

1) BASEBALL YOUTH OBJECTIVE

- a) The objective of Baseball Youth Tournaments shall be to organize and promote youth baseball. It is an opportunity for teams to compete in tournament competition and have the experience of the Baseball Youth Fanfest at every event.

2) TOURNAMENT SEASON & PARTICIPATION

- a) **Tournament Season** – Tournament season will run from September 1 to August 31 of the current year.
- b) **Tournament Participation** – In all Baseball Youth tournaments, teams shall qualify for Regional and National Championships play. Automatic bids to NYBC, JR NYBC, Baseball Youth Majors and / or Baseball Youth National Championship's will be awarded at select events.

3) TOURNAMENT PLAY

- a) Local Directors have the authority to amend these National Rules to accommodate the needs of the tournaments with approval of the National Director.
- b) Amounts to be charged as entry fees for Tournaments shall be at the discretion of the National Director.
- c) Some events will have a daily / weekend spectator fee. Other events will have a pre-paid spectator fee. There will be no refunds on spectator fees.
- d) Only Baseball Youth licensed baseballs shall be used in Tournament play.
- e) **REFUND POLICY/WEATHER POLICY**
 - (1) Zero Games played: Credit towards another Baseball Youth Event or 100% refund
 - (2) One game started/played: 50% refund
 - (3) Two games started/played: No refund
- f) **Pool Play / Tie Breaker Criteria:** Once advanced to the next tiebreaker criteria; do not return to previous criteria.
 - Winning Percentage – Descending
 - Number Wins – Descending
 - Number Loses – Ascending
 - Tied Teams (vs. each other) Winning Percentage – Descending (more than 2 teams tied, skip this tie breaker)
 - Points Allowed – Ascending
 - Run Differential with a maximum of (10) – Descending
 - Coin Flip
 - Once advanced past one tiebreaker, you do not go back to a previous tiebreaker. Forfeits will be scored 10-0
- g) No infield warm up practice. No hitting / soft toss into the fences. Please use batting cages at the facility or bring your own net if batting cages are unavailable.
- h) The Tournament Director may modify the number or length of games when necessary due to weather, field conditions, or scheduling issues.
- i) There is no alcohol / tobacco allowed on the premises at any Baseball Youth Tournaments.
- j) Home team will be in charge of keeping the book and the visiting team will keep the scoreboard. Please have a volunteer / coach to help assist with this process.
- k) Schedules will be released on Tuesday evening the week of the tournament.

4) PLAYER / TEAM ELIGIBILITY

- a) A player may only play on one team for any given tournament, regardless of age division.
- b) There will be no uniform protest. We encourage coaches that pick up players to provide them with a similar uniform and have a number available. Players must be added to the official roster prior to the tournament and approved by the National Director.
- c) Pitchers cannot wear white long sleeve shirts or white compression sleeves on their pitching arm. Pitchers and players can wear compression sleeves, necklaces, armbands, etc. as long as they are in good taste and not distracting to the game.
- d) Metal spikes can be used for ages 13 and up. Molded cleats, tennis shoes or turf shoes must be used on portable mounds and turf fields. No spikes on portable mounds or turf fields allowed.
- e) Catchers ages 7U-12U must wear a catchers helmet that covers both ears.

- f) The birthday age cutoff is April 30. Each Head Coach must have copies of player birth certificates on hand at every game, and shall be prepared to present them to the Tournament Director upon request. Coaches not being able to produce a birth certificate will be a forfeit of that game.
- g) Rosters and Insurance
 - i) Rosters, insurance and copies of birth certificates are due 2 weeks before each event.
 - ii) Rosters are limited to 15 kids per team.

5) RULES OF PLAY

The official playing rules for the tournament shall be MLB American League rules with the following exceptions:

