



Tournament Rules & Regulations **9U, 10U, 11U and 12U Division**

The tournament will be governed by Cal Ripken League tournament rules.

Age divisions will be determined by child's age on May 1st, 2025.

Players must be born on or after May 1st, 2012 for 12U, 2013 for 11U, 2014 for 10U, and 2015 for 9U

EQUIPMENT NOTES:

1. No metal cleats allowed in any division
2. All bats must have a USABat or BPF 1.15 (USSSA) sticker to be eligible for tournament play

GENERAL PRE-GAME & GAME PROCEDURES

1. Home team, in pool play, will be the first team listed on the bracket. During bracket play, the home team will be determined by the higher ranked seed. Tie breakers below will be used to determine the home teams.
2. In an effort to speed things along we ask that you be ready to play at least 5-10 minutes before your scheduled start time. If managers and umpires agree, game may start early.
3. No infield will be taken before games.
4. Scorekeeping: Home team will be responsible for keeping official scorebook during game.
5. Protests will not be allowed on judgment calls. The umpire will settle all problems on the field at the time of dispute. Umpire may confer with Tournament Director and Umpire-in-Chief for help at time of dispute. No protest will be allowed after next pitch is thrown or following the game.

RULES OF PLAY

1. 12U & 11U will be played on 70'. Lead off, stealing, and dropped 3rd strike is allowed.
2. 9U & 10U will be played on 60'. Stealing allowed only when the ball crosses the plate.
3. Dropped 3rd strike will not be played at 9U & 10U
4. Absolutely no head first sliding advancing to a base. Penalty is runner will be out. Diving back head first to a base is allowed.
5. We will enforce an "avoid contact" or "must slide" rule at all bases when a potential play is being made. Malicious contact-runner will be ejected. It is the discretion of the umpire if the runner is trying to avoid contact or a collision.
6. Batting Order: You may bat your entire lineup. If you do, you have unlimited substitutions. You may also decide to play with 9 batters or 10 batters (EH) if you choose to do so. Batting order must remain the same for duration of the game. If

batting the entire roster and a player is injured, the player can be removed from the lineup without penalty. If batting the entire roster and a player is ejected, each time that players' spot in the lineup comes up, it will be counted as an out.

7. Batting Order Re-entry Rule: Starters may only re-enter one time and in the same spot in the batting order after sub has met mandatory play of 3 consecutive outs and 1 at bat.
8. No slug bunting is allowed. Any player who does will be ejected from the game.
9. Courtesy runner is in place for the catcher. With zero, one or two outs a catcher *may* use a courtesy runner in order to speed up the game. The last preceding batter/runner out may run for him (when batting entire roster) or a player on the bench (when batting 9 or 10 batters). Each team can use a courtesy runner for the pitcher as well and will follow the same guidelines.
10. On-deck hitters must remain on their own dugout side of field in designated on-deck area.

PITCHING RULES & REGULATIONS

1. "Rolling 6": Pitchers are allowed 6 innings in any 2 consecutive games. *Ex.: If a pitcher went 2 innings in the previous game, the pitcher is available for 4 innings in current game.*
2. Max of 6 innings pitched per day. Max of 9 innings pitched per tournament.
3. A pitcher removed from the mound may not re-enter as a pitcher in the same game
4. The scorekeeper will keep track of pitched innings and each coach is responsible for ensuring that the book is accurate. Innings for pitchers will be tracked on the scoring chart/bracket and will be posted for all coaches to view.
5. 1 pitch thrown in an inning = 1 inning pitched.
6. Please have a player/coach available to warm up your pitcher between innings when your catcher is not ready. A player should have protective facemask on at all times.

TIME LIMITS & RUN RULES

1. Game length will be 6 innings OR no new inning at 1 hour and 45 minutes. Umpire will start game time when first pitch is ready to be thrown.
2. There is no time limit for bracket play games (Sunday).
3. Tie Games: Pool Play – games will end in tie if score is equal after 6 innings, or after 1 hour 45-minute time limit has been reached. Bracket Play - We will use a tie-breaker rule. Each team will start the inning with the player who was last recorded out, as a base runner on 2nd base. You may not pinch run for this runner! The only exception to this tie-breaker rule will be the Championship game which will simply go to regular extra innings.
4. Mercy Rule – 15 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.
5. 4 innings constitutes a complete game when delayed or called because of inclement weather.

GENERAL EXPECTATIONS

1. All players must wear uniform on outside of their undershirts or sweatshirts so official scorekeeper can easily identify player.
2. Only three (3) authorized coach are allowed outside of the dugout while on defense. Only three (3) authorized coaches are allowed outside of the dugout while on offense. Two (2) base coaches and one (1) coach in the dugout area. Everyone else shall remain safely inside the dugout and out of the field of play.
3. Eliminate defensive huddles prior to your team taking the field between innings.
4. At the end of the game, remove garbage from dugout and clear dugout in a timely manner. Hold post-game discussions outside the dugout and preferably off of the playing field.
5. Show respect to the umpires, the fans, your players, your opponents and most of all to this great game.
6. Manager or player ejections will result in a minimum one game suspension in addition to the game they are ejected from. Additional games may be added at the discretion of the umpire and/or Tournament Director.
7. Any participant, fan, parent, manager, etc. may be ejected from the facility for unruly behavior. If this occurs, that person(s) will have 5 minutes to exit the premises or the associated team will forfeit the tournament.

TIE BREAKER RULES FOR ADVANCEMENT AND SEEDINGS (Bracket Play)

1. Best record in pool play (Win/Loss)
2. Head-to-Head, if applicable
3. Runs Allowed
4. Runs Scored