



TOURNAMENT RULES

****Sports Force Parks reserves the right to adjust these rules prior to the start of a tournament**
The Tournament Director will only address questions and concerns from a Manager or Coach**

Teams must check-in 1 hour before 1st game; Rosters & insurance must be submitted online before check-in

Any rule not mentioned below will be deferred to the NFHS rulebook

LINEUPS

9U - 14U Tournaments

9 batter format in which all nine position players must be in the batting lineup. 9u – 14u teams also have the option to bat more than 9. Example: if a 9u - 14u team has 12 players on their roster, they have the ability to bat 9, 10, 11 or their entire lineup. A team in this situation could bat 9 with 3 substitutes; bat 10 with 2 substitutes; bat 11 with 1 substitute; or bat all 12 players with no substitutes. All players starting in the lineup but not in the field are extra hitters (EH) which are considered defensive starters for substitution purposes.

15U - 18U Tournaments

Teams may bat anywhere from 9 players to the whole roster and have the option of using 1 DH (designated hitter) for any position player. The number of batters in your lineup must stay the same throughout the game. Example: If you have 14 players on your roster, you can bat anywhere from 9 players – 14 players. If you bat 12 players – you will have 2 substitutes available – and the lineup must stay at 12 players for that game. All players starting in the lineup but not in the field are extra hitters (except the DH) which are considered defensive starters for substitution purposes. *The DH and the player being hit for are locked together in the same spot in the lineup for substitution purposes.

Batting the entire lineup. When a team chooses to bat the entire lineup, each player is considered a starter and the team has a free defensive substitution for that game. Furthermore, if a player is injured or ejected during the game in which a team is batting the entire lineup, their spot in the lineup is skipped with no penalty. Once the spot in the lineup is skipped due to an injury, that player is not eligible to return to the game in any capacity.

***It is the responsibility of the opposing team to verify the accuracy of the other team's lineup prior to the start of each game.** Managers must bring any issues to the attention of a Sports Force Tournament Director before the game. If a lineup issue is discovered during the game, the ruling will be that the lineup is corrected at that point for the rest of the game. If it is brought to our staff's attention after the game, there will be no penalty.

There will not be a forfeit in this situation since the opposing team is responsible for verifying the other team's lineup prior to the start of the game.

INJURIES / SUBSTITUTIONS

If a player is injured and no substitute is available, that spot in the lineup will be skipped with no penalty. If an injury occurs during an at-bat and the player can't continue the at-bat, the next batter in the lineup will take over that at-bat and assume the count. If an injury occurs while on the base paths and there no substitute is available, the player that made the last recorded out will take the place of the injured player on the bases.

*In the event that a player will be late to the game, there are two options to utilize the player in the game:

- The player can be placed in the starting lineup, but if he is unavailable for any of his at-bats, an out will be recorded each time he is due up. Whenever the player arrives and is available, he can assume his spot in the lineup.
- The player can be listed as a substitute, and whenever he arrives or is available, he can enter the lineup according to our substitution rules



ROSTERS

Players are restricted to playing for one team during any tournament. If they are listed on multiple rosters prior to the event, then they will not be permitted to play until they are removed from all other rosters. Any player that is found to be playing on multiple teams, regardless of age group will be removed from the game and will not be allowed to participate in the remainder of the tournament.

RE-ENTRY

If a team does not bat the entire lineup and substitutes are available, we use the standard NFHS re-entry rule. Starters may be reentered once (including the DH for 15u-18u), as long as the player occupies their original position in the batting order.

PITCHER RE-ENTRY

If a pitcher is removed after throwing a pitch and goes to another defensive position, they may not return as a pitcher in that game. In other words, as soon as another pitcher throws a warm-up pitch (becoming the new 'pitcher of record'), the previous pitcher is no longer able to pitch in that game. If a team substitutes for the pitcher when on offense, but then re-enters the pitcher before going out on defense, that pitcher is still the 'pitcher of record' and can continue to pitch in the game.

PITCHER OF RECORD

Once a pitcher throws a warm-up pitch, they must face at least one batter. If the pitcher is hurt during their warm-up pitches, another player may come in to pitch. The previous pitcher of record will not be allowed to re-enter back onto the mound after a pitcher has thrown a warm-up pitch.

