

ALL-STAR RULES

SUMMARY (SCROLL DOWN FOR DETAILED RULES)

	RBI Tournaments All-Star Baseball Rules								
	Coach Pitch Only			Kid Pitch Only					
	6U	7U	8U	9U	10U	11U	12U	13-14U	
Base Distance	60	60	60	65	65	70	70	80	
Mound	NA	NA	NA	46	46	50	50	54	
Time Limit	1:15	1:15	1:15	1:30	1:30	1:30	1:30	1:40	
Time Limit Championship Games	1:30	1:30	1:40	1:40	1:40	1:40	1:40	2:00	
Innings	6	6	6	6	6	6	6	6	
Max Runs Per Inning	7	7	7	7	7	7	7	None	
Mathematical Elimination	Mathematical Elimination			15 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings					
Dropped 3rd Strike	No	No	No	No	No	Yes	Yes	Yes	
Advance on Passed Ball including Home	No	No	No	Yes	Yes	Yes	Yes	Yes	
Infield Fly	No	No	No	Yes	Yes	Yes	Yes	Yes	
Leading Off	No	No	No	No	No	Yes	Yes	Yes	
Balks	NA	NA	NA	Yes/See Rules	Yes/See Rules	Yes/See Rules	Yes/See Rules	Yes/See Rules	
	For 9U-12U, Fake to 3rd are Balks including fake to 3rd and throw to 1st						Fake to 3rd Not a Balk		
Absent/Injured Player as an Out	Out	Out	Out	Out	Out	Out	Out	Out	
Age Requirements	29-Apr	29-Apr	29-Apr	29-Apr	29-Apr	29-Apr	29-Apr	29-Apr	
Intentional Walk	No	No	No	Yes	Yes	Yes	Yes	Yes	
Steel Cleats (never on the mound)	No	No	No	No	No	No	No	Yes	
Umpire Time Called During Play	Lead Runner Stops, back runners retreat								
Pitcher Only Facemask	No facemask is required			NA					
Fake Bunts (Butcher bunts)	No	No	No	No	No	No	No	No	
Coach Pitch Bunting	Yes/See Rules	Yes/See Rules	Yes/See Rules	NA					
Catcher Equipment - Helmet/Mask	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	
Catcher Equipment - Chest Guard	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	
Catcher Equipment - Shin Guards	No	No	No	Yes	Yes	Yes	Yes	Yes	
Catcher Equipment - Protective Cup	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	
Catcher Equipment - Catcher's Mitt	No	No	No	Yes	Yes	Yes	Yes	Yes	
Bat Size	Big Barrel Bats allowed for all age groups; USSSA 1.15 Stamp, USA bats allowed; 13-14U BBCORE drop 3 and 5								
Illegal Bat	In the event of an illegal bat is found during a game, the bat is removed and the game moves forward. The bat cannot be used again and the player and coach will be ejected at this point.								
Slung Bat	1 warning per player then the player is out (does not count as a team warning then out)								
Head First Slide	No head first slide into home								
Coach Bucket on the Field	Yes/HC	Yes/HC	Yes/HC	Yes/HC	Yes/HC	Yes/HC	Yes/HC	Yes/HC	
Defensive/Pitching Visits	NA	NA	NA	3 visits per game; 4th visit or more the pitcher must be removed					
Courtesy Runner	NA	NA	NA	Last batted out for continuous lineups; lineups w/subs, players not in must run					
Batting Order DH or EH	see the detailed rules below								
Tie Breaker (Pool)	Record, head-to-head, Runs Allowed, Runs Scored. If still tied, a coin flip (more than 2 teams tied, head-to-head is thrown out)								
Tie Breaker (Bracket)	Texas Tie Breaker with runner on 2nd and 1 out with last batted out as the runner on 2nd								
Home Team Designation	Pool Play flips for home even though schedules show 1 Home, 1 Away; Bracket, Home team decides; Champ Game, flip coin								
Home Team Responsibilities	Home Team is the official scorer								
Away Team Responsibilities	Must supply a representative to keep the scoreboard								
Type of Baseballs	Any leather 5.9 ounce baseball								

GENERAL RULES

TEAM INSURANCE

IT IS REQUIRED THAT ALL TEAMS PROVIDE PROOF OF INSURANCE BEFORE PARTICIPATING. Coaches upload this document under the Annual Registration process or can open your account and look for filed titled "Team Insurance".

FORMAT

Brackets make with a 4 Team Pool and Pools can consist of a minimum of 3 teams. Pool games do not have Pre-determined Home and Away teams. All Pool games are determined by a coin toss and the winner of the toss can select Home or Visitor. In Bracket play, the Home team is determined by the higher seed. This is Single Elimination as every team will be entered and seeded in a Single Elimination Bracket. For 1-day tournaments, all teams will play 2 games guaranteed. Teams will play 2 pool play games and the top 2 seeds will advance to the championship games. If we have 8 teams in one age group, then bracket play will have Gold and Silver brackets.

BRACKET PLAY

Pool games typically start on Saturday and based on demand or requests, can possibly start Friday evenings.

AWARDS

Rings will be the primary award and team plaques provided to 1st and 2nd place teams in each age group. RBI Tournaments will have special events where awards can change such as championship belts awarded to 1st place teams.

GAME BALLS

Teams will provide their own game balls per game. Any leather 5.9 ball is allowed comparable to DOL1's.

TIE BREAKER / SEED DETERMINATION

Pool games, flip a coin to determine home team. Winner of coin toss has the right to pick Home or Away. Bracket play the Home team is the higher seed. If more than 2 teams have the same record, then Head to Head is thrown out. Bracket Play:-Winning Percentage (this is overall record), then Runs Against (Allowed) and if still tied, then Runs For (Scored). Last tie breaker is a Coin Toss.

PROTESTS

On rule interpretation and player eligibility only, protests must be made to the umpire and to one of the Tournament Directors during the inning the event takes place. Protests will be resolved prior to play being resumed. The umpire may charge a visit to the mound to the protesting team. There will be a \$300 protest fee in cash for any protest.

