



HFL – Mendon Youth Baseball 10U Tournament Rules

General Tournament and Complex Rules

1. The tournament will generally consist of pool play with up to 4 teams from each division (Travel and All Star) advancing to a single elimination playoff. Depending on the number of teams registered, there may be a single division rather than separate Travel and All Star divisions, and the playoffs will be adjusted accordingly.
2. If we experience significant rain with multiple postponements, the playoff round may be changed to a single championship game between the top 2 teams (in each division) from the pool play.
3. A player must not have reached age 11 prior to May 1, 2025 and must not have been younger than age 8 as of May 1, 2025. A team may roster up to 15 players. No player may be rostered on more than one team in the tournament. **Payment, rosters, proof of age (e.g., copies of birth certificate, copy of current MCBR roster), and evidence of insurance (naming HFL – Mendon Youth Baseball as an additional insured) must be submitted prior to your first game.** Birth certificates will be returned to coaches immediately after they have been reviewed.
4. If a team originally scheduled to play in the tournament withdraws from the tournament, either before or during tournament play, HFLMYB reserves the right to add a substitute team in its place. The replacement team will assume the replaced team's record, including any forfeits.
5. Coaches and Players Conduct:
 - Sportsmanship code: Promote good sportsmanship both on and off the field.
 - Ejected players and coaches will be suspended from the tournament immediately and must leave the premises of the field for the remainder of the game. The tournament committee will later review the circumstances and determine if the suspended player or coach will be allowed to return for the remainder of the tournament. **Please remember that baseball is a game, the players are kids, the coaches are volunteers, and the umpires are human.**
 - Please remind your players to respect the upkeep of the ball fields by picking up trash around the bench at the conclusion of the game.
 - Replace all divots and refrain from digging cleats into the infield and outfield grass areas.
 - For safety, do not swing bats outside the field of play in the spectator area.
6. All decisions by the tournament officials are final. Officials shall consist of officers from the HFL – Mendon Youth Baseball League.
7. Your team may have one manager and up to three coaches.

8. Up to 15 awards will be given to both teams participating in the championship game (15 championship awards and 15 runner-up awards).
9. A game may be called by the umpire or tournament officials if it is deemed unsafe to continue to play.
10. No smoking at the field complex.
11. Tiebreakers in pool play are as follows:
 - First tiebreaker: Head-to-head competition (if more than 2 teams are tied, move to second tiebreaker)
 - Second tiebreaker: Least runs allowed in head-to-head competition
 - Third tiebreaker: Least runs allowed in pool play
 - Fourth tiebreaker: Least runs allowed against the same competition
 - Fifth tiebreaker: Coin flip

Ground Rules

1. All rules are intended to follow the Little League Rule Book except as stated herein. The key rules are detailed below.
2. Managers shall be responsible for the conduct of the coaches, players, and parents. Anyone who engages in unsportsmanlike behavior should be dealt with by the manager. If such behavior continues, or the individual is ejected from the game/fields, the manager shall enforce the ejection or the games will be forfeited. Any disputes or complaints about officials, umpires, or other teams should be brought to the attention of the tournament directors after the game.
3. Less than 9 players at the start of a game will result in a forfeit. The score will be recorded as 6–0. A team may finish the game with 8 players due to an injury. The team will be assessed an out when the injured player's time at bat occurs. If a team is unable to start a game within 15 minutes of the scheduled game time, the game will be recorded as a forfeit.
4. Any schedule changes during pool play will be done with the consent of both coaches and the consent of the tournament committee. No playoff games or championship games will be changed, and any team that forfeits during the playoffs will be replaced by the team they last defeated.
5. Players:
 - Nine players shall play in the field during the game. Each team must have a minimum of 9 batters.
 - A team may bat as many players as they would like in a continuous batting order. The batting order must remain the same throughout the game except in the case of injury. For example, if you start the game with a 14-player continuous batting order, you must finish the game with a 14-player continuous batting order. Final batting lineups should be exchanged with the opposing team at the umpire's ground rule meeting prior to the beginning of the game.
 - There is free defensive substitution within the continuous batting order (if you are batting more than 9 players).

