

**Rules and Regulations**

Hosted by: Sandlot Sports Zone Tournaments

Edited 5/2025

**GENERAL POLICIES AND PROCEDURES**

1. Game Schedules: SSZ Management will release the official schedule for each event on the Tuesday prior to the event by midnight or earlier. Teams must be prepared to play in any scheduled time slots.

a. Teams must arrive at least 45 minutes before their scheduled start time, as games may start early due to weather or schedule adjustments.

b. The Tournament Director may adjust game length, time limits, or implement a 1-1 count to stay on schedule.

1. Honor the Game: SSZ promotes positive competition and lifelong memories. Adults must conduct themselves respectfully. Any act that compromises game integrity may lead to disqualification.
2. Refund Policy:

a. No refunds unless the event is canceled due to low participation.

b. Credit Policy for Weather-Impacted Events: i. 0 games played = 100% credit ii. 1 game played = 50% credit iii. 2nd game started = 25% credit iv. 2+ games completed = No credit

1. Admission/Parking Fees: No spectator admission or parking fees. Park legally and at your own risk. SSZ is not responsible for vehicle damage.
2. Park Policies: Teams must follow park rules. Head Coaches are responsible for player, coach, and spectator conduct.
3. Alcohol/Tobacco: Not permitted on tournament grounds. Head Coach is responsible for enforcing this rule.
4. Questions/Disputes: All disputes must be addressed to the Tournament Director. Their decision is final.
5. Umpires: Professional umpires officiate each game. Their decisions are final and must be respected.
6. Rosters:

a. Must be submitted and verified before play begins.

b. Players may only be on one roster in their age group.

c. Uniforms need not match.

d. April 30 age cutoff. Coaches must carry birth certificates.

e. Only SSZ Management may view rosters.

f. Player Eligibility Challenges:

i. Must be submitted 1 hour before the next game with $100 fee

ii. Fee refunded if challenge is valid

iii. Ineligible players = forfeit (score 7-0)

1. Home/Away:

a. Pool play: determined by coin flip; furthest traveling team calls it

b. Bracket play: higher seed is home team

1. Dugouts: First come, first served. Clear promptly after games. Remain in the same dugout for back-to-back games.
2. Practice: No infield practice allowed. Warm-ups in the outfield only.
3. Scores/Results: Both teams must report scores promptly. Home team’s book is official. Failure to report may result in reliance on opponent’s score. Text all score results to (810)-429-4359
4. Tiebreakers:
	* 1. Record
		2. Head-to-head (if only 2 teams)
		3. Fewest runs allowed
		4. Most runs scored
		5. Coin flip
* Forfeits are 7-0 and disqualify a team from semi-finals/championships.
1. Time Limits: Games are 1:30 for 8u, 1:40 for all others unless otherwise stated. No new inning after 1:40. Ties allowed in pool play with extra inning format (runner on 2B, 1 out, 1-1 count). Bracket games must have a winner.
2. Weather/Field Conditions: 3 innings (or 2.5 with home team leading) constitutes a complete game. Tournament Director may suspend or cancel incomplete games. Championship games follow same rule with higher seed advancing if tied.
3. Contact/Interference: Players must avoid contact. Malicious contact = possible ejection. Slides must be legal and directly into the base.
4. Ejections: Players/coaches ejected must sit out next game. Spectators ejected for the day. Ejected players with no substitutes = automatic out.
5. Rulings: No protests allowed. All decisions by umpires and Tournament Directors are final.
6. Bat Restrictions: Legal bats: 1.15 BPF, USSSA, USA Baseball, BBCOR, or wood.
7. Courtesy Runners: Optional for pitcher/catcher, mandatory with 2 outs. Runner = last out.
8. Injuries/Early Departures: Injured players are skipped in batting order without penalty but are done for the game.
9. Pitching: 4 innings per game max (consecutive). Pitch Smart guidelines endorsed. Coaches responsible for player health.
10. Mercy Rule: 15/10/8 runs after 3/4/5 innings.

AGE GROUP RULES

8U Specific:

* Coach pitch: max 5 pitches per batter
* 10 players (4 OF), no walks, metal spikes prohibited
* Ball dead if hit coach pitching
* Play stops when ball hits the pitching circle
* Time limit: 1:30 or 6 innings
* 8-run max/inning (except last)

9U/10U:

* 46’ pitching, 65’ bases
* 10 players (4 OF)
* Pitchers: 4 consecutive innings max
* 10U: leading/stealing allowed
* 9U: no leadoff, steal after pitch crosses plate; no steal home unless on hit or play
* Time limit: 1:40

11U/12U:

* 50’6” pitching, 70’ bases
* 9 players
* Bat rule: 1.15 BPF
* Time limit: 1:40
* Metal cleats not allowed

AGE RULE SUMMARY

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Age** | **Base Distance** | **Pitching** | **Game** | **Time** | **Leadoffs** | **Balks** | **Dropped 3rd** | **Metal Cleats** |
| 8U | 60’ | Coach | 6 inn | 1:30 | No | N/A | No | No |
| 9U | 65’ | 46’ | 6 inn | 1:40 | No | N/A | No | No |
| 10U | 65’ | 46’ | 6 inn | 1:40 | Yes | 1 Warn | Yes | No |
| 11U | 70’ | 50’6” | 6 inn | 1:40 | Yes | 1 Warn | Yes | No |
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\*Pool games may end in a tie. Extra inning format applies. Bracket games must have a winner. If bracket game is stopped and tied, higher seed advances.