



Tournament Rules

OFFICIAL BASEBALL NATIONAL BY-LAWS & RULES

Edition Dated: August 1, 2023

Unless otherwise noted below

Be Ready To Play Your Scheduled Games Early. Be Prepared To Play At Least 1/2 Hour Earlier Than Your Scheduled Start Time.

Regulation Game:	8u – 12u: 6 Innings 13u – 18u: 7 Innings
Time Limit:	1 Hour 45 Minute Time Limit If a game is tied when the time limit expires, the International Rule for Extra Innings described below applies to any new inning started after time expires. No Time Limit On Championship Game Only!
Tie Ball Games:	Pool Play: Games WILL end in a tie. Bracket Play: NO TIES.
Extra Innings:	The International Rule for extra-inning games is in effect. The rule applies as follows: To start on extra inning, the visiting team places the last batter to complete an at bat in the previous inning at second base. Play resumes until three outs are recorded. To complete the extra inning, the home team places the last batter to complete an at bat in the previous inning at second base. Play resumes until three outs are recorded or the home team takes the lead.
Home and Visitors:	Home team is determined by a coin toss at the plate conference in pool play games. Higher seed is the home team in the bracket play games.
Mercy Rule:	Ages 8U to 12U – 6 Inning Games <ul style="list-style-type: none"> - 15 runs after 3 innings (or 2 ½ if home team) - 8 runs after 4 innings (or 3 ½ if home team) Ages 13U to 18U – 7 Inning Games <ul style="list-style-type: none"> - 15 runs after 3 innings (or 2 ½ if home team) - 12 runs after 4 innings (or 3 ½ if home team) - 8 runs after 5 innings (or 4 ½ if home team)

Courtesy Runners:	Can be used at any time for the Pitcher and Catcher. Must be someone not in current line-up. If everyone is in the line-up, then the player making the last batted out will be used.
Official Scorer:	The home team scorebook is the official scorebook. Visiting team scorekeeper should confirm score with home team scorekeeper after each inning. The home team scorekeeper will be responsible to report the score to Tournament Headquarters after each game.
Pregame I/O:	No Pregame infield/outfield will be taken on the field of play.
Field Dimensions:	8U: 40' – Flat ground – 60' Bases 9U to 10U – 46' Mound – 60' Bases 11U to 12U – 50' Mound – 70' Bases 13U to 18U – 60' Mound – 90' Bases
Lineup:	<p>Offensive: Team may bat as many players as they want. However, if fewer than nine batters are in the lineup the open spots will be recorded as outs. Once the number of batters is determined, it must remain for the entire game except that late-arriving players may be added up to the ninth spot in the lineup. An ineligible player or ejection will result in an out when their spot in the lineup comes up. Once a substitution bats or runs for a player (other than the case of a courtesy runner for a pitcher or catcher), the sub and the original starter are locked into that batting position and either one may bat or run in that position ONLY. If a team is batting ten or more players and has no substitutes, that is, they are batting their entire available roster, a player lost to injury or illness will not result in an automatic out when their spot in the lineup comes up. That spot in the lineup will simply be skipped.</p> <p>Defensive: Any player on the roster may play in any defensive position at any time, regardless of being in the batting order. Example: A team may have 18 players: Bat 9 of them and play the other 9 in the field. No one player in a game can assume more than one offensive position.</p> <p>Designated Hitter: None- Offensive Rule takes care of the DH.</p> <p>Re-Entry: Starter may re-enter, in their original batting position, for all age divisions.</p> <p>Courtesy Runner: A courtesy runner can be used for the Pitcher or Catcher at any time. However, it is not required. A courtesy runner must 1st be a player not in the lineup. If everyone is in the lineup, then the courtesy runner must be the last batted out (if last batted out is the pitcher or catcher you may use the next last batted out). A courtesy runner does not count as a substitute and is not married in the lineup with the player they ran for.</p> <p>Sliding: Headfirst slides are permitted at all bases. A runner must attempt to avoid contact on all close plays. A player may not run over anyone at any time or place on the field. (Umpire's Discretion)</p>
Balks:	8U/9U/10U No balks in this division. 11U/12U One warning for each pitcher per game. Immediate dead ball. 13U/14U/High School NO WARNINGS. Immediate Dead Ball

Slash/Fake Bunt:	9U-12U: The slash bunt is illegal, and the player will be called out if this play is attempted. A slash bunt is defined as a player showing bunt at any time during the pitch and then swinging at that same pitch.
Baseballs:	Ages 8U to 12U – USSSA Stamped Ages 13U to 18U – USSSA Stamped NFHS Approved
Cleats	Ages 8U to 12U – No Spikes Ages 13U to 18U – Spikes Allowed
Umpires:	Umpires are paid at the plate. All fees will be split by each team during every game. See fees below. Ages 8U to 12U – 6 Inning Games <ul style="list-style-type: none"> - 8U and 9U games are one umpire - \$60 per game. - 10U games are one umpire - \$70 per game. - 11U and 12U games will have 2 Umpires if available. One umpire is \$80 per game. Two umpires are \$65 per game. - 15U to 18U games will have two umpires if available. One umpire is \$120 per game. Two umpires is \$80 per game.
Baseballs:	Ages 8U to 12U – USSSA Stamped Ages 13U to 18U – USSSA Stamped NFHS Approved
Protests:	The Tournament Director has final authority for all protests!
Standing Tiebreaker:	Head-to-head Runs Allowed Runs Scored Minus Runs Allowed Differential – Largest Differential Advances Coin Toss