

2026 Sunrise Memorial Day Tournament

Rules and Regulations

1. Little League Book Rules apply.
Teams can bat 9, 10 or their entire roster.
2. Limit of one (1) Manager and three (3) Coaches per team
3. Teams are to be warmed up and ready to play at game time.
(There will be no on-field warm up time allowed)
4. A coin flip will determine the Home and Visiting Team before each game during pool play only.
(Coin flip conducted by Tournament Director)
5. Batters on-deck permitted for 14U division only.
6. Players/Coaches cannot leave dugout without permission from the umpire.
7. Never soft toss with hard balls against any fence
8. No bat donuts. Sleeves are allowed
9. No GameChanger or recording devices on the score booth or affixed to any part of the fence backstop.
Tournament personnel reserve the right to remove any items attached to any fence. Please mute all recordings.

NOTE: A pitcher who delivers 41 or more pitches in a game CANNOT play the position of catcher for the remainder of that day. A catcher who catches more than 3 innings in one day will not be eligible to pitch the same day.

Age Division	One Day Max To Pitch The Next Day	One Day Max	Tournament Max/ Three Day Max
10U	3	6	8
12U	3	6	8
14U	4	7	9

10. ONE DAY MAXIMUM TO PITCH THE NEXT DAY: The maximum number of innings a player can legally pitch in one (1) day and still pitch the next day.
10U & 12U divisions: a player may legally pitch a maximum of three (3) innings in one (1) day and still legally pitch the next day. If the player pitches three and one-third (3 1/3) or more innings in one (1) day, the player cannot legally pitch the next day.
11. ONE DAY MAXIMUM: The maximum number of innings a player can legally pitch it one (1) day.
10U & 12U divisions: a player may legally pitch a maximum of six (6) innings in one (1) day.
The player would be ineligible to pitch the next day.
14U Division: a player may legally pitch a maximum of seven (7) innings in one (1) day.
The player would be ineligible to legally pitch the next day.
12. THREE DAY MAXIMUM: The maximum number of innings a player can legally pitch in three (3) consecutive days.
10U & 12U divisions: a player may legally pitch a maximum of eight (8) innings in three consecutive days. This is to be interpreted as a player may legally pitch any combinations of innings to equal eight (8) innings in two (2) days as long as the player doesn't pitch more than three (3) innings the first (1st) day. Similarly, a player may legally pitch any combination of innings to equal eight (8) innings in three (3) days as long as the player doesn't pitch more than three (3) innings the first (1st) or second (2nd) days.
14U division: a player may legally pitch a maximum of nine (9) innings in three (3) consecutive days. This is to be interpreted as a player may legally pitch any combination of innings to equal nine (9) innings in two (2) days as long as the player doesn't pitch more than four (4) innings in the first (1st) day. Similarly, a player may legally pitch any combination of innings to equal nine (9) innings in three (3) days as long as the player doesn't pitch more than four (4) innings the first (1st) or second (2nd) days.

13. MANDATORY Days of Rest
- (a) A player that pitches more than three (3) innings in one day MUST rest the next day. (4 innings for 14U)
 - (b) A player that pitches their maximum in (2) consecutive days MUST rest the next day.
 - (c) A player that pitches three (3) consecutive days (regardless of total quantity of innings pitched) MUST rest the next day.
14. For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equal two-thirds (2/3) an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.
15. Outs recorded during a game that ends in forfeit shall count towards a pitchers' innings limit.
16. For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out above the legal limits pursuant to these rules.
- Exception:** Exceeding the maximum innings allowed in the case of a double or triple play shall not be counted against the pitcher
- Penalty:** It shall be the responsibility of each team manager to challenge pitching violations by notifying the Umpire-in-Chief (UIC) and then filing a Protest with the Tournament Director. A protest may be filed at any point after the pitcher in violation records an out beyond his legal limit AND while the pitcher in violation is in the game and in the pitching position. If such violation is the last recorded out of the game, the protest MUST be filed prior to the umpires and the protesting team leaving the field of play. Any violation of these rules shall result in immediate forfeiture of the game.
- Protests:** will be permitted at the time of the incident ONLY. \$250.00 must be posted at the time of the protest. Games will not continue under protest. The home plate umpire will resolve all protests. The umpire may contact tournament officials, but the umpire makes the final rulings. No further protests are permitted. If the protest is not upheld, the \$250.00 fee will be forfeited. If protest is accepted, the \$250.00 protest fee will be returned to the team. No protests on judgment calls. Roster challenges will not be treated as protest requiring the \$250.00 fee and can be brought to the umpire's attention at any time.
- Tournament Rule 9:** If a tournament team has thirteen (13) or more eligible players in uniform at a game, then every player on a team roster shall participate in each game a minimum of one (1) at bat. If a tournament team has twelve (12) or fewer players in uniform at a game, then every player on a team roster shall participate in each game for a minimum of six (6) consecutive defense outs and bat at least one (1) time. **The head scorekeeper and the director will be keeping track of all pitchers' pitches after each game.**
17. Catcher's masks **MUST** have a throat guard regardless of catcher's mask style- we will provide one if needed.
18. Playing time limits will be in place as follows: **(NO TIME LIMIT imposed for Semi-Final and Final Games)**
- 10U & 12U divisions:** no new inning can begin after **2hrs** of playing time. The game will end by **2hrs 15min** - if the game ends at an incomplete inning the score will revert to the last complete inning. ***Exception: you must reach 4 innings to complete the game**
- 14U division:** no new inning can begin after **2hrs 15min** of playing time. The game will end by **2hrs 30min** - if the game ends at an incomplete inning the score will revert to the last complete inning. ***Exception: you must reach 5 innings to complete the game.**
19. **The 10-run rule will be in effect after four (4) complete innings for 10U & 12U and five (5) complete innings for 14U division. 15-run rule after three (3) complete innings for 10U & 12U and four (4) complete innings for 14U division.**
20. Baseballs and Official Scorekeepers will be supplied. Baseballs should be returned to Sunrise Little League.

21. Both managers must sign the official pitching log at the end of each game. One copy will be provided to each manager and the original will stay with the official book.

22. *And* most importantly...**HAVE FUN!**

No Alcohol is permitted at C-Bar-C Park. No smoking/vaping is permitted at C-Bar-C Park.

By signing up for the tournament, your team agrees to abide by all rules set forth by Sunrise Little League and all rules included in this document.