- 1.6 Only Managers and/or Head Coaches will be allowed to discuss decision calls with umpires. Any deviation from this will result in a coach's warning.
- 1.7 All uniforms will consist of a jersey, pants, socks, and a cap.
 - 1.7.1 Each player's uniform must have a number on the game jersey.
 - 1.7.2 A Jersey or Tee shirt must be worn under a sleeveless vest.
 - 1.7.3 Cold weather attire can be worn as long as the jersey underneath, with the player's number can be shown for verification.
 - 1.7.4 Jewelry of any kind is not be permitted.
- 1.8 No player will be allowed to use a cell phone or any other electronic devices during games.

Section 2 - Protests

- 2.1 Protests for age, pitching violations, or rule interpretations only, must be declared to the home plate umpire, before the next pitch following the dispute. The home plate umpire shall stop the game and summon the Umpire in Charge and Tournament Director.

2.1.1 The protesting coach must pay \$100 cash to the Tournament Director, before the protest will be heard.

2.1.1.1 If the protest is upheld the \$100 will be returned to the coach.

2.1.2 Coaches or Managers are required to have a copy of each player's birth certificate, and must be able to produce the birth certificate immediately upon demand. If a copy of the player's birth certificate can not be produced upon demand, the player in question cannot play (take the field in any capacity) until the birth certificate is provided.

2.1.3 If it is determined a Coach or Manager has played an over aged player, the team will forfeit all games played and be ejected from the tournament. No refund will be given.

Section 3 - Pitching

3.1 For Age Groups 9U through Prep, the MAXIMUM number of innings a pitcher can pitch during the tournament is eight (8) innings, whether the Tournament is for two (2) or three (3) days. Innings are counted by outs, i.e. 1 out equals 1/3 of an inning, 2 outs equals 2/3 of an inning and 3 outs equals one complete inning. The following limitations are also placed on the pitcher:

3.1.1 For Age Groups 9U through 12U

3.1.1.1 The MAXIMUM number of innings a pitcher can pitch in one day and be eligible to pitch the next day is 3 innings.

Examples: 3 Day Tournament: A pitcher can pitch 3 innings the first day, 3 innings the second day, and 2 innings the third day (MAXIMUM of 8 innings).
2 Day Tournament: A pitcher can pitch 3 innings the first day, and 5 innings the second day (MAXIMUM of 8 innings).

3.1.1.2 The MAXIMUM number of innings a pitcher can pitch in ONE DAY is 6 innings.

Examples: 3 Day Tournament: If the pitcher pitches 6 innings on the first day, the pitcher will be eligible to pitch 2 innings on the third day (MAXIMUM of 8 innings).
2 Day Tournament: The pitcher is not eligible to pitch again during the tournament.

3.1.1.3 A pitcher that pitches 3 1/3 to 6 innings in one day MUST rest the following day.

3.1.2 For Age Group Prep

3.1.2.1 The MAXIMUM number of innings a pitcher can pitch in one day and be eligible to pitch the next day is 3 innings.

Examples: 3 Day Tournament: A pitcher can pitch 3 innings the first day, 3 innings the second day, and 2 innings the third day (MAXIMUM of 8 innings).
2 Day Tournament: A pitcher can pitch 3 innings the first day, and 5 innings the second day (MAXIMUM of 8 innings).

3.1.2.2 The MAXIMUM number of innings a pitcher can pitch in ONE DAY is 7 innings.

Examples: 3 Day Tournament: If the pitcher pitches 7 innings on the first day, the pitcher will be eligible to pitch 1 inning on the third day

(MAXIMUM of 8 innings).

2 Day Tournament: The pitcher is not eligible to pitch again during the tournament.

3.1.2.3 A pitcher that pitches 3 1/3 to 7 innings in one day MUST rest the following day.

3.2 It is the responsibility of each team's manager to challenge pitching violations by following steps listed in Rule 2.1.

3.2.1 Any violation of pitching limitations shall result in immediate forfeiture of the game.

3.3 In age groups 9 and 10, pitchers will be allowed some leniency in regard to balks. Pitchers should be called for all major violations and warned for minor violations that do not affect the outcome of a play, at the discretion of the umpire.