PITCHERS/FIELDER'S EQUIPMENT

Pitchers are allowed to wear a protective helmet or head gear. The helmet/headgear can't be glossy or feature elements that will distract the batter. The umpire and Tournament Director will determine whether any of the pitcher's equipment or clothing is too distracting. This includes, but is not limited to: gloves, sunglasses, long sleeves, compression sleeves, athletic tape, and two-toned fielder gloves. No metal spikes are allowed on the complex. If a player is wearing metal cleats while playing in any tournament, they will be asked to remove them immediately.

C-FLAPS

Players are permitted to use the c-flaps on their helmets if they choose to do so.

AVOID CONTACT RULE

Players must legally slide or attempt to avoid contact with defensive players in tag-out situations. If, in an umpire's judgment, there is intentional excessive and/or unnecessary contact that is not deemed malicious, that umpire will call time and issue a team warning to the offending team. The second time the situation occurs with the same team, the player involved shall be removed from that game. If a third instance occurs, the player shall be removed from the game and the head coach shall be restricted to the bench. If the contact is judged to be malicious by the umpire, the player shall be immediately removed from the game. The Tournament Director will make the final ruling on a possible suspension. NOTE: Malicious contact supersedes all obstruction and/or interference. On force play situations, the NFHS Slide rule applies (2-30-32). Players must legally slide or attempt to avoid contact with defensive players and/or interfere with the play. If the runner chooses to slides it must be legal. It must be directly into the base and inline between the two bases. At least one leg and one buttock must be on the ground. No rolling, pop-up or cross-body slides are allowed. The runner shall not kick, slash or make contact with the fielder above his knee. Violation of the "Force Play Slide Rule" shall result in both the runner and batter runner being declared out. This is interference and the play is immediately dead.



TIME LIMIT

No new inning may start after the time limit elapses. The standard time limit for all age groups is 1 hour and 45 minutes from the conclusion of the plate meeting to the last out of an inning. Games can go into extra innings if the time limit has not expired. Pool play games can end in a tie. If the time limit is reached during an inning, that inning will be the last one of the game. If the home team is winning after the top half of that last inning, they will be declared the winner of the game and will not hit in the bottom half. If the home team is trailing and must hit in the bottom half of the last inning, the game will end the moment the home team scores the winning run or at the moment of their third out. If the time limit is reached during the bottom half of an inning and the home team is winning at that moment, we will let the current batter complete the at-bat and then the game will end.

- **Elimination games** – ALL elimination games will have a 1:45 hour time limit, with the exception of Championship Games. Consolation games and Silver/Bronze finals will have a 1:45 hour time limit.
- **Time in-between innings** – Our expectation is that teams will take 2 minutes in between innings. Pitchers are permitted to throw 8 warm-up pitches in their first inning of work or 5 warm-up pitches every other inning. If a catcher is still getting dressed, a coach should be ready to warm-up the pitcher.

EXTRA INNINGS

The international tie breaker rule will be in effect for games this season. Its application will vary depending on the type of game being played.

Pool Play/Consolation Games – If the score remains tied after regulation play AND the time limit has not been reached, the top of the next inning and each half inning thereafter will start with a runner on second base until there is a winner or the time limit is reached. The batter who leads off an inning shall continue to be the batter who would lead off the inning in the absence of this extra-innings rule. The runner on second base shall be the player (or substitute for such a player) in the batting order immediately preceding the batter who leads off the inning. ***NOTE***: This rule only goes into effect if the game is tied AND the time limit has NOT been reached. If the time limit is reached, and the score is tied, the game will end in a tie.

Elimination Games – If the score remains tied after regulation play, the top of the next inning and each half inning thereafter will start with a runner on second base until there is a winner. The batter who leads off an inning shall continue to be the batter who would lead off the inning in the absence of this extra innings rule. The runner on second base shall be the player (or substitute for such player) in the batting order immediately preceding the batter who leads off the inning.

