NVTBL Fall World Series 2026

PART I — RULES APPLYING TO ALL DIVISIONS

1. Tournament Authority & Official Systems

- **Rules hierarchy:** These tournament rules govern first. If not addressed here, current NVTBL age-specific regular-season rules apply. NFHS rules serve as the underlying rules foundation where NVTBL rules do not supersede them.
- The Tournament Director has final authority on schedule changes, field changes, weather decisions, bracket interpretation, eligibility matters, protests, and rules disputes.
- TourneyMachine is the official source for schedules, schedule changes, tournament communications, standings, bracket advancement, and official results.
- Home team GameChanger is the official pitch-count record and may also be used for live scoring.
- Teams are responsible for monitoring TourneyMachine for official updates and schedule changes.

2. Game Administration

- Teams should be ready to play at least 15 minutes before the scheduled start time when practical. Games may begin early only with approval of both teams, the umpire, and the Site Director.
- A new inning begins immediately when the third out of the previous inning is recorded. Maximum time between innings is two minutes.
- Site Directors control field access and game turnover but do not overrule umpire judgment calls.
- Intentional walks may not be declared; four pitches must be thrown.

3. Umpires & Payment

- All non-championship games will use one umpire at a total fee of $60 per game. Each team is responsible for paying $30 in cash directly to the plate umpire before the game.
- Championship games will use a two-umpire crew. Championship umpire fees and payment instructions will be communicated by the Tournament Director before the game.
- Coaches must have the required cash payment available before their scheduled start time.
- If an assigned umpire is missing or unavailable, teams must immediately notify the Site Director. Teams may not independently substitute an umpire without tournament approval.
- Umpires enforce playing rules and make all on-field judgment calls. Questions involving tournament-specific rules, eligibility, pitch-count violations, or schedule administration should be escalated to the Site Director or Tournament Director.

4. Home / Visitor

- Pool play: home/visitor is determined by coin flip unless tournament staff states otherwise.
- Bracket and championship play: the higher seed chooses home or visitor.

5. Run Rule

- 12 runs after 3 innings.
- 10 runs after 4 innings.
- 8 runs after 5 innings.
- The home team does not need to bat if already ahead by the required margin.

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6. Ties / Extra Innings

- Pool-play or consolation games may end in a tie unless a division-specific rule below states otherwise.
- Any game designated as an elimination or championship game must produce a winner.
- Extra Innings: each extra inning begins with runners on first and second base and no outs. The batting order continues normally; the scheduled batter leads off, the immediately preceding batter is placed on first, and the batter before that is placed on second.

7. Lineups, Substitutions & Courtesy Runners

- Teams may bat 9 players or more, including the entire roster.
- Free defensive substitutions are allowed unless an age-specific NVTBL rule requires otherwise.
- A team may begin and play with 8 players. If a team starts with 8, no automatic out is taken in a nonexistent ninth batting position.
- Courtesy runners are permitted for the pitcher or catcher of record. Use an eligible substitute if available. If batting the entire roster, use the last batted out who is not the pitcher/catcher being run for.

8. Injury, Illness & Ejection

- If a player leaves because of injury or illness and an eligible substitute exists, that substitute must be used.
- If no eligible substitute exists for an injured/ill player, that batting-order position is skipped without an automatic out. The injured/ill player may not return to that same game but may play in a later tournament game if able.
- Current NVTBL conduct and ejection policy applies. An ejected player, coach, or spectator must leave the playing area immediately and will be suspended for the remainder of the tournament.
- If a player is ejected and no eligible substitute exists, an automatic out is recorded each time that batting-order position comes up.
- The Tournament Director may impose additional discipline when warranted.

9. Rosters & Eligibility

- No player may play for two teams in the same division.
- Eligibility challenges must be raised before or during the game, not after the game has ended.
- A properly rostered player who arrives late may be added to the end of the batting order upon arrival.
- If a player leaves for a non-injury reason and no eligible substitute is available, an automatic out is recorded when that batting-order position comes up.
- Tournament Director rulings on eligibility are final.

