



BATTLE OF THE BATS TOURNAMENT

Unless noted below all rules for each division will be played according to:

- 8U - Official Pony Baseball Rules
- 9U / 10U - Official Mustang Baseball Rules
- 11U / 12U - Official Bronco Baseball Rules
- 13U / 14U - Official Pony Baseball Rules

*8U thru 14U - Division is determined by a child's age by April 30, of the current year.

1. CONDUCT

- a. All players, coaches, and fans should always practice sportsmanship at all times. Players & Coaches should not argue with umpires. If a coach disagrees with an umpire ruling, both team coaches should consult with the umpire to see if a rule was misinterpreted.
- b. Coaches, players, and spectators will be warned 1 time for inappropriate behavior and after a second offense they will be removed from the field of play and park for the remainder of the tournament.

2. FIELD DIMENSIONS

- a. 8U: 40' mound / 60' bases
- b. 9U / 10U: 46' mound / 60' bases
- c. 11U / 12U: 50' mound / 70' bases
- d. 13U / 14U: 54' mound / 80' bases

3. GENERAL

- a. Round Robin tournament format.
- b. Home team will be decided by coin flip in pool play only. Home team is higher Seed during Tournament.
- c. Games: 6 innings / 1 ½ hour time limit. No new inning will start after 1 hour 30 minutes in pool play & seeding games only. In the case of a tie after 6 innings, the last batter of the previous inning will start on second base with 1 out. Games can end in a tie if time limit is exceeded in pool play only.
 - i. 8U-10U - An inning will be considered complete if a team has made three outs or if 5 runs have been scored.

- ii. 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 the time limit will be exceeded before the inning is completed.
- d. Championship game will have no time limit. Mercy rules will apply. If tied after 6 innings, 1 full additional inning will be played. If still tied, the last batter of the previous inning will start on second base with 1 out until a winner is achieved.
- e. No infield practice is allowed prior to all games.
- f. Players are asked to hustle on/off the field to maximize playing time.
- g. Bats
 - i. 8U thru 14U - Officially stamped 2 3/4", 2 5/8", and 2 1/4" USA, USSSA, or BBCOR -3 bats will be allowed, 14U must use maximum drop 5 (-5) 13U must use maximum drop 8 (-8) or a certified 2 5/8 drop 3(-3) BBCOR bat.
- h. Cleats:
 - i. 8U thru 12U – Non-metal spikes only.
 - ii. 13U/14U - metal spikes are allowed.
- i. Mercy Rule: 15 Runs after 3 innings, 10 Runs after 4 Innings, 8 Runs after 5 innings
- j. Scoring
 - i. U8 thru U10 – 5 runs per inning until last inning unlimited.
 - ii. 11U thru 14U – Runs per inning are unlimited.
- k. Rain out policy / refund – in the event of rain, every effort will be made to play as many games as possible. If necessary, the tournament will be shortened. All adjustment decisions are at the discretion of the tournament director. In the event no games are played, each team will be entitled to a 100% refund. In the event only one game is played, each team will be entitled to a 50% refund. No refunds will be paid to any team that plays at least 2 games.

4. PLAYING GROUP

- a. All players in attendance at the start of the game shall be in the batting order. Any player arriving after the start of the game will be placed at the end of the batting order. The batting order will not change during the game unless a player leaves early. Free field substitutions will be allowed throughout the game, with the exception of the pitcher (once a pitcher is removed, that player cannot pitch again in that game).
- b. If a player is injured during the game and leaves, they will be skipped over in the line-up and **are not counted** as an out. The umpire must approve the player leaving the game and they will not be able to return to the field for the rest of that game.
- c. The only time a missing player will be counted as an out each time the batting order passes is for a team that consists of only 8 players. The 9th player will constitute an out.
- d. Teams may **use 10 defensive players per team for 10U and below** and **9 defensive players for 11U and above**. Eight players are required for a legal game.

