**Sunnyvale – Cupertino 2012 Tournament Rules**

**8U, 10U and 12U**

**(April 24, 2012)**

**2012 Season Age Group and ASA rules will be the primary rules of play.**

All tournaments are double elimination, a team exits the tournament upon losing two games.

The tournament director reserves the right to change the format, field locations, and/or start times if the situation dictates: foul weather, teams from the same league playing each other, etc.

The official schedule and bracket results will be posted daily at the concession stands at Ortega and Monte Vista. Both Leagues will receive daily updates to post to their respective websites.

**Completing a Game:**

A winner must be decided for each game (see Tie Breaker rules)

The regular season rules shall be in effect as to the time limit for starting a new inning with the exception of the need to break a tie (see Tie Breaker rules).

8U -- An official game is 4 innings provided the innings played do not violate the rule for starting a new inning (85 minutes)

10U – An official game is 5 innings provided the innings played do not violate the rule for starting a new inning (90 minutes)

12U – An official game is 6 innings provided the innings played do not violate the rule for starting a new inning (100 minutes)

NOTE: Because of the need to ensure each game has a winner there is NO hard-stop time limit determining how long a game can last (i.e., no “dropdead” time).

**Runs per Inning Rule:**

8U – Unlimited runs for the 4th inning, otherwise same as regular season rules.

10U & 12U – Same as current regular season rules

**Mercy Rule:** Same as current regular season rules.

**Tie Breaker (Bracket Games):** A winner must be decided in each game. At the end of an inning after the time limit for starting a new inning has been reached, or at the end of 6 innings if the new-inning time limit has not been met, if the teams are tied, the next inning starts with a runner (last batter from previous inning) at 2nd base. Full inning play will continue until a winner is decided.

**Tie Breaker (Championship Games):** If the Championship Game is concluded with both teams having the same overall won-loss record then the International Tie Breaker will be used to determine the overall winner (see above). Due to limits of time, fields, and personnel a tie-breaker Championship Game will NOT be played.

**Home Team:** A flip of the coin will decide the home team at least 30 minutes before scheduled game time. The coin flip will be conducted by an adult not affiliated with either competing team. The team losing the flip will select their dugout.

**Results and Final Score:** Please report score to the Tournament Director as soon as possible: [IVERSM@SBCGLOBAL.NET](mailto:IVERSM@SBCGLOBAL.NET) or 408-666-7030.

**Protests:** All protests must be filed with the home field’s Umpire In Chief. The UIC will decide the outcome as quickly as possible.

**Pick-Up Players**: Pick-up and loaned players are NOT allowed. Each player must be listed on the official roster of the competing teams.

**Softballs**: The home field will provide the game balls.

**Courtesy Runners:** All teams are strongly encouraged to use a Courtesy Runner for their catcher and pitcher to speed up preparations between innings.

**Pitching Limits:**

8U – none

10U – none

12U – Maximum of 9 innings per week (Monday through Saturday); individual teams responsible for tracking their own pitchers’ innings.