START TIMES:

<u>AGE</u>	<u>GAME TIME</u>	<u>CHAMPIONSHIP GAME TIME</u>	<u>MAX INNINGS</u>
5-6U	1:15	1:30	6
7U	1:15	1:30	6
8U	1:15	1:40	6
9U	1:30	1:40	6
10U	1:30	1:40	6
11U	1:30	1:40	6
12U	1:30	1:40	6
13-14U	1:40	2:00	6

Game time starts after completion of coin toss. Based on demand and popularity, the director can start games on Thursday. Game schedules will be released Tuesday or Wednesday of game week.

HOME TEAM

Home team is determined by flip of the coin at the home plate meeting as the home team as the option of selecting to Home or Away for Poll games. For Elimination games, the home team will be the HIGHEST SEEDED TEAM unless they choose to be the visiting team. The home team may have their choice of dugout, unless, the other team is currently occupying that dugout in a preceding game. The home team will furnish the official scorekeeper and the visiting team will furnish the scoreboard operator. NO game will start until there is an official book and scoreboard operator.

CHAMPIONSHIP GAMES

HOME TEAM FINISHES LAST AT BAT IF TIME RUNS OUT AND VISITING IS AHEAD. Run Rule is still in effect. Home team will be determined by higher seed. Tourney Director can change the game time to the regular time limits from pool games if delays were caused during the day pushing game times back. So for example, 8PM Championship game is pushed back to 10PM based on inclement weather, then Championship game times can be changed.

ELIMINATION GAMES

Higher seed will be home team unless they choose to be the visiting team.

TIES

Ties will count for Pool Play games – extra innings will not be played in pool play. In the event of a tie after 6 inning and/or time limit for elimination games – The next inning will start with one out and the last batted out will start at 2nd base. This will be the structure for each new inning that is required until the game is won. DURING POOL GAMES, TIME RUNS OUT WITH TEAMS TIED, GAME ENDS IN A TIE.

DECLARING WINNERS DURING INCOMPLETE TOURNAMENT

In the event of a rain out where the games cannot be made up, winners will be declared based on highest seed from pool play that advanced the furthest, either in pool or bracket play. No refunds after 2 games have been played. In the event of rain where 2 pool games cannot be played, 1 pool game will determine seeding into bracket games. In the event of inclement weather where pool games are impacted and all scheduled games cannot be played, the top 1st and 2nd seeds of each bracket will be assigned to the championship games (assuming bracket games are to be played). As a last resort if where Sunday games cannot be played at all, trophies will be awarded to the top 2 seeds or the top 2 remaining teams. For example, if the 1st seed played a bracket game and was upset by the 4th seed, however the next round of games are rained out, the 4th seeded team became one of the top two teams remaining and would be awarded a trophy. The format may be changed to lesser time limits or fewer innings to complete the tournament. Coaches and players accept these conditions when entering the tournament. RAIN: In the event of rain, lightning or light failure a game is considered complete after 3 innings have been played (or 2½ if the home team is ahead at that time). If pool games are not completed, awards will be not be issued.

REVISED GAME FORMATS FOR INCLEMENT WEATHER

In case of inclement weather and game formats are changed to get the games in, then RBI Tournaments reserves the right to implement the following:(A) Reduced game times(B) Implement 1 pool game to seed then move to bracket play. If for some reason a team played 2 games, then the first game will count toward the bracket play and second game will not count. Based on how many teams are participating in particular age group, a team that has already played their pool game(s), may be asked to play an additional pool game to ensure all teams play at least one game. The team being asked to play this additional pool game, it will not count toward their bracket and/or standings.(C) RBI Tournaments reserves the right to implement drop dead time limits. This means once the time limit runs out, the game is over. Home team will not bat last. No new inning may start after the time limit elapses. The time begins from the time of the first warm-up pitch of the game to the last out of an inning. Games can go into extra innings as long as the time limit has not expired. Pool play games can end in a tie. If we do play with a drop dead time limit, the game will end at the designated time and the result will be the score regardless of where we are in the game. We will not revert back to any previous full inning. Intentionally delaying a game is considered unsportsmanlike conduct and will not be tolerated. No pitching changes during the last inning as the new pitcher must enter at the top of the inning. No coach or mound visits during the last inning. If the umpire perceives the game is being delayed, he will add the time back on the clock and the coach will be subject to ejection for the game as well as the next game.

PREMIER OR ALL STAR SELECT OR MAJOR/MINOR REC LEAGUE TEAMS

These teams that play regular seasons games can enter but with contingent of Director's approval. These are considered Rec teams for their leagues.

UNIFORMS

Numbers are mandatory, matching uniforms are recommended as we understand after Rec season ends that uniforms can take time to be ready.

BATTING CAGES

Teams cannot use more than one batting cage at a time. STEEL SPIKES: Are ONLY allowed in 13U and 14U age groups. NO steel spikes are allowed on the portable mounds or any of the batting cages. If a team is wearing steel spikes in the cages, they will lose cage privileges.

TEAMS AND COMBINING AGE GROUPS

RBI Tournaments reserves the right to combine age brackets. (Example: 9U with 10U All Stars). This decision will be based on the number of teams that enter into each age group division.

PITCHING LIMITS

It is the responsibility of each team's manager to challenge pitching violations by notifying the Umpire and then filing a protest with the tournament director. A protest may be filed at any point after the pitcher in violation records any out beyond his legal limit AND while the pitcher in violation is in the game as the pitcher of record. If such violation is the last recorded out of the game, the protest MUST be filed prior to the Umpire and the teams leave the field of play. 8 innings for 9-Under through 12-Under and 10 innings for 13U to 14U. There are NO limitations as to the number of innings a pitcher can pitch in a day and still pitch the next day.

AGE	MAX FOR TOURNAMENT
8u - 12u	8
13u - 14u	10

VISITS TO THE MOUND FOR KID PITCH TEAMS

As per NFHS rules, each team is allowed three charged visits to the mound within a game. A charged visit is a trip in which the manager or coach does not remove the pitcher. After the three charged visits are used, every trip to the mound will result in the pitcher being removed. A visit is not "charged" when the manager removes the pitcher from the mound. Remember, charged visits are cumulative for the entire game (visits are not tracked "per pitcher"). No restrictions on visits per inning.

