



## **Flushing Summer Classic - 9U / 10U TOURNAMENT RULES**

- GAMES ARE 6 INNINGS – 1:40 TIME LIMIT
- A COIN FLIP WILL DETERMINE HOME/AWAY IN POOL PLAY GAMES
- POOL PLAY GAMES CAN END IN A TIE. IN THE EVENT OF TIME BEING LEFT IN THE TIME LIMIT – A POOL PLAY GAME CAN GO TO INTERNATIONAL RULES.
- IN BRACKET PLAY – THE HIGHEST SEED IS HOME TEAM.
- PITCHING MOUND – 46FT. BASES 65FT.
- MERCY RULE – 12 AFTER 3 INNINGS, 10 AFTER 4 INNINGS, 8 AFTER 5 INNINGS
- PITCHERS – MAX OF 3 INNINGS A GAME
- BALKS ARE INSTRUCTIONAL ONLY. NO ADVANCEMENT/PLAY WILL RESET PRIOR TO BALK CALL.
- INFIELD FLY RULE WILL BE IN EFFECT.
- TEAMS MUST PLAY WITH 4 OUTFIELDERS (OUTFIELDERS MUST STAND ON GRASS)
- TIE BREAKER – DETERMINED BY HEAD TO HEAD RECORD, LEAST RUNS ALLOWED, RUNS SCORED, COIN FLIP
- ALL OTHER RULES DETERMINED BY LEAGUE GFBL RULES AND OR HIGH SCHOOL RULES
- GAMES MAY BEGIN WITH 1-1 COUNT OR TIME LIMIT SHORTEND IF INCLEMENT WEATHER IS PRESENT - SITE OR TOURNAMENT DIRECTOR WILL DICTATE PRIOR TO THE START OF THE GAME.
- IF INCLEMENT WHEATHER IS PRESENT PLEASE BE PREPARED TO HAVE YOUR TEAM READY TO PLAY 30 MINUTES PRIOR TO START OF GAME
- USSSA BAT RULES APPLY
- 2017 DEMARINI ZEN BAT PROHOBITED

***PLAYERS CAN ONLY BE ROSTERED ON ONE TEAM FOR THE ENTIRE FLUSHING SUMMER CLASSIC – NO MATTER THE AGE GROUP***

### **9U Only**

- DROPPED 3<sup>RD</sup> STRIKE IS AN OUT
- NO BUNTING
- NO LEADING OFF – PLAYERS CAN STEAL AFTER THE BALL CROSSES THE PLATE
- STEALING OF HOME IS NOT ALLOWED ON PASSED BALL OR WILD PITCH. A BASE RUNNER CAN ONLY ADVANCE TO HOME BY WAY OF BATTED BALL, BASES LOADED WALK, OR IF A PLAY BY THROW IS MADE ON THE RUNNER AT OR ADVANCING TO 3<sup>RD</sup> BASE

***ALL OTHER RULES DETERMINED BY LEAGUE GFBL RULES AND OR MHSAA RULES***

**RINGS GIVEN TO 1<sup>ST</sup> PLACE AND RUNNER UP**