**10U Rules**

Please understand the rules prior to the tournament start.  Questions and clarifications prior, will be addressed.  Once play begins rule discussion will not occur.  Tournament site director’s judgment is final. **As Jonny loved the game and took great joy in being on the field with his teammates the goal of this tournament is getting the most participation as possible**. Winning is fun but we believe that our youth need to participate and be a part of every game. Our rules reflect the idea that the more kids who play the better they will feel about the game.

**TOURNAMENT FORMAT**

**Game Rules**

1. Three game guarantee (weather permitting)
2. Two Umpires (Subject to change if shortages or cancelations exist)
3. Game balls will be provided
4. No Gate Fees
5. Concessions where available
6. 6 Inning games or 1 hour 30 minute time limit.  No new inning may start after the time limit. No time limit in the championship game.
7. Mercy-15 runs after 3 innings, 12 after 4 innings and 8 after 5 innings. Maximum of seven runs per inning.
8. Unlimited runs will be permitted in the last inning and during any tie breaker inning. The last inning shall be declared by the umpire prior to the start of the inning based on the umpire's judgment that the time limit will be exceeded before the inning is completed. Once the inning is started, it must be completed.
9. If at the end of the regulation number of innings the score is tied and the time limit has not been reached, ONE extra inning will be played utilizing “International Rules” (one out with last batted out from previous inning on second base) to determine a winner. If a pool play game is still tied after 1 extra inning or no time left, it will be ruled a tie.  During bracket play two innings of international rules will be used, if still tied after the 2 innings tiebreaker rules will apply.
10. Home team will be determined by a coin flip in pool play games. Higher seed will be home team in bracket play. Coin flip for championship game.

**Playing Time and Substitutions**

1. Each team shall bat all players on the roster who are present.
2. Each player must play a minimum of two innings defensively.
3. Free defensive substitutions will be used except for the pitcher.
4. Eight players will constitute a legal lineup. However, the batting order shall consist of 9 positions with the vacant position being an out each time through the order.
5. If a player becomes injured during a game (who is removed from the game and cannot continue), the player will be skipped over in the batting lineup without being considered an out.
6. Ten players are to be used defensively if 10 or more players are participating in the game. Four players must be stationed in the outfield if 10 players are playing defensively.
7. Coaches may also use a courtesy runner (the last batted out) for the catcher or pitcher

**Pitching Regulations**

1. Three innings max per game, seven per tournament.
2. Once removed from the mound a pitcher may not return to the mound to pitch during that game.
3. No balks will be called.
4. A dropped third strike is considered an out.

**Base Running Rules**

1. Runners may steal second and third base, but shall not leave the base they are occupying at the time of the pitch until the pitched ball has crossed the plate. A runner who leaves before the ball crosses the plate will be ruled out and the pitch shall be considered a dead ball.
2. Players may not advance from third to home unless the ball is put into play by the batter, there is a bases loaded walk, or the runner at third is played upon.
3. A dropped third strike is considered an out.
4. Base runners must slide or avoid contact at every base, so as to avoid a collision if the defensive player has or would have had possession of the ball in order to make a play. The slide must be a legal foot first or headfirst slide. Runners in violation will be called out and also receive a warning or an ejection from the game if in the umpire's judgment it was a flagrant attempt to cause injury. The 2nd violation will be an automatic ejection from the game.
5. No metal cleats allowed in this age group.

**Bench and Field Conduct**

1. All players, coaches, assistant coaches and scorekeepers and fans shall conduct themselves in an appropriate manner.
2. The head coach may question calls from time to time. Only the head coach is allowed to discuss a play call with the umpire. This will be strictly enforced. If another coach attempts to discuss a call he will be warned. Continuation by a non-head coach or a second incident will result in a automatic out being called against the team, the batter may remain and his at bat will continue. If it is the third out the player at bat will lead off the next inning.
3. A head coach may ask an umpire to seek help from a second umpire, the request does not have to be recognized.
4. Coaches that belabor the point and continue to argue may be ejected.
5. Phantom, ghost, or fake tags will result in an obstruction call.
6. Head coaches please exercise control over yourself, your assistants and your fans.. While our umps are certified many are donating their time and we certainly do not want them to remove anyone from the area.

**Bat Rules**

1. 10U through 14U - Official stamped 2 3/4”, 2 5/8” and 2 1/4” USA, USSSA, or BBCOR-3 bats will be allowed, 13/14U maximum drop 8 (-8) or a certified 2 5/8 drop 3 (-3) BBCOR bat, Wood bats no larger than 2 5/8 inches in diameter, nor more than 42 inches in length are considered legal.
2. Bats may be checked by the umpire prior to the start of a game.
3. Team caught using an illegal bat once a game starts shall incur an automatic out for the offending team. The illegal bat must be removed from the field of play. **Coaches please make sure all bats conform.**