- a) Length of Game Ages: 7U-12U will play six (6) innings; ages 13U and above will play seven (7) innings.
- b) Batting Order and Extra Players (This section only applies for Ages 7U-14U) Teams have three (3) options for their batting order and extra players:
- c) Nine (9) players in the batting order and listed on the lineup card. No designated hitter (DH) for ages 7U-14U. (All other players are substitutes)
- d) Extra Hitter: Ten (10) players in the batting order and listed on the lineup card. No designated hitter (DH). Free substitution (defensive players) among the ten (10) players listed on the batting order.
- e) Continuous batting order: All players in uniform (unless injured) in the batting order and listed on the lineup card. If a late player arrives after the lineup cards are exchanged, then the player must be entered into the last spot in the batting order. Continuous batting order allows for free defensive substitution for all players throughout the game.
 - 5(e) Comment** A team that has 12 players cannot bat 11 players. Their option is to bat 9, 10 or 12 players.
- f) The Head Coach will declare his choice of batting order to the opposing coach and the umpire(s) during the plate meeting prior to each game. Once a choice is made, it cannot be changed for that game.
- g) A team can start with 8 players. The 9th position will be an automatic out until that position can be filled. If a player is injured and a team falls to 8 players then an out will be recorded. If a team falls to 8 players due to ejection, then the team will take an out when that batter comes to turn. If a team falls to 7 players, the game is considered a forfeit.
- h) Bats for Baseball Youth Tournaments must be BPF 1.15, BBCOR or Wood Bat.
 - 5(h) Penalty:** Penalty for an illegal bat will be the result of the play or an out. The coach will be warned. If any player uses the bat again, the player will be out and the coach will be ejected. The bat will remain with the Tournament Director until the end of the tournament.
- i) Official game time will start at the end of the "plate" meeting. Umpires will announce to the home teams scorekeeper the official start time.
- j) The time limits will be 1 hour 30 minutes for 7U-8U; 1 hour 45 minutes for 9U-14U. No time limit on championship games. The Tournament Director reserves the right to modify time limits at any time.
- k) Coin flip will determine home / visiting team during pool play. Team with the higher seed will be the home team during bracket play. If multiple pools are used and two teams are the same seed in bracket play then a coin flip will be used to determine home / visiting team.
- l) The field dimensions will vary from tournament to tournament and park to park. The base / pitching dimensions will be 7U-8U Coach Pitch 42' pitching and 60' bases; 8U Kid Pitch 40' pitching and 60' bases; 9U-10U 46' pitching and 65' bases; 11U-12U 50' pitching and 70' bases; 13U 54' pitching and 80' bases; 14U 60'6" pitching and 90' bases.
- m) Run rule. 20 runs after 2 innings, 15 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings.
- n) Intentional Walks. Defensive team shall notify the plate umpire of an intentional walk. Pitches do not need to be thrown for an intentional walk.
- o) Courtesy Runners. Courtesy runners are optional at any time for the pitcher and catcher. The courtesy runner shall be a player not currently in the lineup OR the last batted out. The pitcher or catcher for this rule is the pitcher or catcher of the previous inning. If this situation arises in the first inning and no outs have been recorded, the pitcher or catcher shall remain on the bases until an out is recorded.
- p) Injuries. If a player becomes injured (as ruled by the umpire) and is unable to continue playing, his spot in the batting order shall be skipped and an out will be recorded. Once an injured player leaves the batting order, he is done for the remainder of that game.

- q) Official Game Called Due to Weather or Field Conditions. A game will be considered complete if weather, darkness or field conditions prevent the game from being completed:
- i) 6-inning game = 3 innings or 2 ½ if home team is leading, will constitute a completed game.
 - ii) 7-inning game = 4 innings or 3 ½ if home team is leading, will constitute a completed game.
- r) If a game is not official as described above, the Tournament Director will either:
- (1) Suspend the game and arrange to have it resumed where it left off, or
 - (2) Cancel the game such that it does not count toward tournament standings.
- s) Should a Championship game be interrupted by weather, darkness or unplayable field conditions, and is not an official game per the above Rule, then the score at the end of the last full-completed inning will determine the Championship team. If score was tied at end of last completed inning or if the first inning of the game is not completed, the higher seed shall be named Champion.
- t) Whenever a tag play is apparent, a runner must slide or attempt to avoid contact with the fielder and / or catcher. Attempting to jump, hop, or dive over the fielder and / or catcher is not interpreted as seeking to avoid contact. No fake tags allowed. Malicious contact shall supersede all obstruction penalties.
- 5(t) Penalty:** The runner shall be called out and may be ejected from the game at the umpire's discretion.
- 5(t) Comment:** When enforcing this rule, the umpire should judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and / or malicious, then the runner should be declared out and ejected.
- u) Baseball Youth Tournaments shall adopt the following rules pertaining to the visit of the manager or a coach to the pitcher. This rule limits the number of visits a manager or a coach may make to any pitcher in any one (1) inning;
- v) A second (2nd) visit to the same pitcher in the same inning will cause this pitcher's automatic removal from the pitching position. A manager or a coach is considered to have concluded his visit to the mound when he leaves pitching circle surrounding the pitcher's rubber.
- w) A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game.
- x) Pitching Restrictions.

Age	Daily Max To Pitch The Next	One Day Max	Three Day Max
8U-12U	3 innings	6 innings	9 innings
13U-14U	3 innings	7 innings	9 innings

- y) Pitch Innings. One (1) out equals one-third (1/3) of an inning, two (2) outs equals two-thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and does not record an out is not charged with any innings pitched.
- z) Outs recorded during a game that ends in forfeit shall count towards a pitchers innings limits.
- aa) **Rule 5(x) Exception:** Exceeding the maximum innings allowed in the case of a double or triple play will not be counted against the pitcher.

6) COACH PITCH SPECIFIC RULES

- a) Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge set at forty-two (42) feet from the rear point of home plate.
- b) Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.
- c) The pitching coach shall keep one foot on or straddle the pitching circle when pitching.
- d) The pitching coach shall rely on the base coaches to verbally or physically coach. The pitching coach shall refrain from coaching while in the pitching position.
- e) The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible plays once the ball has been hit.
- Rule 6(e) Penalty:** If a coach violates this rule after the ball is pitched, obstruction will be called.
- f) The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the defensive player listed as catcher will be removed from that position.
- g) Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.

