



2026 Top Tier Tournaments - Quick Reference Rules Sheet

For full rule clarifications, refer to our [Top Tier Tournament Rules](#)

Game Day Rules	High School (15U - 18U)	Intermediate (13U - 14U)	Youth (8U - 12U)
Length of game	7 innings	7 innings	6 innings
<p>- Pool play games can end in a tie; bracket games need a winner; if game is tied after regulation with time left; play extra innings (MLB rule, runner on 2B, 0 outs)</p> <p>- For games that need a winner, extra innings are the MLB rule - start with a runner on 2B (last batter of previous inning), 0 outs</p>			
Time limits	No new inning after 2 hours	No new inning after 2 hours	No new inning after 1 hr, 45 min
- The only exception is for GOLD BRACKET championship games, which have no time limit			
Mound & base length	60' 6" / 90' (HS)	14U: 60' 6" / 90' (HS) 13U: 54' / 80'	10U Maj / 11U / 12U: 50' / 70' (leadoff) 9U/10U: 46' / 60' (NO leadoff) 8U: 43' / 60' (NO leadoff)
Mercy rule	ALL DIVISIONS: 12 runs after 3 innings, 10 runs after 4, 8 runs after 5		
Run limits	No limit on runs per inning	AA Divisions: 5 run max/inning	AA & 8U Divisions: 5 run max/inning
<p>- For divisions with run limits, the final regulation inning of the game (7th inning for 13U/14U, 6th inning for 8U-12U) is unlimited with no run cap</p> <p>- For divisions with run limits, the home team will complete their at bat regardless of if they cannot score enough runs to prevent a mercy rule</p>			
Lineups & substitutions	SAME FOR ALL DIVISIONS		
<p>- Batting lineup can consist of 9 players; there is no maximum (can bat 9, 10, 11, 12, 13, etc.)</p> <p>- Free defensive substitutions; players may enter the game on defense without being in the lineup</p> <p>- If NOT batting the roster, high school substitutions apply - starter may re-enter once in same spot in lineup</p>			
Sliding rules	Straight in; no malicious contact (HS rules)	Straight in; no malicious contact (HS rules)	Straight in; no malicious contact Head first slides are OK
Pitching limitations	Max 105 pitches per day Max 125 over 2 days; Max 150 in event 40 or less = no days off required 41-60 = 1 day; 61-85 = 2; 86+ = 3 Full Pitch Count Rules	Max 105 pitches per day Max 125 over 2 days; Max 150 in event 40 or less = no days off required 41-60 = 1 day; 61-85 = 2; 86+ = 3 Full Pitch Count Rules	Max 85 pitches per day Max 105 in 2 days; Max 125 in 3 days 40 or less = no days off required 41-60 = 1 day; 61-85 = 2; 86+ = 3 Full Pitch Count Rules
Bat rules	BBCOR (Wood OK)	14U: BBCOR (Wood OK) 13U: USSSA (BBCOR, Wood OK)	USSSA (BBCOR, Wood OK)
Same for all age groups:			
Home Team Designation	Pool play: coin flip (unless otherwise pre-determined); winner of coin flip has choice of home/away Bracket play: higher seed has the option to choose home or visitor		
Courtesy runners	ONLY ALLOWED WITH 2 OUTS for pitcher and/or catcher - If batting whole lineup, courtesy runner must be last batted out; if not batting lineup, anyone not in the lineup can run		
Balks Pitch Clock	Big book rule - balks are live; no warnings on balks NO pitch clock in Top Tier Sports league games		
Extra Innings	Current MLB rule - start with a runner on 2B (last batter of previous inning); no outs		
Intentional walks	Request to umpire; no need to throw pitches		
Blocking bases / plate	Players must have possession of the ball to block a base / plate (HS rule)		
Mound visits	1 visit per inning; 2nd visit in same inning must result in a pitching change. No per game limit		
Third to First move	NOT legal in Top Tier Tournament play (results in a balk)		
Protest process	ALL protests MUST happen immediately prior to the next pitch being thrown; once play resumes, opportunity is lost \$100 cash is required for all filed protests; cash will be refunded if the protest is deemed successful To initiate, coaches should calmly request time and inform one of the umpires that you would like to protest; game will be stopped and a tournament director will be contacted to resolve the protest		

NOTE: All rules not covered on this quick reference sheet are covered in the [Top Tier Tournament Rules](#)