DUGOUT & HOME/VISITING TEAM

All dugouts at Sports Force Parks are first come, first serve. Home/Visiting teams will be determined by a coin flip at the coaches meeting. During the playoff rounds, home team will be the higher seeded team. If a team plays back-to-back on the same field, that team must stay in the same dugout for both games. Only coaches and players are permitted in a dugout or on the field. Teams are responsible for cleaning up their respective dugouts including picking up trash at the conclusion of their game (**subject to fine**).

UMPIRES

All pool play and elimination games will have 2 umpires, including the championship game, barring unforeseen circumstances. Certified umpires will be utilized from a professional organization.

BALLS & EQUIPMENT

Game balls will be provided by Sports Force Parks for every game. Teams are to bring their own balls for practice and warmups. Water coolers will be provided at each field with ice water and cups. All other baseball equipment is the responsibility of each team.

TOURNAMENT OFFICIAL

A Tournament Official will be used to help facilitate a timely schedule of games. The Tournament Official will have a radio at each field to communicate with Tournament Central and in the event of an injury or if medical attention is needed.



COURTESY RUNNERS

Courtesy runners are permitted at Sports Force Parks Tournaments. Courtesy runners are allowed for the pitcher and catcher only. The courtesy runner shall be a player not in the game and has not participated in the game. If no player meets these criteria, the last batted out shall be considered a legal courtesy runner. The same player may not run for both the pitcher and catcher in the same inning. This rule is intended to speed up pace of play. Teams should have a courtesy runner ready as soon as the pitcher or catcher becomes a baserunner. Should there be any significant delay, the umpire shall deny the use of the courtesy runner until the completion of the at bat of the next batter. Use of a courtesy runner does not constitute a substitution for re-entry purposes.

INTENTIONAL DELAYS

Intentionally delaying a game to achieve a victory through the time limit is considered unsportsmanlike conduct and will not be tolerated at a Sports Force Tournament. The umpires and/or tournament officials at the game reserve the right to eject a coach or player for intentionally delaying a game and possibly declare a forfeit to that team.

INTENTIONAL WALK

Pitchers will no longer have to throw four pitches to intentionally walk a batter. A signal from the coach to the umpire, will be all that is required to intentionally walk the batter.

SLASH BUNT

For 8U-13U age groups, a slash bunt (aka butcher boy) is illegal and the player will be called out if this play is attempted. A slash bunt is defined as a player showing bunt at any time during the pitch and then swinging at that same pitch.

TIE GAME IN POOL PLAY

Pool play games can end in a tie. A tie game in pool play equals $\frac{1}{2}$ of a win and $\frac{1}{2}$ of a loss for both teams toward their overall record and/or winning percentage. Therefore, a team that is 2-0-1 would have a winning percentage of .833 and a team that is 2-1-0 would have a winning percentage of .667. In other words, the 2-0-1 record is better than the 2-1-0 record.

LINE-UP CARDS

Teams must provide their own line-up cards. A copy should be given to opposing team each game.

ON DECK BATTER

All on-deck batters must stay near their team's dugout on the warning track with a helmet on at all times. Games on Fields 7A/7B, 8A/8B, 9A/9B can warm up on same side as hitter for safety reasons due to close proximity.

OFFICIAL SCOREBOOK

The home team will keep the official scorebook.

NUMBER OF PLAYERS

Teams are permitted to start and/or end a game with 7 players. Anything less than 7 available players at any time during a game will result in a forfeit for that team.



MERCY RULE

For all games – 12 runs after 4 innings or 10 runs after 5 innings.

JEWELRY

Jewelry is permitted during game play, as long as it is not a distraction or dangerous to the player or opposing players. Any item that is deemed unsafe or distracting (Tournament Director's or Umpire's judgment) will not be allowed. The team will receive a warning if a player wears improper jewelry during the game and any players found wearing improper jewelry after the team warning will be ejected for the remainder of the game.

WINNING %

If teams play an uneven number of games during pool play, winning percentage will be the first tie breaker used to determine the final seeds. Example: Team (A) goes 4-1 in pool play and finishes with a winning % of .800. Team (B) goes 3-1 in pool play and finishes with a winning % of .750. Therefore, Team (A) will be seeded higher than Team (B) due to having a higher winning %.

