

## **2021 UMAC School's Out Tournament- Kid Pitch 9U/10U Tournament Rules**

The 2021 School's Out Tournament will be hosted by UMAC. The tournament is scheduled for June 18-20, 2021. The site of the tournament is Taylor Fields, Boyds, Maryland. GPS Address: 19501 White Ground Road, Boyds, MD

Unless otherwise stated below, the prevailing rule book for the School's Out Tournament will be the Babe Ruth League, Inc., Baseball Rules and Regulations and Official Playing Rules for 2021 and those in place for the upcoming Cal Ripken State Tournaments. Please read and understand these rules before the start of the tournament. Below is a summary of the local rules used to supplement the Babe Ruth League Official Playing Rules.

### **AVOIDING CONTACT**

Runners must slide or otherwise attempt to avoid contact with other players in tag-out situations or when defensive player is making a play on the ball. If the umpire deems a collision is intentional or flagrant, the offending player will be ejected from the game.

### **BASEBALLS AND EQUIPMENT**

Official game balls will be provided for all games. Teams are to bring their own practice baseballs. All other baseball and safety equipment is to be provided by each team.

Due to COVID-19 protocols, equipment may not be shared between players. If there is an unavoidable situation, the equipment must be cleaned/sanitized between uses.

### **BASERUNNING**

Bases will be located 60 feet apart. No leading. Runners may steal bases, but may not leave the base until the pitched ball reaches home plate. If an umpire rules that a runner has left his base prematurely, the runner will be declared out and the pitched ball will be declared a dead ball immediately (no warnings). In this instance the results of the pitch do not count (i.e. no pitch).

Batter may not advance on a dropped third strike. Batter is out.

Batter-runner may not advance past first base on a base-on-balls (walk) if the ball is returned immediately to the pitcher and secured.

Courtesy runner(s) allowed for pitcher and catcher at any time. Courtesy runner will be the last batted out if no substitutes are available (e.g., batting entire lineup). If substitute is available, re-entry rules apply. The same courtesy runner may not run for the pitcher and catcher in the same inning.

## **BATS**

Wood, USA Baseball and USSSA (BPF 1.15) bats are allowed. No barrel size restrictions. No BBCOR, double-walled or tampered (e.g., rolled) bats allowed. If an illegal bat is discovered during an at-bat, the bat can be removed without penalty and the current count will continue.

If discovered after an at-bat but before the next pitch, the penalty for use of an illegal bat will be as follows: batter is out and any runners return to their previous base(s). Any second or subsequent team offense(s) - player is out and ejected from the game (See Ejection section for more information).

One team warning for a thrown bat (umpire's judgement). Any subsequent infraction by any player on the team will result in the batter being out. This is a dead ball infraction and all runners will be returned to their positions when the at-bat began.

## **BENCHES**

Benches are first-come, first-served. The home team will be determined by a coin toss during the plate conference. The winner of the coin toss may elect to be the home or away team.

During the single-elimination portion of the tournament, the higher seeded team will be the home team and occupy the first base side.

## **BUNTING**

Bunting is permitted in the 9U/ 10U tournament. If a player offers a bunt, they are not permitted to pull the bat back and swing (butcher boy/slash bunt). Any attempt will result in the batter being out and runner(s) returning to their base(s).

## **DRESS CODE**

Players are required to wear matching hats and numbered uniforms for game play. No duplicate numbers permitted. Players must wear rubber cleats. Managers and coaches must wear hats and shirts that identify them with their respective teams.

## **EJECTION**

Unless otherwise stipulated, players or coaches that are ejected from a game will be suspended from participating in their team's next game of the tournament. Ejection from a second game will result in that coach or player to be eliminated from the tournament.

If a player is ejected, his spot in the order will count as an out for the remainder of the game. If a parent from a team is ejected, then the manager will also be ejected from that game only. Any one ejected must leave the facility.

## **PLAYER ELIGIBILITY**

Players are eligible if they are "Baseball 10", meaning they must be ten years old or younger as of April 30, 2021, for the 10U division or "Baseball 9", meaning they must be nine years old or younger as of April 30, 2021, for the 9U division.

## **COACHES**

A first and third base coach are allowed on the field while a team is at bat. All other coaches must remain in the dugout. Coaches are not allowed on the field during their defensive half-inning and must remain in the dugout.

For safety during game play, no coaches may be on the field (e.g., in foul territory) unless they are occupying the first or third base coach box during their team's at-bat. A batting helmet is recommended for coaches on the field.

