

GFABSA Tournaments

(9u - 14u) Tournament Rules:

1. **IF Necessary:** GFABSA Tournament Directors may amend any rule, schedule, diamond location, game format, or combine age brackets as they deem necessary.
2. **Home Team:** The home team is determined by a coin toss during pool play. Once your team is seeded, the higher seed is the home team during bracket play. This also includes Championship Games.
3. **Pitching Limitations:** pitchers are to be used at the coach's discretion.
 - a. All teams in GFABSA events are strongly encouraged to follow the USA Pitch Smart guidelines that are displayed below. GFABSA Tournament officials will not police these, they are simply guidelines to take care of your pitchers arms.

Age	Daily Max	0 Days	1 Day	2 Days	3 Days	4 Days
8-10	75	1-20	21-35	36-50	N/A	N/A
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-30	31-45	46-60	61-75	76+
17-18	105	1-30	31-45	46-60	61-75	76+

4. **Innings Played and Time Limits:**
 - a. 9u-12u - 6 innings and no new inning shall start after 1 hour and 45 minutes.
 - b. 13u - 7 innings and no new inning shall start after 1 hour and 50 minutes.
 - c. 14u - 7 innings and no new inning shall start after 2 hours.
 - d. No time limit for all Championship games unless ruled on by the site manager.
5. **Malicious Contact:** At any base is forbidden (umpire's discretion).
6. **Mercy Rules:**
 - 12 after 3 innings (home team bats if behind).
 - 10 runs after 4 innings (home team bats if behind).
 - 8 runs after 5 innings (home team bats if behind).
7. **Cleats:**
 - 13u and 14u - metal cleats are allowed; however, you cannot use metal on the portable pitching mounds used on some fields.
 - 9u-12u - NO METAL CLEATS

8. **Bat Rules:**

- 9u-12u = 1.15 BPF, USA, or BBCOR all acceptable. Drop 10 maximum
- 13u = 1.15 BPF, USA, or BBCOR all acceptable. Drop 8 maximum
- 14u = 1.15 BPF, USA, or BBCOR all acceptable. Drop 5 maximum.
- 15u & up = -3 BBCOR certified or wood.

9. **Courtesy Runner:** You may use a courtesy runner for a pitcher or catcher at any time. This must be someone from your bench OR if you're roster batting it would be your last recorded out.

10. **Baserunning:**

- a. NFHS baserunning with the following modifications
- b. **9u only:** Runners are not allowed to lead off. Runners may steal after the ball crosses home plate. Runner on 3rd base may advance home only on a batted ball or defensive play at 3rd base.

11. **Drop 3rd Strike:**

- a. All levels will follow NFHS rules with the following exception.
 - i. **9u only:** a dropped third strike is an automatic out.

12. **9u Only Outfielders:** 9u teams may choose to play with 4 outfielders. All other divisions will use a regular amount of players/outfielders.

13. **Reporting Scores:** Each coach is required to confirm the score with the site manager at the end of each game, within 10 minutes of game completion. Score discrepancies will revert to the scorebook of the home team. It is your scorekeeper's responsibility to ensure accurate scores are kept on an inning by inning basis.

14. **Pitching Re-entry:**

- a. 14u-18u will follow MHSAA re-entry rules. However, if the team is using a continuous batting order, the pitching position is treated like any other position. It is the coach's responsibility to ensure the health of his pitchers.
- b. 9u-13u CANNOT re-enter a pitcher to the pitching position once he has been removed from that position in the game.

15. **Completed Game:** For poor weather purposes a game is complete after 3 innings are completed regardless of age.

16. **Pregame Warm-Up:** All pregame warm up is to take place off the field. No pregame warm-up is allowed on the infield. Teams will forfeit the game if caught. Team need to be ready **30 MINUTES** before their scheduled start time.

17. **Point System For Tournament:** (2) points for a win, one (1) point for a tie. Tie Breakers;

- Wins-Loss Record
- Head to Head (Only If 2 teams Tied)
- Fewest Runs Allowed
- Run Differential (max 8 runs per game)
- Runs Scored
- Coin Flip

18. **Batting Order and Extra Players:** Teams have the following three options for the batting lineup:
- a. 9 players in the batting order. DH or a straight 9 is allowed. All other players are subs. Teams using this option will follow MHSAA re-entry rules.
 - i. **9u only:** 10 players in the batter order with or w/o a DH.
 - b. 10 players in the batting order. The use of an EH with or without a DH. All other players are substitutes. Teams using this option will use MHSAA re-entry rules. However, the EH will be allowed to sub freely, including the pitching position. All players must remain in the same batting order unless subbed by a player that is not the EH.
 - c. A continuous batting order. All players on the lineup card are in the batting order. If a player arrives late, he will be added to the bottom of the lineup. Teams using this option will follow a free substitution strategy.
19. **Player Count:** Team can play with as few as 8 players without taking an automatic out in the batting order. Anything lower than 8 is an automatic out in the batting order.
20. **Protest fee:** is \$100, this fee will be returned if the protest is upheld. Once the umpire stops the game the site manager will come and make the final decision.



Eligible Age of Players

May 1, 2026

GFABSA

TOURNAMENTS