BATS

The following rules are in place for 2018 and will be evaluated throughout the season. Must be a baseball bat. If using a wood bat, they cannot be altered or defective. BBCOR certified bats are legal unless otherwise banned by the NFHS Association. All other bats must be stamped 1.15 BPF or have a certified BESR rating imprint. Age groups 9-U through 12-U do not have a restriction on the weight/length ratio for non-wood bats. The 13-U age group swings either a -8 for March and April tournaments to transition into drop -5 stamped 1.15 BPF or have a certified BESR rating imprint bat or -3 non wood bat that must be BBCOR certified starting May 1st. 14-U through 18-u age divisions can use non-wood bats

but they must be BBCOR certified and have a weight/length ratio of -3. The penalty for use of an illegal bat will be governed by NFHS rules. USA Bats are allowed.

PLAYERS ON MULTIPLE ROSTERS

No player is allowed to participate on more than one team for each event. For example, organization rosters have to designate players on one specific team in conjunction with their submitted rosters. In addition, no player is allowed to play on more than one team even if those teams are in different divisions, or age groups. PENALTY FOR THIS VIOLATION IS TEAM FORFEIT OF ALL GAMES IN WHICH THE PLAYER PARTICIPATED IN WITH SAID TEAM.

PENALTY FOR NOT HAVING PLAYERS ON THE ON-LINE ROSTER PRIOR TO GAME TIME

When a team discovers that a team does not have a player on their On-Line Roster as being Active prior to their game (pool or bracket). A Protest must be filed. The Ineligible Player when discovered will be ejected from the Game at that time, Ejected Players spot would become an OUT in the Batting Order and Remain an OUT, for the remainder of the game. No Substitutions will be allowed for the Ineligible Player that has been ejected. The Head Coach will also be Ejected for that game and carry an Additional One (1) Game Penalty. The Ineligible Players may be added to the Team's Roster at the Completion of that Team's Game. That player WOULD BE ALLOWED to play in his team's next game if properly added. The intent of this Rule is not to eject the Entire Team or Players from tournaments. This error is a coaching or administrative error and not a player error. Teams can pick up rec players, but they must be on the roster prior to the game and the player taking the field or batting. (Note: some players may not show on the online roster but be on the master roster which means the waiver for the players was not signed as of yet. If this occurs, have the Site Director bring the master roster under the team's profile up to confirm).

AGE REQUIREMENTS

April 15th or before will be the designated date to determine ages. Failure to provide documentation, upon request, could result in an age/rules violation. The coach could be ejected from the tournament, the player will not be allowed to play, however the team can remain in the tournament.

5-6U Division Players who turn 7 prior to April 15th of the current season are not eligible unless they are in the 2nd grade. Also, any player turning 10 prior to April 15th will not be eligible. Players who are 8U are eligible for this division regardless of their grade.

7U Division Players who turn 8 prior to April 15th of the current season are not eligible unless they are in the 2nd grade. Also, any player turning 10 prior to April 15th will not be eligible. Players who are 8U are eligible for this division regardless of their grade.

8U Division Players who turn 9 prior to April 15th of the current season are not eligible unless they are in the 2nd grade. Also, any player turning 10 prior to April 15th will not be eligible. Players who are 8U are eligible for this division regardless of their grade.

9U Division Players who turn 10 prior to April 15th of the current season are not eligible unless they are in the 3rd grade. Also, any player turning 11 prior to April 15th will not be eligible. Players who are 9U are eligible for this division regardless of their grade.

10U Division Players who turn 11 prior to April 15th of the current season are not eligible unless they are in the 4th grade. Also, any player turning 12 prior to April 15th will not be eligible. Players who are 10U are eligible for this division regardless of their grade.

11U Division Players who turn 12 prior to April 15th of the current season are not eligible unless they are in the 5th grade. Also, any player turning 13 prior to April 15th will not be eligible. Players who are 11U are eligible for this division regardless of their grade.

12U Division Players who turn 13 prior to April 15th of the current season are not eligible unless they are in the 6th grade. Also, any player turning 14 prior to April 15th will not be eligible. Players who are 12U are eligible for this division regardless of their grade.1

3U Division Players who turn 14 prior to April 15th of the current season are not eligible unless they are in the 7th grade. Also, any player turning 15 prior to April 15th will not be eligible. Players who are 13U are eligible for this division regardless of their grade.

14U Division Players who turn 15 prior to April 15th of the current season are not eligible unless they are in the 8th grade. Also, any player turning 16 prior to April 15th will not be eligible. Players who are 14U are eligible for this division regardless of their grade.

FAKE BUNT/SWING RULE

A Fake Bunt and then Swing in age divisions 9-U through 13-U is NOT ALLOWED! Penalty for a fake bunt and then swing will result is an OUT. No contact with the ball is required for an out to be called.

COACH PITCH AND KID PITCH BUNTING

One (1) successful bunt per inning for Coach Pitch ages 6-8 is allowed ages; second bunt in the same inning will be an out. Ages 9U and up, bunting is allowed with no restrictions.

FIELD DIMENSIONS AND BASES

9U and 10U age divisions play on fields with 46 foot pitching rubber and 65 foot bases. 11U and 12U age divisions play on fields with 50 foot pitching rubber and 70 foot bases. 13-14U age division play on 54 and 80 foot bases.

WEATHER

In the event if the tournament is cancelled while in progress, final standings will be determined in the following way:

1) For there to be any final standings, all teams in a specific division MUST finish at least one pool play game. The final standings will be based on the first completed game for every team, utilizing the criteria section for seeding to bracket play

2) If all pool play games are completed, the division will be seeded in the normal fashion prior to bracket play, and the bracket seeding becomes the official final standings. If not bracket round is completed, awards will only be given to the #1 and #2 seeded teams in each age group. Therefore, a team that may be 1st in the silver or bronze brackets will not be rewarded over a team that went 2-0 and is 3rd seed as an example. The top 2 seeds are rewarded.

3) If the event is stopped during bracket play, the last fully completed round for the bracket will determine the official standings based on the seeded teams that would advance to the next round from the fully completed bracket round. If no bracket round is completed, awards will only be given to the #1 and #2 seeded teams in each age group.