No team will be permitted to have more than 3 coaches (head coach and two assistants) in the dugout area, except for injury. Any other assistant must remain outside of the dugout.

## **GAME LENGTH**

The game length is six innings, with a drop-dead time limit of 2 hours. No new inning will start after 1 hour and 45 minutes. If the time limit is reached and the home team is leading in a regulation game, the home team will win regardless of whether or not the full inning was completed. If the 2-hour limit is reached, the inning is not complete, and the home team is not leading, the score will revert to the previous full inning. This is similar to any game ended due to weather, for example. The umpires do not have the discretion to alter this rule regarding game time.

Each coach is encouraged to move the game along, and minimize "gamesmanship" to stall or otherwise delay the progress of the game. Umpires may issue penalties in accordance with Cal Ripken rules for any delay of game. Hustle your kids on and off the field. The umpires will be encouraged to keep the games moving.

There is no time limit for semi-final or championship games.

## **INFIELD FLY RULE**

There is an infield fly rule.

## **LINE-UPS**

A team must begin a game with at least nine players. Games can be completed with eight players (e.g., due to injury or ejection). If a team is unable to field nine uniformed players by the scheduled game start time, the game will be declared a forfeit. The game score will be recorded as 7-0. If a team forfeits a game, they will be ineligible to receive any refund of tournament fees.

Teams must declare batting order prior to start of each game.

- If batting nine (9) players, re-entry rule applies and no free defensive substitution.
- If batting ten (10) or more players with substitutes, re-entry rule applies and free defensive substitution allowed
- If batting entire lineup, free defensive substitution allowed
- No Designated Hitter (DH)

All players in the line-up must be rostered on the team roster turned in prior to the start of the first game. Each team must provide their own line-up cards that include a player's last name, first initial and number and include eligible substitutes. A copy will be provided to the head umpire (if requested), and the opposing team's manager before the start of the game.

In the case of batting out of order, an appeal must be made by the opposing manager prior to the conclusion of the incorrect batter. Depending on when the appeal is made during the at-bat, assessment of penalties will follow normal baseball rules (MLB rules).

If a player is injured on the field, the injury must be announced at the time of injury. The manager must inform the umpire and opposing manager before their next at-bat that the player is injured and being removed from the game. An out will not be recorded for a player removed due to injury when their turn in the batting order comes up and the injured player cannot return to the game.

## **MERCY RULE**

There is no run limit per inning, however, a game is ended after (4) innings or more if a team leads by at least ten (10) runs at the end of the inning (or half-inning, if home team is leading).

## **PITCHING**

Pitching Limits are as follows:

<b>Age Group</b>	<b>Maximum innings per day in order to pitch the next day</b>	<b>Maximum innings per Day</b>	<b>Maximum innings for Tournament</b>
9U-10U	3	6	8

One pitch thrown in an inning counts as one inning pitched.

If an ineligible pitcher is used, the opposing coach is responsible for making an appeal to the umpire. If it is determined that an ineligible pitcher is used, the player and coach will be ejected for the remainder of that game only.

At the conclusion of the game, the home team is responsible for completing the pitching log for both teams and turning in to tournament staff. Both coaches must sign the pitching log for the game.

A coach may make three (3) official visits to the mound per game without making a pitching change. After three visits have been exhausted, pitcher must be removed on the next visit to the mound.

## **PROTESTS**

There will be no protests. Umpire calls are final.

## **ROSTERS**

Teams must submit a roster with a minimum of 10 and no more than 13 players. Teams will be allowed up to three coaches (one manager, two coaches). Rosters must be submitted prior to the first game played. Roster updates are allowed up until the team begins its first game. Updates must be submitted on team's the roster form.

## **SPORTSMANSHIP**

The Tournament Host reserves the right to eject any manager, coach, player, or spectator from the ball park for unsportsmanlike behavior.

## **TOURNAMENT FORMAT**

The tournament will be conducted in a pool play format. At the end of pool play, the teams will be seeded and will compete in single-elimination games. The following tiebreakers will be used, if necessary, to determine order of finish following pool play rounds:

1. Win-Loss record
2. Fewest runs allowed
3. Run differential, with a maximum of 10 per game
4. Coin flip

## **UMPIRES**

UMAC will provide experienced and certified umpires.

## **WARM-UPS**

Warm-ups permitted on the outfield only. No warm-ups permitted on the infield or foul ground areas.

Teams will be assigned batting cage time prior to their first game of the day. In the case where a cage is not being used, it can be used on a first come/first used basis.