

# Tournament Rules and Regulations

## 9, 10, 11, 12-Year-Olds

### 1. Game Length

- a. 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.
  - i. 1<sup>st</sup> Place Championship game will not use a time limit.
- b. Option for home team will be decided by a coin toss before the game starts.
  - i. If seeded, better seed will have option to be home team.
- c. Pool play games can result in a tie.
- d. Coaches have one mound visit per inning. Second visit must result in pitcher being removed from mound.
- e. 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.
- f. Courtesy runners may only be used for catchers. Courtesy must be used with two outs for catcher. The last recorded out will be the courtesy runner.
- g. 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

- a. Pitchers may pitch up to 6 innings for the weekend. Pitchers may throw a max of 3 innings per game.
- b. One pitch in an inning constitutes as one full inning thrown.

### 3. Hitters/Runners

- a. **Hitters** may not advance on dropped third strike.
- b. Infield fly rule is in effect.
- c. Deliberate collisions will result in player being ejected from the game. Player will also be called out.
- d. Teams will use 9 defensive players. If a player goes down with an injury, teams can still play with 8 defensive players. An out will be recorded each time the injured player would have come up in the order (even because of injury).
- e. 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. The number of batters is set at the beginning of the game and will stay at that number throughout (except because of injury).
- f. Teams cannot eliminate a batter from the lineup at any point in the game without giving up an out every time that player would have batted. The only exception to this rule is if a player gets injured and cannot return **and** assuming the team was batting 10 or more in their lineup (if they were batting 9 hitters, they will still take an out for that spot in the order).

- g. Players may leave the base and steal when the ball crosses the plate.
  - h. Runners may advance on passed balls (including home).
  - i. No fake bunt and swing (slash) allowed.
4. Other Rules and Regulations
- a. Bats must be USA or USSSA stamped. USSSA bats must be 1.15 BPF only.
  - b. No metal spikes allowed.
  - c. Base lengths of 60 feet and mound length of 46 feet.
  - d. Age as of April 30<sup>th</sup>, 2022 is the cutoff date for eligibility.
  - e. Seeding for tournament play
    - i. Overall record
    - ii. Head to head record
    - iii. Runs against
    - iv. Runs for
    - v. Coin flip
  - f. 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.
  - g. Rain Out Policy
    - i. 0 games started- Refund of all but \$25
    - ii. 1 game started- No refund
  - h. Any other rules will follow NFHS rules.
5. Please contact Tournament Director with any questions:  
**Ultimatesportsweekend@yahoo.com**