REFUND POLICY

If a tournament is cancelled due to rain prior to any games being played, all teams will receive a full refund toward a future or can be applied toward a future tournament. If one game is started or completed and the tournament cannot continue, then the team receives ½ of the team entry. If a team second game is started or completed, there is no refund. There will be a \$75.00 administration fee charged for complete rain outs

CANCELLATION POLICY

If you communicate 15 days before the tournament start date, a full refund will be given. If you communicate 10 to 14 days before, 50 percent of your fee will be returned. If you call 9 or fewer days before, no refund will be given. Online payment service charges are non-refundable.

WITHDRAWAL

If a team withdraws the week of the event, there is a \$150 fee.

EJECTIONS IN THE LINE UP

In case of an Ejection in the lineup and you have No Eligible subs are available that position will be an Out each time at bat.

CONDUCT

If any manager or head coach is thrown out of any game by the umpire, that manager WILL NOT be eligible to coach/manage in the team's next scheduled game. The Tournament Director override this rule by letting the manager coach in next game based on extenuating circumstances.

APPROVING OF FINAL SCORE

After the Game is over the final score must be approved by each teams Head Coach and the teams Official Score Keeper, and the Umpires. Both Signatures of the Teams Head Coach and Official Scorekeeper are now required of both teams on the Score Card. This is to verify the correct score, pitching, home runs of that game. Once the Score Card is signed by both the Head Coach and Scorekeeper, that Score is now the Official Score of that game. Failure to sign the Score Cards by either team or teams is consenting that the Score Card is Correct and that no revisions will be made.

INFIELD FLY AND FOR AGES THAT APPLY

Infield Fly – occurs when there are less than 2 outs, a force play can be made at 3 or more bases, and a fielder drops a fly ball that could have been caught with routine effort. The batter will be called out, and the force play is removed. Runners may advance at their own risk, and must be tagged to be called out. The umpire’s judgment will determine “routine effort”.

DROP DEAD 3RD STRIKE FOR AGES THAT APPLY

Dropped 3rd Strike is in affect for all age groups with the exception of 8U. Drop dead 3rd strike allows the batter to advance to first base on a dropped 3rd strike in 2 scenarios: first base is unoccupied, or there are 2 outs. All runners may advance at their own risk.

CHEATING

If the director deems cheating of any nature occurs such as using illegal players, the use of radio signals on the field, the use of any electronic device to steal signals or gain an advantage, will result in the immediate rejection of the head coach for the tournament. The team will be allowed to continue unless the team violates the rules again, which at that point will result in the team being expelled.

DETAILED TOURNAMENT RULES:

SUMMARY OF RULES (SEE CHART)

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5-6U YOUTH BASEBALL

Pitching Guidelines will be in effect per the rule sections below. 5-6U CANNOT use flex balls, must be standard ball.

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 players will forfeit the game.

PLAYING FIELD:

A. Base distance is 60 feet.

B. Home plate arc shall be drawn 20 feet in front of home plate to designate the dead ball area.

C. A 10 foot diameter circle shall be drawn across the front edge of the pitching rubber (42') to designate location for youth pitcher.

D. A pitching line will be drawn from center of 20 ft. arc to the center of pitching circle at (42'). The coach can pitch anywhere on the line.

GAME: A complete game shall be 4 innings OR 3 1/2 if the home team is leading after the visiting team completed the top of the 3rd inning in the event of inclement weather. No new inning may begin when the run differential reaches the point where a team is mathematically eliminated.

Max runs per inning is 7 runs.

BATTER: Each batter shall receive 3 strikes (swing and miss or foul ball constitutes a strike) or 5 pitches, whichever comes first. A foul ball on the fifth pitch will not count or in other words can keep fouling the last pitch until swings and misses or puts the ball in play. Failure to swing at the fifth or any subsequent pitch will result in the batter being out. 1 successful bunt per inning for Coach Pitch ages 6-8; second bunt in the same inning will be an out. The ball must pass the arc or the ball is considered foul.

Big barrel bats are allowed and must be BPF 1.15, must possess a "clearly identifiable manufacturer's certification stamp. USSA, USA, BBCOR bats are legal for ages 5-12 with no weight or height restrictions.

BATTING ORDER Every player must bat at least one time, time permitting.

PITCHER: The adult pitcher must pitch overhand. Adult pitcher must pitch with one foot in contact with or astride the pitching line. The youth pitcher must remain in the circle until the ball has been hit.

ON-FIELD COACHES: 2 defensive coaches may be positioned in the outfield playing area as deep as the deepest outfielder.

DEAD BALL AREAS: Play shall be called dead when:

A. All advancement of runners is, in the judgment of the umpire, halted.

B. A batted ball does not travel beyond the 20 foot arc drawn in front of home plate.

C. A ball is thrown outside the fence, play becomes dead and each runner is entitled to one extra base.

BASERUNNER:

A. Stealing is not permitted. Runners may not advance on wild pitch or passed ball.

B. Runners must stay in contact with the base until the pitch reaches home plate. Penalty for leaving early is an out. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops. No appeal is needed in Coach Pitch ages if a player misses a base as the umpire makes the call.

C. There is no appeal in this tournament. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops.

DEFENSE:

A. Team will place 10 players on defense, using 4 outfielders and have free substitution. A short fielder is not allowed. Team must have a catcher with required catcher's equipment.

B. Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.

C. Outfielders must remain 5 yards behind the bases until the ball has been put into play by the batter. Penalty: If an outfielder is closer to the bases before a ball is put into play by the batter, the batter and all other base runners will be awarded 1 base and no out will be recorded. Umpire may instruct coach to move players back.

D. The youth pitcher is not allowed to field the ball and run to first, second or third base to record a force out. The youth pitcher will be allowed to run to home and record a force out. If the youth pitcher does field the ball and run to a base, play will be called dead at that time and the base runner will be ruled safe.

E. Time out cannot be called to prevent a runner from advancing to another base. The umpire will use his or hers discretion when granting time out.

F. Catcher's glove not required.

EQUIPMENT: Catcher must wear mask with throat protector, and chest protector. Shin guards are recommended.

7U YOUTH BASEBALL

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 players will forfeit the game.

