

The game rules for **2026 Sugar Beets Tournaments** will be based on high school rules with the following additions;

1. 13u-18u high school re-entry rule is allowed. Starters may re-enter at any time. Once a substitute leaves the game, they may NOT re-enter. 8u and 9u may play defense with a 10th defender. The 10th defender must be used as an outfielder.
2. High school slide rule is in effect. It is not mandatory to slide, it is mandatory to avoid contact.
- 3a. Pitching Rules: 8u-12u 6 innings for the tournament. (+2 innings per player if a 5th game is played) Being summoned to the mound and taking warmups counts as an inning pitched. The total innings must be shared between coaches before/after games. 13u-18u No limitation, coach decision, please take care of your players.
- 3b. Stealing Rules: 8u and 9u must stay on the base until the ball reaches the catcher's glove. 9u-18u stealing all bases allowed, no restrictions. 8u, 9u, 10u can NOT advance to 1st base on dropped 3rd strikes.
- 3c. Balks: 8u-14u no warnings and balks will be enforced (loosely) based on advantage/disadvantage. 15u-18u no warnings. We will make every attempt to keep a flow to the games.
4. Courtesy runner for the pitcher and catcher at any time but with 2 outs it is encouraged for the catcher. The courtesy runner must be a player not currently in the lineup unless discussed at pre-game and it could be last out if everyone is in the batting order.
5. 11u-18u may bat 9, use EH's and/or a DH for POOL-PLAY GAMES. Single elimination, bracket-play you may bat as many as you like but you do not have to bat all. You only have to answer to your parents. 8u-10u must bat everyone for all games.
6. Umpires do NOT need to record substitutions or changes. This must be handled by each coach. Line ups MUST be exchanged at the pre-game meeting. Only 1 coach at the pre-game conference, no players.
7. Game time is forfeit time. Please have your team warmed up and ready to play.
8. NO INFIELD WARM UP allowed on the game field before each game. You may take ground balls in foul territory. You may take fly balls in the outfield playing area. Other fields may be available next to the game field.
9. Teams will play "warm-up" games or "pool-play" games prior to elimination game(s).

10. All non-Championship Early June Delight games in Saginaw will be six (6) innings with a 1:40 time limit. Tie games may be played out BUT time limit takes precedence. A non-elimination game can end in a tie. Once the time limit is reached no new innings may begin. **BE PREPARED TO START EARLY. NO DROP- DEAD TIME**

11. Championship game will be 6 innings or 2 hour time limit. Extra innings begin with the last batted out on 2nd base, 1 out. The lead off hitter will begin with a 0-0 count. Run Differential Rule is still in effect.

12. Run Differential rule:

- 15 runs after 3 innings.
- 12 runs after 4 innings.
- 10 runs after 5 innings.

13. Each team must provide 2 baseballs per game. USSSA, Wilson, Diamond, or Rawlings are recommended.

14. All disputes will be handled at the field. There will be no protests.

15. Pool-play home team is determined by a coin flip between the coaches PRIOR to each game. Bracket play is awarded to the higher seed.

16. The head coach is responsible for the behavior of coaches, parents and fans.

17. The umpires are in charge of the game. Excessive arguing or abuse will not be tolerated. The umpires' decision on any judgment call is final.

18. All participants are competing at their own risk. By participating you agree to hold the Tournament Director, tournament officials, tournament hosts, and tournament sponsors harmless from any liability resulting from participation in the tournament. Team insurance is mandatory and must be emailed prior to the 1st game and available upon request.

19. There is no GATE FEE for this weekend.

IN CASE OF INCLEMENT WEATHER, THE TOURNAMENT DIRECTOR RESERVES THE RIGHT TO RE-FORMAT THE SCHEDULE.

-Make sure all families are signed up for instant notifications. In the event we have delays or anything out of the ordinary, we can communicate those things instantly. To be signed up for instant notifications, click the FOLLOW button linked to your team on the Exposure Events app.

TIE-BREAKER

1. Winning Percentage (if uneven number of pool play games are completed)
2. Head-to-Head (If 2 teams are involved, Head-to-Head is eliminated if 3 or more teams are involved.)
3. Runs Against
4. Runs Scored
5. Coin Flip