Ultimate Baseball Weekend Rules and Regulations

9 and 10 Year Olds

1. Game Length
   1. Games will be 6 innings in length. No new inning will start after **1 Hour and 30 Minutes.** Timer starts at the first pitch and stops when the third out is made.
      1. 1st Place Championship game will not use a time limit.
   2. Option for home team will be decided by a coin toss before the game starts.
      1. If seeded, better seed will have option to be home team.
   3. Pool play games can result in a tie.
      1. If all 6 innings are completed before the time limit has elapsed, the game will be over and will result in a tie.
   4. Coaches have one mound visit per inning. Second visit must result in pitcher being removed from mound.
   5. 10 run rule after 4 innings, or 3 ½ if home team is ahead. 15 run rule after 3 innings, or 2 ½ if home team is ahead.
   6. Courtesy runners may only be used for catchers. Courtesy must be used with two outs for catcher. The last recorded out will be used.
   7. If game is tied after 6 innings and the game cannot result in a tie, teams will start with the last out of the last inning on second base.
2. Pitching
   1. Pitchers may pitch up to 6 innings for the weekend. They can throw a max of 3 innings per game.
   2. One pitch in an inning constitutes as one full inning thrown.
3. Hitters/Runners
   1. **Hitters** may not advance on dropped third strike.
   2. Infield fly is in effect.
   3. Players may leave the base/steal when the ball crosses the plate. If the runner leaves early, they will be called out by the umpire.
   4. Deliberate collisions will result in player being ejected from the game. Player will also be called out.
   5. Teams will use 9 defensive players. If a player goes down with an injury, teams can still play with 8 defensive players.
   6. Teams can choose to bat up to 15 players. They may bat as low as 9 players. These players may be moved around defensively at the coach’s discretion.
   7. If coach elects to use 10 batters, he/she cannot drop the tenth batter at any point in the game without giving up an out every time that player would have batted.
   8. If team had 9 hitters and one player was dropped due to injury, an out will be recorded every time that player would have batted. The same will not be true if a team starts with 10 and drops to 9 due to injury.
   9. Players may advance on past balls (including home).
   10. No fake bunt and swing (slash) allowed.
4. Other Rules and Regulations
   1. Bats must be USA or USSSA stamped. USSSA bats must be 1.15 BPF only.
   2. No metal spikes allowed.
   3. Base lengths of 60 feet and mound length of 46 feet.
   4. No soft toss against any fence.
   5. Age as of April 30th, 2024 is the cutoff date for eligibility.
   6. Seeding for tournament play
      1. Overall record
      2. Head to head record
      3. Runs against
      4. Runs for
      5. Coin flip
   7. Umpires are to be treated with respect. Umpires can eject players, coaches, parents that argue past the umpire’s tolerance. Those persons will then be subject to the Tournament Director’s decision on whether they will be allowed to participate in future contests.
   8. Return Policy
      1. 0 games started- Refund of all but $25
      2. 1 game started- No refund
   9. Any other rules will follow NFHS rules.
5. Please contact Tournament Director with any questions: **Ultimatesportsweekend@yahoo.com**