

## Peshigo Youth Baseball TOURNAMENT RULES

These rules could be subject to change prior to first tournament game. Notification will be given to each coach if a change would occur. Thank you.

1. Each game will be six (6) innings with a time limit of one (1) hour and (20 ) minutes. No inning will be started after the limit has expired unless there is a tie, but all innings in progress will be completed. Ties will count in pool play. Ten (10) run rule after four (4) innings have been played. Only championship games and consolation games will NOT have a time limit. If tied after time limit we will use the California rule with a runner at 2<sup>nd</sup> to start the next inning and 1 out until a winner is determined. **Championship games will have no time limit.** All teams should be at their scheduled diamond ½ hour before game time, if previous game gets done early, we may start your game early to keep the tournament running ahead of schedule.

League rules prevail except as changed by the tournament committee.

2. Team rosters must be turned in to the tournament manager prior to the first game. Proof of age may be required. The team manager must present birth certificate or copy of birth certificate to tournament director if requested or the player becomes ineligible.
3. When a manager claims that an umpire's decision is in violation of the tournament playing rules, he shall make a formal protest immediately to the plate umpire. The plate umpire will confer with the other umpire(s) working the game and their decision is final and there is no other appeal. The protest must be made at once to be answered. Tournament director will not over rule the umpire in charge.
4. No abusive or profane language by anyone connected with the tournament will be tolerated. The use of tobacco or alcoholic beverage in any form is prohibited on the playing field or bench area. No throwing of any equipment. Penalty or ejection from the game will result. Each team is responsible for clean up of dugout area after each game.
5. Coaches must remain in the dugout unless coaching the bases on offense. All players must be inside of the dugout unless the player is batting or on deck in the circle. Batters warming up before the inning must stay inside the deck circle until warm-up pitches are concluded. All on deck batters, batboys and players coaching bases must wear batting helmets.
6. No manager or coach will be allowed at any time behind the backstop during the game in which they are participating in while the game is in progress.
7. Trips to the mound by a coach may not exceed one (1) trip per pitcher in one (1) inning. Once the pitcher is removed from the game he cannot return to the mound in the same game. Three (3) warm up pitches will be allowed between innings. Five (5) pitches will be allowed to a new pitcher. THERE WILL BE NO BALK BALL RULE USED.
8. **There will be a ONE-MINUTE time limit between innings, to keep games on schedule. Coaches, please have players hustle on hustle off.**
9. Each team is responsible for its own insurance.
10. Third strike is an automatic out.
11. No leading off base. The ball must cross the plate before leaving the base. If runner is caught leaving to soon, the ball is dead and the runner will be called out.
12. Stealing home will be allowed.
13. In-field fly rule will not be used.

14. On all overthrows, the base runners and batters get all the bases they can get. If the ball goes over the fence or out of the confines of the playing area, or any equipment interference, the runner will be allowed the base they are headed for plus one.
15. No game shall be postponed except for weather-related conditions. If a game is to be postponed, the team manager will be contacted.
16. No courtesy runners except for the catcher when there are two outs and for an injured player. Base runner must be the person who made the last out. Any player injured and no sub is available will be an out. **This does not apply to teams batting the entire lineup.**
17. Any batter requested by the coach to be intentionally walked must notify the umpire behind the plate.
18. Designated hitter will not be in effect.
19. No in-field practice before games.
20. All players must wear baseball caps.
21. Players must slide when played on or avoid illegal contact with fielder holding ball. No malicious contact, umpire's judgment. Players must slide feet first unless sliding back to base they occupied.
22. Pitching mound will be 46 ft from home plate for all divisions.
23. Pitcher's will be limited to three (3) innings per game maximum and then a change will have to be made. A victory is not worth over using a young pitcher's arm. Please follow the Medical Expert's recommendation.
24. One pitch thrown will constitute an inning pitched.
25. A team must have eight (8) players to start the game, but cannot finish the game with less than eight (8) at this point the game will be considered a forfeit.
26. No metal spikes allowed.
27. All divisions will play only nine (9) players in the field. If a team bats the entire lineup they will have free substitutions.
28. Tie breakers for pool play will be as follows: Ties Count
  - 1) Head to head
  - 2) Runs allowed vs. Runs Scored (Differential) Max 10
  - 3) Flip of coin

Championship Game has NO TIME LIMIT
29. The home team is the official scorekeeper. If there are any discrepancies, the official book will be final. Umpires will check with the opposing coaches each inning to validate the score. If there are any discrepancies, the umpire will make the final decision. All line-ups must be handed to the opposing scorekeeper fifteen (15) minutes before the game.
30. If a rain delay should occur, time limit will be changed to one hour until brackets are back on schedule....unless Tournament Director makes other arrangements.
31. The flip of a coin will decide home and away for each team before the start of each game.
32. Bat barrels may not exceed 2.25". Bat weight versus length cannot exceed -13.
33. **The tournament director has final say over any and all changes to the Tournament and it's format, rules, player eligibility, etc....**