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10. Pitching Rules — All Divisions

- Every team must use GameChanger to track pitching. The home-team GameChanger record is the official tournament pitch-count record.
- Both teams should track pitch counts and resolve discrepancies immediately. Pitching violations must be raised immediately; a team may not knowingly allow a violation to continue and then seek a retroactive forfeit.
- A pitcher may not pitch in more than one game on the same calendar day. Pitchers appearing in only one game remain subject to the applicable daily maximum below.
- 8U: a player who catches MORE THAN THREE INNINGS TOTAL during a day may not pitch that day, before or after catching.
- 9U–10U: a player who pitches 55 pitches may not pitch or catch again during the tournament. If more than 35 pitches are thrown, the player cannot catch that day.
- 11U – 12U: a player who pitches 60 pitches may not pitch or catch again during the tournament. If more than 40 pitches are thrown, the player cannot catch that day.
- Tournament daily maximums and tournament maximums apply to the pitcher's cumulative tournament workload.
- Required rest for the following day is determined from the pitcher's cumulative number of pitches thrown that calendar day.
- Current Pitch Smart pitch-count rest thresholds apply based on the cumulative daily total.
- A pitcher who reaches the applicable pitch limit may NOT finish the batter. All pitches thrown count towards the pitcher's cumulative workload.

Division / Age	Tournament Single Game Max	Tournament Max
8U	50	50
9U-10U	75	75
11U-12U	85	85

Pitch Smart Required Rest (based on cumulative pitches that day)

Age	0 Days	1 Day	2 Days	3 Days	4 Days
8	1-20	21-35	36-50	N/A	N/A
9-10	1–20	21–35	36–50	51–65	66–75
11–12	1–20	21–35	36–50	51–65	66–85

11. Pitching Violations

- An ineligible pitcher must be removed immediately once the violation is identified. Staff will review the recorded counts, rest, timing and any record discrepancies before issuing a ruling.
- If an ineligible pitcher throws an illegal pitch, the offending team forfeits the affected game 6–0. The head coach also serves a one-game suspension for deliberate or repeated violations, subject to Tournament Director review.
- Opponents must report suspected violations promptly and cannot knowingly wait to seek an advantage. The Tournament Director may independently investigate safety or eligibility violations.

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12. Standings & Tiebreakers

Within Pools

1. Record
2. Winning Percentage
3. Head-to-Head — Two Teams Only
4. Head-to-Head
5. Runs Allowed
6. Run Differential — capped at 7 runs per game
7. Runs Scored

Across / Within Divisions

1. Pool Place
2. Record
3. Runs Allowed
4. Runs Scored

TourneyMachine calculations and published standings are official.

13. Score Reporting

- The winning team must report the final score in TourneyMachine promptly after the game.
- The Site Director will verify reported final scores.
- Both teams should verify the posted score immediately and report discrepancies at once.
- A missing score will automatically be recorded as a 6–6 tie.

14. Protests / Rules Disputes

- Judgment calls cannot be protested.
- Rules-interpretation disputes must be raised immediately, before the next pitch or play whenever practical.
- Site Directors may escalate disputes to the Tournament Director.
- Tournament Director rulings are final.

15. Forfeits

- A 10-minute grace period applies unless the delay was caused by the tournament.
- Only the Tournament Director or a designated Site Director may declare a forfeit.
- Forfeit score: 6–0.

16. Suspended Games / Weather

- A suspended game becomes official once the trailing team has completed four innings at bat, or after 3½ innings if the home team is ahead.
- If an incomplete game is not official, the Tournament Director will determine whether it will be resumed, replayed, relocated, or otherwise resolved.
- In the event of weather, field conditions, scheduling constraints, or extraordinary circumstances, the Tournament Director may shorten time limits, relocate games, modify brackets or formats, suspend/resume games, or declare games official if necessary.
- Lightning and safety delays will be handled according to current NVTBL policy.

17. Game Baseballs / Field Operations / Sportsmanship

- NVTBL provides four game baseballs to start each game. Teams should recover usable balls, clear dugouts and remove trash promptly.
- NO METAL CLEATS at ANY 8U–12U field under NVTBL local rules, including all PPN, Nottoway and Lake Fairfax assignments. Obey posted turf, field and facility requirements.
- Bats: NVTBL permits USA Baseball, USSSA and BBCOR bats in 8U–12U; all equipment must otherwise be legal and safe. Notify the plate umpire immediately of a suspected illegal bat.
- No more than THREE coaches may be outside the dugout during play. Players must wear jerseys with visible back numbers; on-field coaches must follow the NVTBL team-color dress code.
- Abuse, threats, or unsportsmanlike conduct toward umpires, opponents, spectators, or tournament staff may result in ejection or removal from the tournament.