TIE BREAKER SYSTEM

2-TEAM TIE BREAKER

When 2 teams are tied, follow the list below until the tie is broken:

- Head-to-head results (if applicable)
- Least runs allowed
- Run differential
- Most runs scored
- Coin flip

3 OR MORE TEAM TIE BREAKER

If 3 or more teams are tied with the same record or winning %, use the following to break the tie:

- Head-to-head results (only applicable if all of the tied teams played each other)
- If one team beat all of the other tied teams, they will be the highest seed of the tied teams. (Even if all tied teams have not played each other)
- Continue to use head to head results to seed the rest of the teams in the tie • If one team has been beaten by all of the other tied teams, they will be the lowest seed of the tied teams. (Even if all tied teams have not played each other)
- If all tied teams have the same record against each other, then they are tied at head-to-head and you move to the next item on the list (least runs allowed)
- If all of the tied teams did not play each other, head-to-head is not applicable.
- Continue down the 2-Team Tie Breaker list as stated above

When 2 teams are tied at any one of the criteria, we revert back to the beginning of the 2-Team Tie Breaker system (head-to-head).

3 OR MORE TEAM TIE BREAKER EXAMPLES:

Example 1:

Team A 2-1 14 runs allowed

Team B 2-1 15 runs allowed

Team C 2-1 15 runs allowed

- Team A beat Team B / Team B beat Team C / Team C beat Team A
- All 3 teams are tied at head-to-head
- Go to next criteria - least runs allowed: Team A is the highest seed of the 3 tied teams
- There now exists a tie between Team B and Team C and since this is now a 2-team tie, we revert back to the beginning of the 2-Team Tie System (head-to-head) which makes Team B the next highest seed of the 3 teams since Team B beat Team C.



3 OR MORE TEAM TIE BREAKER EXAMPLES:

Example 2:

Team A	1-1	12 runs allowed
Team B	1-1	13 runs allowed
Team C	1-1	15 runs allowed
Team D	1-1	16 runs allowed
Team E	1-1	16 runs allowed
Team F	1-1	17 runs allowed

- Team D beat Team E
- This is a 6-team tie at a 1-1 record
- Since all of the teams in the tie did not play each other, head-to-head is not applicable for this 6-team tie and we move to least runs allowed. Based on the 'least runs allowed' criteria, Team A is the highest seed of this group, followed by Team B and then Team C.
- Team D and Team E are locked in a 2-team tie at least runs allowed so we revert back to the beginning of the 2-team tie breaker system (head-to-head). In this case, Team D beat Team E so Team D is the higher seed over Team E.
- Team F is the lowest seed of this group of 6 tied teams.

FORFEITS

If a team chooses to forfeit a pool play game, they are not eligible for the championship or consolation round and face suspension in future Sports Force Parks tournaments. The final score of the forfeited game will be based on the team giving up a run per inning for a complete game (e.g. for a 6-inning game the score would be 6-0; for a 7 inning game the score would be 7-0).

- If a team chooses to forfeit a consolation or elimination game, they face suspension in future SFP tournaments.
- If a team is unable to play a single elimination game, Sports Force Parks has the right to advance the losing team / or next best seed.
- If a team chooses to forfeit a championship game, they are not eligible for tournament awards.
- Sports Force Parks will attempt to replace a forfeited team in an elimination game if possible.
- If a game becomes a forfeit after it has started due to a team having less than the required 7 available players, the official score of that game still follows the guidelines above no matter what the score was at the time of the forfeit.

If a team is found to be using an illegal player (i.e. not registered on official roster) the team will forfeit their current game. A second infraction will result in a team ejection from the tournament

Sports Force Parks reserves the right to declare the game a forfeit if an ejected individual (player/coach/spectator) does not leave the complex within a reasonable amount of time

CASTS

Orthopedic casts can be worn if there is no exposed metal. Sports Force Parks requires casts be padded. The umpire / UIC & Sports Force Parks staff will have final judgment as to its safety.

CELL PHONES / ELECTRONIC DEVICES

Cell phones, iPad, and other electronic devices are permitted in the dugout only during the game. A coach, manager, or scorekeeper is not permitted to have them on the field during the game. Failure to comply may result in ejection. Electronic Pitch Calling Devices will follow NFHS rules.