PLAYING FIELD

A. Base distance is 60 feet.

B. Home plate arc shall be drawn 20 feet in front of home plate to designate the dead ball area.

C. A 10 foot diameter circle shall be drawn across the front edge of the pitching rubber (42') to designate location for youth pitcher.

D. A pitching line will be drawn from center of 20 ft arc to the center of pitching circle at (42'). The coach can pitch anywhere on the line.

GAME: A complete game shall be 4 innings OR 3 1/2 if the home team is leading after the visiting team completed the top of the 3rd inning in case of inclement weather. No new inning may begin when the run differential reaches the point where a team is mathematically eliminated.

Max runs per inning is 7 runs.

BATTER: Each batter shall receive 3 strikes (swing and miss or foul ball constitutes a strike) or 5 pitches, whichever comes first. A foul ball on the fifth pitch will not count or in other words can keep fouling the last

pitch until swings and misses or puts the ball in play. Failure to swing at the fifth or any subsequent pitch will result in the batter being out. 1 successful bunt per inning for Coach Pitch ages 6-8; second bunt in the same inning will be an out. The ball must pass the arc or the ball is considered foul.

Big barrel bats are allowed and must be BPF 1.15, must possess a "clearly identifiable manufacture's certification stamp. USSSA, USA, BBCOR bats are legal for ages 5-12 with no weight or height restrictions.

BATTING ORDER: Every player must bat at least one time, time permitting.

PITCHER: The adult pitcher must pitch overhand. Adult pitcher must pitch with one foot in contact with or astride the pitching line. The youth pitcher must remain in the circle until the ball has been hit.

ON-FIELD COACHES: 1 defensive coach may be positioned in the outfield playing area as deep as the deepest outfielder.

DEAD BALL AREAS: Play shall be called dead when:

- A. All advancement of runners is, in the judgment of the umpire, halted.
- B. A batted ball does not travel beyond the 20 foot arc drawn in front of home plate.
- C. A ball is thrown outside the fence, play becomes dead and each runner is entitled to one extra base.

BASERUNNER:

- A. Stealing is not permitted.
- B. Runners must stay in contact with the base until the pitch reaches home plate. Penalty for leaving early is an out. No appeal is needed in Coach Pitch ages if a player misses a base as the umpire makes the call.
- C. There is no appeal in this tournament. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops.

DEFENSE:

- A. Team will place 10 players on defense, using 4 outfielders and have free substitution. A short fielder is not allowed. Team must have a catcher with required catcher's equipment.
- B. Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.
- C. Outfielders must remain 5 yards behind the bases until the ball has been put into play by the batter. Penalty: If an outfielder is closer before a ball is put into play by the batter, the batter and all other base runners will be awarded 1 base and no out will be recorded. Umpire may instruct coach to move players back.
- D. Time out cannot be called to prevent a runner from advancing to another base. The umpire will use his or hers discretion when granting time out.
- F. Catcher's glove not required.

EQUIPMENT: Catcher must wear mask with throat protector, and chest protector. Shin guards are recommended. A regulation baseball will be used for game play.

INFIELD FLY: Does not apply at this age group.

8U YOUTH BASEBALL COACH PITCH

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 players will forfeit the game.

PLAYING FIELD:

A. Base distance is 60 feet.

B. Pitching mound will be 40 ft.

C. Home plate arc shall be drawn 20 ft in front of home plate to designate the dead ball area. The coach can pitch anywhere on the line.

GAME: A complete game shall be 4 innings OR 3 1/2 if the home team is leading after the visiting team completed the top of the 3rd inning in case of inclement weather. No new inning may begin when the run differential reaches the point where a team is mathematically eliminated.

Max runs per inning is 7 runs.

BATTER: Each batter shall receive 3 strikes (swing and miss or foul ball constitutes a strike) or 5 pitches, whichever comes first. A foul ball on the fifth pitch will not count or in other words can keep fouling the last pitch until swings and misses or puts the ball in play. Failure to swing at the fifth or any subsequent pitch will result in the batter being out. 1 successful bunt per inning for Coach Pitch ages 6-8; second bunt in the same inning will be an out. The ball must pass the arc or the ball is considered foul. USSSA and USA bats ARE allowed.

Big barrel bats are allowed and must be BPF 1.15, must possess a "clearly identifiable manufacture's certification stamp. USSSSA, USA, BBCOR bats are legal for ages 5-12 with no weight or height restrictions.

BATTING ORDER: Every player must bat at least one time, time permitting.

PITCHER: The adult pitcher must pitch overhand. Adult pitcher must pitch with one foot in contact with or astride the pitching line. The youth pitcher must remain in the circle until the ball has been hit.

ON-FIELD COACHES: 1 defensive coach may be positioned in the outfield playing area as deep as the deepest outfielder.

DEAD BALL AREAS: Play shall be called dead when:

A. All advancement of runners is, in the judgment of the umpire, halted.

B. A batted ball does not travel beyond the 20 foot arc drawn in front of home plate.

C. A ball is thrown outside the fence, play becomes dead and each runner is entitled to one extra base.

BASERUNNER: A. Stealing is not permitted. Runners may not advance on wild pitch or passed ball.

Runners must stay in contact with the base until the pitch reaches home plate. Penalty for leaving early is an out. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops. No appeal is needed in Coach Pitch ages if a player misses a base as the umpire makes the call.

DEFENSE: A. Team will place 10 players on defense, using 4 outfielders and have free substitution. A short fielder is not allowed.

Team must have a catcher with required catcher's equipment.

B. Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.

C. Outfielders must remain 5 yards behind the bases until the ball has been put into play by the batter. Penalty: If an outfielder is closer before a ball is put into play by the batter, the batter and all other base runners will be awarded 1 base and no out will be recorded. Umpire may instruct coach to move players back.

D. Time out cannot be called to prevent a runner from advancing to another base. The umpire will use his or hers discretion when granting time out.

F. Catcher's glove not required.

EQUIPMENT: Catcher must wear mask with throat protector, athletic protective cup, and chest protector & shin guards. A regulation baseball will be used for game play.

INFIELD FLY: Does not apply to this at this age group.

KID PITCH AGES

9U YOUTH BASEBALL

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 players will forfeit the game.