3.4 In age groups 11 through 16, balks can be strictly enforced without warning.

3.5 When a team is charged with its second trip to the mound, in the same inning, to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the game. The pitcher may be moved to another defensive position.

Section 4 - Game Length Rules

4.1 Game time starts immediately after the coin toss.

4.2 Game lengths:

4.2.1 T-Ball through 8U Machine Pitch: 60 minutes (1 hour), or 5 innings.

4.2.2 9U and 10U 70 minutes: (1 hour 10 minutes), or 5 innings.

4.2.3 11U and 12U 80 minutes: (1 hour 20 minutes), or 6 innings.

4.2.4 13U through 16U 90 minutes: (1 hour 30 minutes), or 6 innings.

4.3 For Age Groups 6U through 8U, the per inning run limit is 7 runs per team.

4.3.1 The game ending run limits are 20 at anytime; 15 runs after 3 innings; and 8 runs after 4 innings.

4.4 For Age Groups 10U through Prep, the per inning run limit is 10 runs per team.

4.4.1 The game ending run limits are 20 at anytime; 15 runs after 3 innings; and 11 runs after 4 innings.

4.5 **BRACKET** games tied at the end of regulation play will continue under the following extra inning rules, until a winner is decided:

4.5.1 1st extra inning, each team will start with one (1) out and a runner on second base. The runner will be the player that recorded the last out in the previous inning.

4.5.2 2nd extra inning and all additional extra innings, until a winner is decided, each team will start with two (2) outs and a runner on second base. The runner will be the player that recorded the last out in the previous inning.

4.6 **POOL PLAY** games tied at the end of regulation play will be recorded as a tie.

Section 5 - Game Play Rules

- 5.1 For Pool Play and Bracket Games, the home team will be determined by coin flip.
 - 5.1.1 In Championship games, the home team is the undefeated team.
 - 5.1.2 For “IF” Games, the home team will be determined by coin flip.
- 5.2 All tournament games will be official and played as long as a team begins with eight (8) players.
- 5.3 For SAFETY reasons, the player designated as the pitcher in Age Groups 3/4U through 8U, must wear a batting helmet when playing the position. It is recommended the helmet have facial protection, but is not mandatory.
- 5.4 Ages 3/4 T-Ball through 8U Machine Pitch must use a continuous lineup of all available players.
- 5.5 Ages 9U through Prep may use a 9 player, 10 player (Extra Hitter), or continuous lineup of all available players.
 - 5.5.1 The lineup must be provided to the umpire and the opposing team at the coin toss, or in the championship games, when the umpire calls the coaches for game preliminaries. The type of lineup being used must be declared at this time.
- 5.6 For 7U and 8U machine pitch a courtesy runner for the catcher, and for 9U through Prep for the pitcher and catcher, of record the previous inning on defense, can be used. The courtesy runner must be a player not presently in the line-up.
 - 5.6.1 If no players not presently in the line-up are available, the courtesy runner shall be the player making the last batted out.
 - 5.6.2 If at any time, a courtesy runner is determined to be ineligible, a proper replacement pursuant to these rules (if available) will be used without penalty.
 - 5.6.3 The re-entry status of the courtesy runner, pitcher, and catcher shall not be affected by this rule.
- 5.7 For 7 year olds, the pitching machine speed is 36 – 39 mph (48-50).
- 5.8 For 8 year olds, the pitching machine speed is 39 – 42 mph (52-54).
- 5.9 The pitching machine can only be adjusted at top of an inning, unless both coaches agree, or at the umpires discretion for safety reasons.
- 5.10 Bunting is allowed in 8 year old only. Teams may bunt a maximum of 2 times per inning.
- 5.11 Stealing a base is allowed in 8 year old only.
 - 5.11.1 The runner cannot take their foot off the base until the ball crosses home plate.
 - 5.11.1.1 No runner is allowed to steal home. Runners must be batted home, either by a ball hit in fair territory or a bunted ball.

Example: A runner on first base steals second base. An unsuccessful attempt is made to get the runner out at second; the runner may advance to third at their own risk. If an attempt is made at third, including an overthrow, the runner may not advance to home.