AGE PROTESTS - \$150 FEE

It is the responsibility of the manager and/or coach of a team to stop the game at the time of the play and ask for a Sports Force Tournament Official if they feel that a ruling during a game is incorrect (there is a radio or tournament official at each field for this purpose). **A game should never be stopped for umpire judgment calls as those cannot be protested.** Our staff will do everything possible to resolve issues as they occur.



MOUND VISITS

The pitcher must be removed on the second mound visit in an inning for all age groups.

BALKS

We follow the NFHS rules pertaining to balks. For the 9U – 11U age groups, there will be one warning per pitcher issued for a balk. There will be no warnings issued for 12u and older age groups. Additionally, pitchers are no longer allowed to step toward 3rd base without making a throw (the fake to 3rd base, throw to 1st base move is now a balk).

PROPER CHEERING/NOISEMAKERS

All individuals (players, coaches, parents, and fans) are expected to cheer in a positive manner for their own team and never in a negative manner toward the opposing team. Noise makers are not permitted in the dugouts and if they are used by parents/fans, they must not cause any sort of distraction to the opposing team. Because the term “distraction” can be subjective, if an issue arises at a field involving noise makers/cheering, then Sports Force Parks staff will assess the situation and make a decision. If that stipulation is not followed, the noise makers would be prohibited all together for that team for the remainder of the tournament.

TEAM SPEAKERS

Team music/media players are allowed on-site for pre-game warm ups and walk up songs before at bats. However, Sports Force Parks reserves the right to remove any outside music/media players from a field at any give time for any reason. Teams will be permitted to play their own music only during their respective at bats and for their pre-game warm ups, if they would like to do so. A SFP Tournament Official will play pre game music, mid inning music, and announce players names for each game on-site at Ripken.

EXPECTED BEHAVIOR

Negative behavior/bad sportsmanship at youth sporting events has become a major issue. Sports Force Parks Tournaments are not immune as we still see coaches and parents that choose to act in a negative manner toward the opposing team or an umpire from time to time. Please remember that the games are for the kids, not the adults, and we expect each adult to set a positive example for the players through their words and actions.

Everyone that attends a tournament is expected to act in a positive manner, no matter the outcome of a play, call by an umpire, or the game itself. We simply ask the following:

- Let the players play
- Let the coaches coach
- Let the umpires umpire

Moreover, even when you’re not at the Sports Force Parks facility, your personal behavior is a reflection on your team and Sports Force Parks. We expect players, parents, coaches and family members to act in a positive manner at all times – with respect for people and property throughout our local community.

CONFINEMENT TO THE BENCH

Sports Force Parks Tournament Directors as well as the umpires working a game have the ability to confine a manager or coach to the bench. If this step is enacted, that individual will not be able to leave the bench/ dugout. The only exception that will be allowed is for a manager/coach to attend to an injured player on the field. If an individual that is confined to the bench violates this stipulation, they will be ejected from that game and will face further suspension as well

GENERAL FAIR PLAY/SPORTSMANSHIP

Intentional disregard for the stated rules (or the spirit in which those rules exist) as well as obvious unsportsmanlike behavior will not be tolerated and will place the individuals and/or teams involved at risk for a possible forfeit or banishment from any future Sports Force Parks tournaments. We do hold the right to alter tournament seeds for teams failing to abide by our general fair play and sportsmanship guidelin



EJECTION / SUSPENSION POLICY

- **Umpires:** will use a 3-step system to aid in de-escalating situations that are approaching the level of removing of a coach/player/fan from a contest.
 - **Step 1 – Verbal Warning** – Head Coach will be made aware of verbal warning
 - **Step 2 – Written Warning** – Recorded in official book
 - **Step 3 – Ejection** – Recorded in official book & reasoning notified to SFP
- **Managers / Coaches:** Managers or coaches (or scorekeepers or anyone else that is in the dugout or on the field during a game) that are ejected from a game (either by an umpire or by an SFP Official) must leave the facility immediately and will automatically be suspended for 1 additional game. The Tournament Director may also lengthen the suspension to more games or expulsion from the facility for a period of time. If a manager or coach is ejected from a game twice during the same tournament, they will be suspended for the remainder of the tournament.
- **Players:** If a player is ejected from a game they may face further suspension.
- **Parents / Fans:** If a fan or parent is ejected from a game (either by an umpire or an SFP Official), they must leave the facility immediately and will be suspended for the remainder of the event. An SFP official will determine length of based on the severity of the issue.