PLAYING FIELD:

A. Base distance is 65 feet.

B. Pitching mound will be 46 ft.

Max runs per inning is 7 runs.

NO drop dead 3rd strike.

GAME: A complete game shall be 4 innings OR 3 1/2 if the home team is leading after the visiting team completed the top of the 3rd inning in case of inclement weather. No new inning may begin when the run differential reaches the point where a team is mathematically eliminated.

BATTER: Dropped 3rd strike by the catcher will not apply meaning the catcher does not need to throw to first. Bunting is allowed but no showing bunt, pulling the bat back and then hitting or swinging. If that occurs and the ball goes into play, then it becomes an out.

Big barrel bats are allowed and must be BPF 1.15, must possess a "clearly identifiable manufacture's certification stamp. BBCOR bats are legal for ages 5-12 with no weight or height restrictions. USSSA and USA bats ARE allowed.

BATTING ORDER: You have 4-choices for your lineup: (1) Bat 8 if only playing 8, bat 9-straight if playing with 9, (2) Bat with DH, (3) Bat 10/Play 9 with EH or (4) Bat the entire lineup (Continuous batting order with FREE Defensive Substitutions applies). A team must start the game with at least 9-players but can finish a game with 8-players. LINEUPS ARE ONLY COLLAPSIBLE if a player is incapacitated during a game and will not be available for the balance of the event. If you do not have an eligible substitute to replace a player that is injured, ejected or cannot bat for any reason, it is an AUTOMATIC OUT when that players turn comes up in the batting order. The lineup card must reflect the option chosen and ALL eligible substitutes MUST BE LISTED. If a player is NOT listed on the lineup card, to include substitutes, they will NOT be eligible to play in that particular game.

If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game. If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position has free defensive substitution. If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position.

When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up becomes an out when that at bat comes around.

If a team does not follow these rules, it is the sole responsibility of the opposing team head coach to stop play. At that time the tournament director will review the situation and make a final decision.

PITCHING LIMITS: It is the responsibility of each team's manager to challenge pitching violations by notifying the Umpire and then filing a protest with the tournament director. A protest may be filed at any point after the pitcher in violation records any out beyond his legal limit AND while the pitcher in violation is in the game as the pitcher of record. If such violation is the last recorded out of the game, the protest MUST be filed prior to the Umpire and the teams leave the field of play.

AGE	MAX FOR TOURNAMENT
8u - 12u	8
13u - 14u	10

DEFINITION OF "INNING PITCHED": 1 RECORDED OUT EQUALS 1/3 OF AN INNING. Many tournaments count 1 pitch as an inning, we do not and feel our pitching rules are fair and lenient.

BALKS: 1 warning per pitcher unless balk is obvious.

ON-FIELD COACHES: No defensive coaches are allowed on the field

DEAD BALL AREAS: Play shall be called dead when:

A ball is thrown outside the fence, play becomes dead and each runner is entitled to one extra base.

BASERUNNER:

A. Runners ARE NOT allowed to lead off. Runners CAN steal home which includes past balls. Stealing takes place once the ball crosses the plate. Courtesy runner for catcher and pitcher – must be last batted out or player on the bench not officially in the game at the time. NO headfirst slides into home as it will result as an out.

B. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops. Play stops if the opposing coach calls time out before the next pitch is thrown and appeals if the baserunner left too early.

C. COURTESY RUNNERS: For the Pitcher AND Catcher ONCE they FIRST reach base! A courtesy runner will not be allowed if a pitch has been made to the next batter. The courtesy runner MUST BE A LEGAL SUB currently NOT IN THE GAME, which includes STARTERS that have been substituted for but are eligible for re-entry. IF you are batting your entire roster, the courtesy runner MUST BE THE LAST BATTED OUT! If a team only has one substitute or only 1-out has been recorded, the courtesy runner will revert back to the last batted out if the substitute is on base or the last batter in the lineup if the last batted out is on base

D. NO headfirst slides into home as it will result as an out.

DEFENSE:

A. Team will place 9 players on defense, using 3 outfielders and have free substitution unless batting 10 players and using reserve players. A short fielder is not allowed. Team must have a catcher with required catcher's equipment.

The umpire will instruct the head coach to move his outfielders back if they are not positioned in the grass. A short fielder is not allowed. Team must have a catcher with required catcher's equipment.

Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.

EQUIPMENT: Catcher must wear mask with throat protector, athletic protective cup, and chest protector & shin guards. A regulation baseball will be used for game play. Catcher's glove required.

INFIELD FLY: Will apply.

10U YOUTH BASEBALL

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 players will forfeit the game.

PLAYING FIELD:

A. Base distance is 65 feet.

B. Pitching mound will be 46 ft.

Max runs per inning is 7 runs.

NO drop dead 3rd strike.

GAME: A complete game shall be 4 innings OR 3 1/2 if the home team is leading after the visiting team completed the top of the 3rd inning in case of inclement weather. No new inning may begin when the run differential reaches the point where a team is mathematically eliminated.

BATTER: Dropped 3rd strike by the catcher will not apply meaning the catcher does not need to throw to first. Bunting is allowed but no showing bunt, pulling the bat back and then hitting or swinging. If that occurs and the ball goes into play, then it becomes an out.

Big barrel bats are allowed and must be BPF 1.15, must possess a "clearly identifiable manufacturer's certification stamp. BBCOR bats are legal for ages 5-12 with no weight or height restrictions. USSSA and USA bats ARE allowed.

BATTING ORDER: You have 4-choices for your lineup: (1) (1) Bat 8 if only playing 8, bat 9-straight if playing with 9, (2) Bat 9 with DH, (3) Bat 10/Play 9 with EH or (4) Bat the entire lineup (Continuous batting order with FREE Defensive Substitutions applies). A team must start the game with at least 9-players but can finish a game with 8-players. LINEUPS ARE ONLY COLLAPSIBLE if a player is incapacitated during a game and will not be available for the balance of the event. If you do not have an eligible substitute to replace a player that is injured, ejected or cannot bat for any reason, it is an AUTOMATIC OUT when that player's turn comes up in the batting order. The lineup card must reflect the option chosen and ALL eligible substitutes MUST BE LISTED. If a player is NOT listed on the lineup card, to include substitutes, they will NOT be eligible to play in that particular game.