PART II — DIVISION-SPECIFIC RULES & TOURNAMENT FORMAT

8U

- All gameplay follows current NVTBL 8U rules unless specifically modified by these tournament rules, including tournament time limits, run rules, and pitching/catching restrictions.
- Field and Defense: Games are played at 46/60 and are player-pitch only. Teams may use 10 defensive players, including four outfielders, but are not required to do so.
- Inning Run Limit: **A** maximum of five runs may be scored per offensive inning, except in the fifth inning or an earlier inning designated as the final inning by the plate umpire. The final inning has no five-run limit. If an earlier inning will be designated as the final inning, the plate umpire must notify both head coaches before that inning begins.
- Stealing**:** Runners may not leave their base until the pitch crosses home plate. An early departure results in the runner being called out and the ball becoming dead. Runners may not steal home directly. A runner may advance home when the catcher attempts to retire a runner stealing third base, or when the catcher attempts to retire another runner while a runner occupies third base. When the catcher makes a play on a stealing runner, that runner may attempt one additional base at their own risk.
- Additional Restrictions: No infield fly rule, dropped-third-strike advancement, balks, or intentional bunting. An attempted intentional bunt results in a dead ball and no pitch.
- Pitching and Catching**:** A pitcher is limited to 50 pitches, subject to the applicable tournament pitching restrictions. A player who catches more than three innings in a calendar day may not pitch that day, whether before or after catching.
- Pool Play and Consolation**:** 80-minute drop-dead limit. Games may end in a tie. If time expires during an incomplete inning, the score reverts to the last completed inning unless the home team has tied or taken the lead in the bottom half of the inning.
- Bracket Play**:** No new inning after 80 minutes.
- Championship**:** No new inning after 90 minutes.
- The tournament-wide mercy rule in Part I applies.

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9U

- All gameplay rules, except for run rule and pitching/catching rules, follow NVTBL rules. Please review the age specific pitching and catching rules as they are stricter than NVTBL allows. Games will be 5 innings.
- Drop-dead handling: if time expires during an incomplete inning, the score reverts to the last completed inning unless the home team has tied or taken the lead in the bottom half of the inning.
- Pool play and consolation: drop dead after 80 minutes and may end in a tie.
- Bracket play: no new after 80 minutes.
- Championship game: no new inning after 90 minutes.

10U

- All gameplay follows current NVTBL 10U Fall AAA rules unless specifically modified by these tournament rules, including tournament time limits, run rules, and pitching/catching restrictions.
- Field Dimensions**:** 46-foot pitching distance and 60-foot bases.
- Stealing and Leads: No leads are permitted. For violations of the no-lead restriction, the first team offense results in the runner returning to the original base; the second team offense results in the runner being called out.
- Dropped Third Strike**:** Not in effect. The batter is out on the third strike regardless of whether the catcher catches the pitch.
- Infield Fly**:** In effect.
- Balks: No balks will be called under NVTBL Fall AAA rules.
- Pool Play and Consolation**:** 80-minute drop-dead limit. Games may end in a tie. If time expires during an incomplete inning, the score reverts to the last completed inning unless the home team has tied or taken the lead in the bottom half of the inning.
- Bracket Play: No new inning after 80 minutes.
- Championship**:** No new inning after 90 minutes.
- The tournament-wide mercy rule and pitching/catching restrictions in Part I apply.

11U

- All gameplay rules, except for run rule and pitching/catching rules, follow NVTBL rules. Please review the age specific pitching and catching rules as they are stricter than NVTBL allows.
- Drop-dead handling: if time expires during an incomplete inning, the score reverts to the last completed inning unless the home team has tied or taken the lead in the bottom half of the inning.
- Pool play and consolation: drop dead after 95 minutes and may end in a tie.
- Bracket play: no new after 95 minutes.
- Championship game: no new inning after 105 minutes.

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12U

- All gameplay rules, except for run rule and pitching/catching rules, follow NVTBL rules. Please review the age specific pitching and catching rules as they are stricter than NVTBL allows.
- Drop-dead handling: if time expires during an incomplete inning, the score reverts to the last completed inning unless the home team has tied or taken the lead in the bottom half of the inning.
- Pool play and consolation: drop dead after 95 minutes and may end in a tie.
- Bracket play: no new after 95 minutes.
- Championship game: no new inning after 105 minutes.

Tournament Contact

- Questions or tournament issues: tournaments@nvtbl.org or your local Site Director.
- Rules questions and operational issues should be raised before or during the game whenever possible, not after the fact.