BAT RESTRICTIONS

Coaches are responsible for checking all of their player's bats before playing in the tournament. Please make sure all bats meet the guidelines below. Sports Force Park uses the NFHS Guidelines for bat certification. The following is a link to the approved NFHS BBCOR bat list - <https://ssl.wsu.edu/approved-bats/>. The link also provides links to the most current updates and information on legal and illegal bats.

- **9u – 12u:** All bats must have either the BPF 1.15, USA Baseball, or BBCOR designation displayed on the bat. No other weight or size restrictions for these age groups. Coach Pitch bats not permitted in any age group.
- **13u:** In the 13u age group, the bat must have a -8 weight differential or below.
- **14u – 18u:** BBCOR designated bats with a -3 differential (length to weight) only
- **Penalty for use of an illegal bat:** If the umpire discovers that a batter enters the batter's box with an illegal bat, the batter will be called out (even if a pitch has not been thrown). If the illegal bat is discovered after the ball is put into play (but before the next pitch is thrown to the next batter), the defensive team will have the choice of the result of play or the batter being called out and all runners returning to the base occupied before the pitch. An appeal on the legality of the bat must be made prior to the next pitch thrown to the next batter or the result of the previous at bat will stand. **Second Offense** – If a team is found in violation of this rule a second time (either in the same game or in any other game throughout the tournament), in addition to the previous penalty, the manager will be immediately ejected and could face further suspension.
- **Altered / Damaged Bats:** Damaged or Altered bats (shaved, rolled, or in any other way altered to increase performance) are not permitted in any way. Any player using an altered bat will be ejected from the game and their at bat will be recorded as an out. All runners will go back to the base they occupied when the batter put the ball in play. The player ejected for use of an altered bat may also face further suspension.
- **Wood Bats:** Wood and composite bats are permitted in all tournaments.
- **Bat Sensors:** Sensors built inside the handle of the bat are legal. Sensors that are an addition to the exterior of the bat are not permitted. In case of a discrepancy, the Tournament Director will deem whether a sensor is permitted.

PRE-GAME WARM-UP

- Respect all tournament facilities (clean up all trash and equipment)
- Teams must warm-up/practice in designated areas only
- No infield/outfield is permitted on the game fields at any location
- Each team must make sure that the starting pitcher is ready by game time
- Teams that do not follow these guidelines can be banned from practice areas
- Teams playing doubleheaders will not be given extra time between scheduled games
- With the exception of the 1st game of each day, all game times are approximate. Games can and will start early. All teams should be ready to play no more than 15 minutes following the conclusion of the precluding game. Teams and pitchers shall be warmed-up and prepared to play near the field.



INCLEMENT WEATHER POLICY

- Sports Force Parks is equipped with all-turf fields which allows us to continue gameplay during and/or immediately after inclement weather. Gameplay will continue during precipitation; however, heavy precipitation that is deemed dangerous for athletes and lightning present in the immediate area will result in game stoppage. SFP shall make ALL decisions regarding weather. Umpires do not carry authority to delay or suspend a game based on weather.

Heavy Precipitation

- Games will be paused if precipitation is negatively affecting gameplay and/or is considered an injury risk for players (Discretion of a Tournament Director)
- Gameplay will resume when conditions are deemed playable by a Tournament Director
- Players and Coaches are expected to stay in their dugouts during precipitation delays

Lightning in the Area

- If lightning is present within 10 miles of the park, games will be paused, and the park must be evacuated
- **Park Evacuation: All guests are required to leave the park and go to their cars during lightning delays. Guests cannot remain in the park during lightning delays.**
- Lightning delays will continue 30-minutes after the last lightning strike in the area
- Teams are expected to wait for further communication from a Tournament Director during lightning delays
 - Tournament Directors will communicate with Head Coaches only
 - Communication will be sent out as soon as a decision is made
- Teams are expected to resume games 30-minutes after we allow guests back in the park

Tournament Directors reserve the right to adjust tournament format, seeding, and time limits based on inclement weather

TEAM AND PLAYER ELIGIBILITY

- A player's age as of April 30, 2024 determines the age group in which the player is eligible to play.
- The team must hold proof of birth for all players registered throughout the duration of the tournament.
- No player shall be allowed to register with more than one team or switch to another team during the tournament.
- Each player must provide a medical release and liability waiver signed by parent or guardian. You must use our form provided on the tournament website.