- If a substitute is put in the field and he/she is not part of the original batting order, he/she must assume the batting position of the player he/she has replaced.
 - Starters may re-enter the game in the same offensive spot once during the game. Substitutes cannot re-enter the game once they have been removed. The only exception to this rule is in the case of injury and all legal substitutions have been used.
 - If not batting everyone, a courtesy runner can be used for the catcher and at any time. This is not a substitution and is optional. The catcher must be in the game defensively at the time of the utilization of the courtesy runner. You must use a player not in the current batting order. **If you are batting everyone, no courtesy runner is allowed.**
 - Once a pitcher has been removed from the pitching position, he/she may not pitch again. He/she may play any other position.
6. On a batted fair ball that subsequently goes out of play, the batter will be awarded a ground rule double.
 7. Base coaches may be players (players must wear helmets), coaches, or managers from the roster.
 8. Youth bats with up to a 2 $\frac{3}{4}$ " barrel diameter may be used. Bats must have a minus 8 to minus 13 drop ratio. Bats must have either the "USSSA 1.15 BPF" or "USA Baseball" stamp. BBCOR bats are not permitted.
 9. Infield fly rule is in effect.
 10. Dropped third strike is not in effect.
 11. Headfirst slides are not permitted unless the runner is returning to a base.
 12. A manager or coach may cross the foul line and visit the pitcher on the mound. A second trip to the mound during the same inning will require immediate removal of the pitcher. The removed pitcher may remain in the game or return at a later time at any position (except pitcher), provided the pitcher is not a substitute to the original lineup. Only three visits per game to the mound by any manager or coach are allowed. Any additional visits must accompany the removal of the pitcher. A trip to the mound for the removal of the pitcher does not constitute a visit.
 13. Any ball pitched or thrown that gets lodged or goes under the fence is a dead ball and the runner(s) will advance one extra base without being put out (one plus one rule if runners are advancing on a thrown ball). If the umpire does not see the ball lodged or go under the fence, it remains live, so be sure to have your players notify the umpire prior to retrieving the ball by raising a hand.
 14. Base stealing is permitted. Runners may leave an occupied base when the ball crosses home plate. Runners will be returned to the base from which they came if they leave early on a pitched ball. On a batted ball, runners will be returned to the closest vacant base if they leave early. No runner can score if they leave the base too early on an infield hit. The runner leaving early shall not be called out, nor does his/her run count.
 15. Delayed steals are not permitted. Runners cannot advance on a throw back to the pitcher. Once a pitch is under control by the catcher, runners must return to the base unless they are already in the act of stealing.

16. Once the game is official (3½ innings if the home team is ahead or 4 innings if the visitor is ahead), the game will be over if the run differential is 12 or more. The “mercy rule” can only be applied at the conclusion of a half inning if the home team is ahead by 12 or more runs and at the conclusion of a complete inning if the visiting team is ahead by 12 or more runs. This rule will apply in all games of the tournament, with the exception of the championship game.
17. A regulation game is 6 innings (or 5½ innings if the home team is ahead). If time and weather permit, any game that is tied after 6 innings will go into extra innings.
18. During pool play, a new inning cannot start after the game has reached two hours in duration. A delay due to a weather event is not considered gametime and does not count towards the “two-hour rule.”
19. During pool play, no games will be started over. If a game does not go the minimum number of innings to be an official game and is suspended, the game will resume at a later date where it left off. All pitchers will be considered to be pitching on the original game date.
20. During pool play, if a game has gone the minimum number of innings to be official and is called, the game shall be considered over. The final score shall be recorded as of the end of the last complete inning. If the score is tied at the end of the last complete inning, it will be recorded as a tied game.
21. During the playoffs, any game that is suspended (whether official or not) will resume at the point of suspension. All pitchers will be considered as pitching on the regularly scheduled day. All playoff games and the championship game must be complete games (unless the “mercy rule” was applicable in playoff games prior to the championship game).
22. Coaches and players are expected to do their best to ensure games move at a realistic pace. The umpires may take any reasonable and necessary action to keep a game moving.
23. There is no limit to the number of pitchers you can use in this tournament. A pitcher may pitch a maximum of 9 consecutive outs per game, a maximum of 12 outs per calendar day, and a maximum of 36 outs for the entire tournament. If a pitcher pitches more than 9 outs in a calendar day (doubleheader), or pitches more than 9 outs over the span of 2 consecutive calendar days, he/she must have 1 complete calendar day of rest before his/her next outing. Any violation of the pitching rules will result in the forfeit of the game in which the violation occurred. Pitchers may not re-enter a game as a pitcher.
24. If thunder and/or lightning occurs during the course of a game, play will be immediately halted. Players and spectators should seek shelter under Benshoff Pavilion or in their automobiles. Benshoff Pavilion is equipped with lightning protection. After 30 minutes, the umpires and league officials will decide whether play can be safely resumed.
25. The home team’s scorebook is the official scorebook.