If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game. If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position has free defensive substitution. If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position.

When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up becomes an out when that at bat comes around.

If a team does not follow these rules, it is the sole responsibility of the opposing team head coach to stop play. At that time the tournament director will review the situation and make a final decision.

PITCHING LIMITS: It is the responsibility of each team's manager to challenge pitching violations by notifying the Umpire and then filing a protest with the tournament director. A protest may be filed at any point after the pitcher in violation records any out beyond his legal limit AND while the pitcher in violation is in the game as the pitcher of record. If such violation is the last recorded out of the game, the protest MUST be filed prior to the Umpire and the teams leave the field of play.

AGE	MAX FOR TOURNAMENT
8u - 12u	8
13u - 14u	10

DEFINITION OF "INNING PITCHED": 1 RECORDED OUT EQUALS 1/3 OF AN INNING. Many tournaments count 1 pitch as an inning, we do not and feel our pitching rules are fair and lenient.

BALKS: 1 warning per pitcher unless balk is obvious.

ON-FIELD COACHES: No defensive coaches are allowed on the field

DEAD BALL AREAS: Play shall be called dead when:

A ball is thrown outside the fence, play becomes dead and each runner is entitled to one extra base.

BASERUNNER:

A. Runners ARE NOT allowed to lead off. Runners CAN steal home which includes past balls. Stealing takes place once the ball crosses the plate. Courtesy runner for catcher and pitcher – must be last batted out or player on the bench not officially in the game at the time. NO headfirst slides into home as it will result as an out.

B. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops. Play stops if the opposing coach calls time out before the next pitch is thrown and appeals if the baserunner left too early.

C. COURTESY RUNNERS: For the Pitcher AND Catcher ONCE they FIRST reach base! A courtesy runner will not be allowed if a pitch has been made to the next batter. The courtesy runner MUST BE A LEGAL SUB currently NOT IN THE GAME, which includes STARTERS that have been substituted for but are eligible for re-entry. IF you are batting your entire roster, the courtesy runner MUST BE THE LAST BATTED OUT! If a team only has one substitute or only 1-out has been recorded, the courtesy runner will revert back to the last batted out if the substitute is on base or the last batter in the lineup if the last batted out is on base.

D. NO headfirst slides into home as it will result as an out.

DEFENSE:

A. Team will place 9 players on defense, using 3 outfielders and have free substitution unless batting 10 players and using reserve players. A short fielder is not allowed. Team must have a catcher with required catcher's equipment.

The umpire will instruct the head coach to move his outfielders back if they are not positioned in the grass. A short fielder is not allowed. Team must have a catcher with required catcher's equipment.

Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.

EQUIPMENT: Catcher must wear mask with throat protector, athletic protective cup, and chest protector & shin guards. A regulation baseball will be used for game play. Catcher's glove required.

INFIELD FLY: Will apply.

11-12U YOUTH BASEBALL

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 players will forfeit the game.

PLAYING FIELD:

A. Base distance is 70 feet.

B. Pitching mound will be 50 ft.

Max runs per inning is 7 runs.

DROPPED 3RD STRIKE: is in affect

GAME: A complete game shall be 4 innings OR 3 1/2 if the home team is leading after the visiting team completed the top of the 3rd inning in case of inclement weather. No new inning may begin when the run differential reaches the point where a team is mathematically eliminated.

BATTER: Dropped 3rd strike by the catcher will not be an out. Batter must be tagged out or thrown out at first base. Bunting is allowed but no showing bunt, pulling the bat back and then hitting or swinging. If that occurs and the ball goes into play, then it becomes an out.

Big barrel bats are allowed and must be BPF 1.15, must possess a "clearly identifiable manufacture's certification stamp. BBCOR bats are legal for ages 5-12 with no weight or height restrictions. USSSA and USA bats ARE allowed.

BATTING ORDER: You have 4-choices for your lineup: (1) (1) Bat 8 if only playing 8, bat 9-straight if playing with 9, (2) Bat 9 with DH, (3) Bat 10/Play 9 with EH or (4) Bat the entire lineup (Continuous batting order with FREE Defensive Substitutions applies). A team must start the game with at least 9-players but can finish a game with 8-players. LINEUPS ARE ONLY COLLAPSIBLE if a player is incapacitated during a game and will not be available for the balance of the event. If you do not have an eligible substitute to replace a player that is injured, ejected or cannot bat for any reason, it is an AUTOMATIC OUT when that players turn comes up in the batting order. The lineup card must reflect the option chosen and ALL eligible substitutes MUST BE LISTED. If a player is NOT listed on the lineup card, to include substitutes, they will NOT be eligible to play in that particular game.

If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game. If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position has free defensive substitution. If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position.

When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up becomes an out when that at bat comes around.

If a team does not follow these rules, it is the sole responsibility of the opposing team head coach to stop play. At that time the tournament director will review the situation and make a final decision.

PITCHING LIMITS: It is the responsibility of each team's manager to challenge pitching violations by notifying the Umpire and then filing a protest with the tournament director. A protest may be filed at any point after the pitcher in violation records any out beyond his legal limit AND while the pitcher in violation is in the game as the pitcher of record. If such violation is the last recorded out of the game, the protest MUST be filed prior to the Umpire and the teams leave the field of play.

AGE	MAX FOR TOURNAMENT
8u - 12u	8
13u - 14u	10

DEFINITION OF "INNING PITCHED": 1 RECORDED OUT EQUALS 1/3 OF AN INNING. Many tournaments count 1 pitch as an inning, we do not and feel our pitching rules are fair and lenient.

BALKS: No warning, balks will be called

ON-FIELD COACHES: No defensive coaches are allowed on the field

DROPPED 3RD STRIKE: is in affect

DEAD BALL AREAS: Play shall be called dead when a ball is thrown outside the fence, play becomes dead and each runner is entitled to one extra base.

BASERUNNER:

A. Runners are allowed to lead off. Runners may steal home.

B. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops. Play stops if the opposing coach calls time out before the next pitch is thrown and appeals if the baserunner left too early.

