



Youth Baseball Rules

1. IHSAA rules with modifications. A no designated hitter policy will be used. In the 10 & Under and 12 & Under divisions, runners may not leave the base until the ball leaves the pitcher's hand. If the runner leaves early, the runner is ruled out. No steel spikes will be allowed in the 10 & Under and 12 & Under Divisions.
2. In all Divisions, pitchers may pitch a **maximum of 12 innings** in the tournament. **One pitch is considered 1/3 of an inning and is considered a complete inning for ALL pitchers.**
3. 10 & Under and 12 & Under will play on fields with 60' bases, while 14 & Under will play on fields with 90' bases.

4. A run rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the listed run differential in the table below.

LENGTH OF GAME	RUN DIFFERENTIAL	INNING
10 & Under / 12 & Under – 6 Innings	15	3 rd Inning
10 & Under / 12 & Under – 6 Innings	8	4 th Inning
14 & Under – 7 Innings	15	3 rd Inning
14 & Under – 7 Innings	12	4 th Inning
14 & Under – 7 Innings	8	5 th Inning

5. **BAT RULE:**

In the 10 & Under and 12 & Under divisions the maximum diameter shall not exceed two and five-eighths (2 5/8") inches and the maximum length shall not exceed thirty-three (33) inches.

In the 14 & Under division the maximum diameter shall not exceed two and three-fourths (2 3/4") inches and the maximum length shall not exceed thirty-six (36) inches.

****There are no restrictions on bat weight to length ratio****

6. In the event of inclement weather, tournament officials reserve the right to change the tournament format to ensure completion of the tournament. Tournament Officials also reserve the right to change field assignments.
7. A team winning by forfeit prior to the start of a game receives credit of one run for each inning offensively (six runs in the 10 & Under and 12 & Under divisions, seven runs in the 14 & Under division) and allows zero runs defensively. In case of a forfeit during a game, the winning team receives runs equal to the difference in score at the time of forfeit offensively, subject to a cap of ten (10) and a minimum of six (6) in 10 & Under and 12 & Under divisions, seven (7) in 14 & Under division and allows the number of runs scored against it up until the forfeit defensively. This assumes the team winning a game would not forfeit while ahead.
8. In all pool games, no inning may begin after the 90 minute mark for the 10 & Under and 12 & Under divisions and 105 minutes for the 14 & Under division from the beginning of the game except in the case of a tie, in which case additional innings will be played as necessary to declare a winner. The inning in progress at the 90 minute mark for 10 & Under and 12 & Under and 105 minute mark for the 14 & Under may be completed unless the home team is ahead by ten (10) or more runs at the halfway point of the inning. ***A time limit will not be enforced for the games out of pool play*** (EX: Pool 1 Winner vs. Pool 2 Winner).
9. There will be no suspensions of the time limit for any reason. The clock runs continuously. The time limit is necessary to assure that all games are completed within the established period.
10. Once a player has been removed as a pitcher, that player may not pitch again in that game.
11. If all bench players are used and starters re-entered; in the event of an injury to a player on the field the opposing manager can choose one of the subs off the bench to replace the injured player allowing the game to continue.
12. On a dropped third strike in the age 10 & Under and 12 & Under divisions, the batter is out and may not advance to first base, but the ball is not dead and runners on base may advance at their own risk.

13. Protests involving playing rules (not judgments) must be resolved before the next pitch or play. The umpires may, but shall not be required to, call for a tournament official. Judgment calls may not be protested.
14. The home team scorebook will be the official record. Visiting team scorekeepers are encouraged to compare with the record after each complete inning.
15. Due to the tight schedule, there will be no pre-game infield practice.
16. Before each game, a meeting at home plate will be held involving managers, coaches and umpires to review ground rules and answer questions.
17. In the case of re-entering a player, that player must assume their original position in the batting lineup.
18. Each team is asked to provide two umpires who will be available to umpire on game day. Umpires do not need to be certified, but need to have basic knowledge of baseball.

19. Tie-Breaking Criteria (If needed for pool play):

- A. In any situation where two (2) teams tie, head-to-head competition between the teams will determine the winner.
- B. If more than two (2) teams are still tied after step A, runs allowed is used for the teams involved. The team with the fewest runs allowed will be the winner.
- C. If more than two (2) teams are still tied after step B, run differential is used for the teams involved. There is a maximum of +/- 7 runs per game.
- D. If more than (2) teams are still tied after step C, the winner will be determined by a coin toss.

* If two teams remain tied after the three way tie is broken head-to-head competition between the tied teams will determine the winner.

Tie Break Example: In a four (4) team pool, results of pool play yield the following standings:

Team A2 wins, 1 loss

Team B2 wins, 1 loss

Team C2 wins, 1 loss

Team D0 wins, 3 losses

			<i>Runs Allowed</i>	<i>Run Differential</i>
<i>Team A results</i>	<i>A vs. B</i>	<i>A-3 vs. B-9</i>	<i>9</i>	<i>-6</i>
	<i>A vs. C</i>	<i>A-7 vs. C-0</i>	<i>0</i>	<i>+7</i>
<i>Team B results</i>	<i>B vs. A</i>	<i>B-9 vs. A-3</i>	<i>3</i>	<i>+6</i>
	<i>B vs. C</i>	<i>B-2 vs. C-6</i>	<i>6</i>	<i>-4</i>
<i>Team C results</i>	<i>C vs. A</i>	<i>C-0 vs. A-7</i>	<i>7</i>	<i>-7</i>
	<i>C vs. B</i>	<i>C-6 vs. B-2</i>	<i>2</i>	<i>+4</i>

	<i>Runs allowed:</i>	<i>Run differential:</i>	
<i>Team B</i>	<i>9</i>	<i>+2</i>	<i>(WINNER)</i>
<i>Team A</i>	<i>9</i>	<i>+1</i>	<i>(Second)</i>
<i>Team C</i>	<i>9</i>	<i>-3</i>	<i>(Third)</i>