- h) The defensive player listed as the pitcher shall have 1 foot inside the circle and cannot leave the pitching circle until the ball is hit.
- i) The defensive player listed as the pitcher must wear a dual flap batting helmet, facemask / faceguard or combination of both.
- j) Defensive coaches will not be allowed on the field of play and shall coach from the dugout only.
- k) Only four coaches will be allowed inside the dugout.
- l) Bunting will not be allowed.
- m) The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- n) Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order will be declared an out each turn at bat.
Rule 6(n) Late Arrivals: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- o) Teams may use free substitution on defense but the batting order has to remain the same.
- p) The Infield Fly Rule will not be in effect at any time.
- q) The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes.
6(q) Comment: If a batter on his sixth pitch fouls the ball off and is not caught then the batter will have his at bat extended.
- r) A player may only be Intentionally Walked once per inning by announcement from the defensive team.
- s) Runners cannot leadoff or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
- t) Courtesy runners are optional at any time for the catcher. The courtesy runner shall be a player not currently in the lineup OR the last batted out. The catcher for this rule is the catcher of the previous inning. If this situation arises in the first inning and no outs have been recorded, the catcher shall remain on the bases until an out is recorded.
- u) A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.
- v) Umpires will call "Time" after every play and declare the ball dead. "Time" will be called as soon as the all runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.
- w) When a batted ball hits the Pitching Coach, the following shall apply:
 - i) If in the umpire's judgment, the coach did not make an attempt to avoid contact, the batter is declared out and no runners can advance.
 - ii) If in the umpire's judgment, the coach did make an attempt to avoid contact, the batter is awarded 1st base and all runners will advance one base.

7) 8U KID PITCH SPECIFIC RULES

- a) Teams will play with 9 defensive players in the field.
- b) Runners can steal when the ball crosses home plate.
- c) Runners may not lead off.
- d) Runners may advance from 3rd base to home only if they are batted in or forced home by base on balls or hit by pitch.
 - i) Runners cannot go from 3rd base to home on a passed ball or wild pitch
- e) Infield fly rule will be active.

8) HIGH SCHOOL SPECIFIC RULES

- a) Players in division 15U-18U will abide by NFHS rules.
- b) There are no pitching restrictions in ages 15U-18U.
- c) Metal spikes are allowed except on temporary mounds and turf fields.
- d) To meet the age requirement you must use the following table
 - i)

Students Grade	Age Restriction	Grade Level Not Birthday
Freshman 15U	16	17
Sophomore 16U	17	18
Junior 17U	18	19
Senior 18U	19	20

- ii) If a player does not meet the Age Restriction, then the player must meet both the Students Grade column and Grade Level Not Birthday column. Otherwise the player must play in the next older age grade division.

9) SPORTSMANSHIP & EJECTIONS

- a) All players, coaches, managers and spectators are expected to conduct themselves in a sportsmanlike manner at all times.
- b) Any player, coach, manager or spectator whose conduct is inappropriate or abusive will at a minimum be reprimanded with a warning. If warranted, the offending party shall be ejected from the game at the discretion of the Umpires and / or the Tournament Director.
- c) Coaches will be responsible for their fans. If a fan is not conducting them in a sportsmanlike manner the fan and / or the coach will be ejected from the game.
- d) Any player, coaches, managers and spectators that are ejected will be removed for the remainder of that game plus one additional game.
- e) Any player, coach, manager or spectator leaving their position or base, in the field, on the bench, in the dugout area or grandstands to participate in a fight or altercation shall be immediately ejected from the game and may be banished / suspended from Baseball Youth Tournaments.
- f) Any coach, manager, sponsor or spectator ejected from a game shall immediately remove himself from the vicinity of the playing field and / or grandstands for the remainder of the game. Additional penalties may be assessed at the discretion of the Tournament Director.
- g) Any player ejected from a game will immediately be confined to the dugout area for the remainder of the game. If the Umpire / Tournament Director deems necessary, the player can be asked to leave the vicinity of the playing field.
- h) Throwing of equipment will result in an automatic ejection.
- i) Abusive language or cursing will not be tolerated and will result in an automatic ejection.
- j) All persons ejected may be asked to leave the park and / or venue at the discretion of the Tournament Director.
- k) If necessary, a team may be forced to forfeit a game and / or be removed from the tournament.

10) UMPIRES

- a) All tournaments played under the authority and administration of Baseball Youth Tournaments shall utilize umpires who are properly trained and equipped to call such games.

11) PROTESTS

- a) Umpires will work to settle all situations on the field. Protests will be allowed for age and pitching violations or rule interpretations only. Protests must be declared to the plate umpire and then to the Tournament Director before the next pitch following the dispute. If a call to be protested is the last recorded out of a game or on a game ending play, the protest **MUST** be filed prior to the umpires leaving the field of play. No protest will be allowed following the game. Tournament officials will rule on all protests and their decisions shall be final.
- b) The Protest fee is \$200.00 cash. The fee shall be returned only if the protest is upheld.