C. **COURTESY RUNNERS:** For the Pitcher AND Catcher ONCE they FIRST reach base! A courtesy runner will not be allowed if a pitch has been made to the next batter. The courtesy runner MUST BE A LEGAL SUB currently NOT IN THE GAME, which includes STARTERS that have been substituted for but are eligible for re-entry. IF you are batting your entire roster, the courtesy runner MUST BE THE LAST BATTED OUT! If a team only has one substitute or only 1-out has been recorded, the courtesy runner will revert back to the last batted out if the substitute is on base or the last batter in the lineup if the last batted out is on base.

D. NO headfirst slides into home as it will result as an out.

DEFENSE:

Team will place 9 players on defense, using 3 outfielders and have free substitution unless batting 10 players and using reserve players. A short fielder is not allowed. Team must have a catcher with required catcher's equipment.

The umpire will instruct the head coach to move his outfielders back if they are not positioned in the grass. A short fielder is not allowed. Team must have a catcher with required catcher's equipment.

Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.

EQUIPMENT: Catcher must wear mask with throat protector, athletic protective cup, and chest protector & shin guards. A regulation baseball will be used for game play. Catcher's glove required.

INFIELD FLY: Will apply.



13/14U YOUTH BASEBALL

CAN WEAR MEDAL CLEATS BUT NOT ON THE PITCHING MOUND.

Team must have at least 8 players to start a game and at least 8 to finish a game. No out will be charged if a team starts with 8 players. Teams dropping below 8 players will forfeit the game.

PLAYING FIELD

A. Base distance is 80 feet.

B. Pitching mound will be 54 ft.

RUN LIMIT: No run limit per inning.

DROPPED 3RD STRIKE: is in affect

GAME: A complete game shall be 4 innings OR 3 1/2 if the home team is leading after the visiting team completed the top of the 3rd inning in case of inclement weather. No new inning may begin when the run differential reaches the point where a team is mathematically eliminated.

BATTER: Dropped 3rd strike by the catcher will not be an out. Batter must be tagged out or thrown out at first base. Bunting is allowed but no showing bunt, pulling the bat back and then hitting or swinging. If that occurs and the ball goes into play, then it becomes an out. Big barrel bats are allowed and must be BPF 1.15 or BBCOR .50. 13-14U division can use drop 5 bats as this age group is combined. USSSA and USA bats ARE allowed.

BATTING ORDER: You have 4-choices for your lineup: (1) (1) Bat 8 if only playing 8, bat 9-straight if playing with 9,, (2) Bat 9 with DH, (3) Bat 10/Play 9 with EH or (4) Bat the entire lineup (Continuous batting order with FREE Defensive Substitutions applies). A team must start the game with at least 9-players but can finish a game with 8-players. LINEUPS ARE ONLY COLLAPSIBLE if a player is incapacitated during a game and will not be available for the balance of the event. If you do not have an eligible substitute to replace a player that is injured, ejected or cannot bat for any reason, it is an AUTOMATIC OUT when that players turn comes up in the batting order. The lineup card must reflect the option chosen and ALL eligible substitutes MUST BE LISTED. If a player is NOT listed on the lineup card, to include substitutes, they will NOT be eligible to play in that particular game.

If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once, but must re-enter in their original position in the batting order. Non-starters are not

allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game. If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position has free defensive substitution. If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position.

When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up becomes an out when that at bat comes around.

If a team does not follow these rules, it is the sole responsibility of the opposing team head coach to stop play. At that time the tournament director will review the situation and make a final decision.

PITCHING LIMITS: It is the responsibility of each team's manager to challenge pitching violations by notifying the Umpire and then filing a protest with the tournament director. A protest may be filed at any point after the pitcher in violation records any out beyond his legal limit AND while the pitcher in violation is in the game as the pitcher of record. If such violation is the last recorded out of the game, the protest MUST be filed prior to the Umpire and the teams leave the field of play.

AGE	MAX FOR TOURNAMENT
8u - 12u	8
13u - 14u	10

DEFINITION OF "INNING PITCHED": 1 RECORDED OUT EQUALS 1/3 OF AN INNING. Many tournaments count 1 pitch as an inning, we do not and feel our pitching rules are fair and lenient.

1 RECORDED OUT EQUALS 1/3 OF AN INNING. 4 BATTERS FACED EQUALS 1 FULL INNING.

BALKS: No warning, balks will be called

ON-FIELD COACHES: No defensive coaches are allowed on the field

DEAD BALL AREAS: Play shall be called dead when:

A ball is thrown outside the fence, play becomes dead and each runner is entitled to one extra base.

BASERUNNER:

A. Runners are allowed to lead off. Runners may steal home.

B. Any runner who misses a base or leaves a base early when tagging up on a fly ball will be called out by the umpire when play stops. Play stops if the opposing coach calls time out before the next pitch is thrown and appeals if the baserunner left too early.

C. **COURTESY RUNNERS:** For the Pitcher AND Catcher ONCE they FIRST reach base! A courtesy runner will not be allowed if a pitch has been made to the next batter. The courtesy runner MUST BE A LEGAL SUB currently NOT IN THE GAME, which includes STARTERS that have been substituted for but are eligible for re-entry. IF you are batting your entire roster, the courtesy runner MUST BE THE LAST BATTED OUT! If a team only has one substitute or only 1-out has been recorded, the courtesy runner will revert back to the last batted out if the substitute is on base or the last batter in the lineup if the last batted out is on base.

D. NO headfirst slides into home as it will result as an out.

DEFENSE:

Team will place 9 players on defense, using 3 outfielders and have free substitution unless batting 10 players and using reserve players. A short fielder is not allowed. Team must have a catcher with required catcher's equipment.

The umpire will instruct the head coach to move his outfielders back if they are not positioned in the grass. A short fielder is not allowed. Team must have a catcher with required catcher's equipment.

Defensive players may not be positioned within the baseline. Penalty: Umpire shall instruct the coach to move the defensive player out of the baseline.

EQUIPMENT: Catcher must wear mask with throat protector, athletic protective cup, and chest protector & shin guards. A regulation baseball will be used for game play. Catcher's glove required.

INFIELD FLY: Will apply.