5. PITCHING

- a. Pitchers may pitch a maximum of 2 innings per game in U8, 3 innings per game U9-U12 and 4 innings per game U13-U14. All innings must be consecutive. (Even if a pitcher throws one pitch in an inning, it will count as an inning pitched.)
- b. Pitchers are not allowed to throw curve balls U12 & below. Coaches & Umpires should enforce this
- c. The pitcher must begin every pitch with one foot touching the pitching rubber.
- d. 8U will have no walks, coach of batting team comes in to pitch after pitcher throws 4 balls. Player batting can strike out if he has 2 strikes with coach pitching. If batter is hit by pitch the player walks- but only by pitcher, not by the coach.
- e. Balks:
 - i. 8U, 9U & 10U – Balks will not be called
 - ii. 11U/12U/13U/14U – Pitchers will receive 1 warning, after which balks will be called.

6. BATTING

- a. Every player on the team roster must be in the batting order.
- b. Bunting is allowed.
- c. All players must wear a helmet when in the on-deck circle, batting and running the bases. Any player on deck must stand to the back side of the batter in the box for safety.
- d. If a player throws his bat after swinging, the player will be warned. After the warning, the player will be called out for each bat-throwing offense.
- e. **Infield Fly Rule:** If the ball is a catchable fair ball in the infield (discretion of the umpire) and there are less than 2 outs with runners on at least first and second bases, the batter is automatically out. If the umpire does not call the rule while the ball is in the air, the Infield Fly Rule will NOT apply. If Infield Fly is called by an umpire, baserunners may advance bases at their own risk.

7. BASERUNNING

- a. Stealing
 - i. **8U** – No stealing, secondary leads after ball crosses the plate.
 - ii. **9U** - A base runner can leave their base after the ball crosses home plate, or the hitter makes contact. If a stealing runner leaves early the umpire will call the player out after 1 warning per team, per game.
 - iii. **10U**- A base runner can leave their base after the ball crosses home plate and can steal all bases after the ball crosses the plate.
 - iv. **11U/12U/13U/14U** – Base runner can lead off prior to the pitch and steal any base.

- b. The ball is live and playable until all the following occur:
 - i. The ball is in the infield and in possession of an infielder.
 - ii. No runners are attempting to advance to the next base, or
 - iii. Time-out is called by an infield player
- c. When the catcher throws the ball back to the pitcher, the ball is LIVE, and runners may advance at their own risk.
- d. Runner on 3rd base:
 - i. **8U** - Base runners can only score from a live ball in play (batted ball, walk or hit by pitch with bases loaded, tag up).
 - ii. **9U** - Base runners can only score from a batted ball, walk or a throw to third base on a steal.
 - iii. **10U**- Can steal home plate after the ball crosses the plate.
 - iv. **11U/12U/13U/14U** - Live ball, base runners may advance to home on any pitch or throw (normal baseball rules apply).
- e. Dropped 3rd strike
 - i. **8U, 9U** - batter is out in all cases, no advancing to 1st
 - ii. **10U/11U/12U/13U/14U** - Live ball, batter may advance to first except when runner is on first with less than two outs (normal baseball rules apply).
- f. Players must slide at all bases if a play is being made on the runner. Defensive players are not allowed to block bases or home plate **unless ball is in their glove.**
- g. If the ball is thrown out of play, the runner will be awarded next base. Runner(s) is/are awarded two (2) bases if ball is thrown from the outfield.

8. UMPIRES

- a. The home plate umpire will settle all disputes at the time of play. If needed, a tournament director will help in a final decision.
- b. Questioning an umpire's call or asking for clarification is fine but once the ruling is made arguing of any kind will not be tolerated.

9. TOURNAMENT SEEDING, TIEBREAKERS

- a. When a tiebreaker is needed to determine the seeding for championship play, the following format will be used:
 - 1. Division record
 - 2. Head-to-head
 - 3. Run differential
 - 4. Total runs given up through first 2 rounds (pre –seed)
 - 5. Total runs scored through first 2 rounds (pre-seed)
 - 6. Coin flip