PLAYER GRADE EXEMPTION RULE – TWO PLAYER MAX.

A. The season runs from August 1st – July 31st. In age divisions 14 and below, the player's age on April 30th determines the player's eligible age division for the current season that includes April 30th. Players can play up an age division but can never play down.

B. Divisions 10u and above have a grade exception rule based on one age up. For example, a 16-year old freshman can play in the 15U - Freshman age division—but not a 17-year old.

C. Teams will be required to have documentation such as Grade Cards, a note from the school, etc.

Example: Age is always first. 15U is 15U, but if you are a freshman and 16 years old, not 17 years old, you are eligible to play 15U - Freshman.

- | | |
|--------------------------------|----------------------------------|
| • 10U – 4th Grade / Eleventh | • 15U – HS Freshman/Sixteenth |
| • 11U – 5th Grade / Twelfth | • 16U – HS Sophomore/Seventeenth |
| • 12U – 6th Grade / Thirteenth | • 17U – HS Junior/Eighteenth |
| • 13U – 7th Grade / Fourteenth | • 18U – HS Senior/Nineteenth |
| • 14U – 8th Grade / Fifteenth | |



RULES SUMMARY

RULE	9U-10U	11U-12U	13U	14U+
BASE DISTANCE	65'	70'	80'	90'
PITCHING DISTANCE	46'	50'	54'	60'6"
GAME LENGTH	6 INNINGS	6 INNINGS	7 INNINGS	7 INNINGS
LEADS/STEALING	YES	YES	YES	YES
BALKS	YES	YES	YES	YES
BATS	BPF 1.15	BPF 1.15	BPF 1.15	BBCOR
CLEATS	MOLDED	MOLDED	MOLDED	MOLDED
BUNTING	YES	YES	YES	YES
NO CONTACT	YES	YES	YES	YES
LINEUP	9U-14U: Anywhere from 9 to the whole roster - NO DH 15U+: Anywhere from 9 to the whole roster - Option of using 1 DH			
ROSTERS	Rosters are locked at the start of tournament. Only rostered players and coaches are allowed in the dugouts.			
MOUND VISITS	Pitcher must be removed after second visit in the same inning			
SLIDING	YES	YES	YES	YES

TOURNAMENT GAME FORMAT & MATCH SCHEDULES

	9U-12U	13U-18U
GAME LENGTH	6 INNINGS	7 INNINGS
COMPLETE GAME	4 INNINGS	5 INNINGS
TIME LIMIT	1 HOUR 45 MINUTES	1 HOUR 45 MINUTES



SPECIAL RULES FOR 8U PLAYER PITCH

Time Limit: 1:30 (1 Hour - 30 Minutes)

Play with 10 Players (4 Outfielders)
Outfielder MUST be in the Outfield

AH/EH Allowed
Roster Batting Allowed {9, 10 or ALL}

Starter Reentry Allowed

Umpire: 1

Pitching 43' - Bases 60'

Pitching: 3 innings per game (* Manager Discretion - please use good judgment here)

Dropped 3rd Strike -NO
Infield Fly Rule -NO
Lead-Offs - NO
Stealing - NO
Bunting - NO
Balks - NO

All Bats BPF 1.15
Big Barrel Bats: Allowed

Mercy Rule: 20 runs after 4 or 10 Runs after 5

There is a Limit of 7 Runs per Inning - Unlimited in the 6* Inning

Player may call time-out when Ball is Infield Area - Umpire Discretion

Runner may continue on to the next base before Time Is Called and " Granted" by the Umpire.

Special Note: All to Be Reviewed at Home Plate - Ground Rules

**For all other rules not covered here are in effect, please reference
Sports Force Parks Baseball Tournament Rules**