

2023 Portland St. Patrick Summer Fest

9U Baseball Tournament Rules

General baseball rules apply. Here are tournament specific rules.

Birth Certificates are recommended

Division is decided by age of player by May 1st 2023

1. CONDUCT

- A. **All players, coaches, and fans** should display good sportsmanship at all times. The Head Coach is the only team representative allowed to consult with the umpires.
- B. **Coaches, players and spectators** will be warned 1 time for inappropriate behavior. A second offense as determined by the home umpire could result in a removal from the field of play and all tournament parks for the remainder of the tournament. Any ejection from a game after the first warning is at the discretion of the home umpire and will be reported to the tournament director by the home umpire. A determination of an ejection for the complete tournament will then be made by the tournament director. **WE WILL NOT TOLERATE ANY ABUSE OF UMPIRES!**

2. FIELD DIMENSIONS

- A. **Pitcher's Mound 9U – 46'**
- B. **Bases 9U – 60'**

3. GENERAL

- A. **Home team during pool play** is determined by a coin flip. The higher seed is the home team during the single elimination tournament.
- B. **Games will be 6 innings.** No new innings will start after 1 hour & 40 minutes for all games other than the championship game. An official game is 3 ½ innings. In the case of a tie after 6 innings, one extra inning will be played to break the tie. If score is still tied after the extra inning, it will be counted as a tie. If the game is tied at the expiration of the time limit in pool play it will be counted as a tie. The last batter of the previous inning will start on second base and the inning will start with 1 out.
- C. **No infield practice** is allowed prior to games.
- D. **Only bats manufactured specifically for youth baseball will be allowed.** USA bats with 1.15 BPF stamp and are 2 3/4 barrel diameter or smaller are allowed. USSSA bats with 1.15 BPF stamp are also allowed.
- E. **Cleats and Jewelry.** Non-metal spikes only. No jewelry will be allowed unless used for medical identification.
- F. **Mercy Rule:** 15 runs after 3 innings, 12 runs after 4 innings and 10 runs after 5 innings.
- G. **Inning Run Rule:** No more than 8 runs per inning (excluding last inning of game for trailing team) can be scored. If the time limit is sure to happen in an inning prior to the 6th the umpire can declare it the last inning at the top of the inning and allow unlimited scoring.

- H. **Rain out policy/refund** – In the event of rain or other severe weather that effects safety, every effort will be made to play as many games as possible. Normal thunder and lightning rules apply. If necessary, the tournament will be shortened or the game time limits will be shortened.

First game shortening step: 1:30 minute time limit and each batter starts with a 1 and 1 count.

2nd game shortening step: 1:15 minute time limit and each batter starts with a 1 and 1 count.

In the event no games are played, each team will be entitled to a 100% refund. In the event only one game is played, each team will be entitled to a 50% refund. No refunds will be paid to any team that plays at least 2 games.

4. PLAYING GROUP

- A. **All players in attendance at the start of the game will be in the starting batting order.** Any player arriving after the start of the game will be placed at the end of the batting order. The batting order will not change during the game unless a player leaves early. If a player leaves the lineup for any reason other than injury or sickness (please see section c.) it will be counted as an out the first time only. If any player is ejected or voluntarily pulls themselves from the game without injury or illness, this will also count as an out for the first time only.
- B. **Free field substitutions** will be allowed throughout the game, with the exception of the pitcher. (a pitcher can be allowed to re-enter only once per game as a pitcher)
- C. **If a player is injured or becomes sick during the game** and leave they will be skipped over in the lineup and are not counted as an out. The umpire must approve the player leaving the game and they will not be able to return to the field for the rest of that game.
- D. **A courtesy runner is allowed for the catcher only and must be the last recorded out.**
- E. **Teams will use 10 defensive players.** Eight players are required for a legal game.

5. PITCHING

- A. **Pitchers may record 9 outs per game.** A pitcher is allowed to re-enter once as a pitcher per game. There is no overall tournament cap on innings pitched.
- B. The pitcher must begin every pitch with one foot touching the pitching rubber.
- C. **Balks.** There is no leading off prior to the ball crossing the plate. If a pitcher balks to deceive the runner or batter, pitcher will receive one warning and then all other balks will be enforced.

6. BATTING

- A. **Every player on the team roster must be in the batting order.**
- B. **Bunting is allowed.**
- C. **All players must wear a helmet** when in the on-deck circle, batting and running the bases. Any player on deck must stand to the back side of the batter in the box for safety.
- D. **If a player throws his bat** after swinging, the player will be warned. After the warning, the player will be called out for each bat throwing offense.

7. BASERUNNING

- A. **Stealing and leading off** is permitted only after the pitch crosses the plate. One warning per team per game and runner returns to original base. 2nd occurrence will result in an out being called. On a steal attempt and overthrow by the defensive team the runner cannot advance another base(s).
- B. When the catcher throws the ball back to the pitcher, the ball is dead and runners may not advance. No advances or delayed steals are allowed at any time other than during an immediate steal attempt following a pitch. As stated earlier no more than one base can be stolen for each base runner per pitch.
- C. **Runner on 3rd base:** Can advance home on a maximum of 1 passed balls per inning. Runner on third cannot advance on a steal attempt and catcher throw from 1st to 2nd.
- D. **A dropped 3rd strike is a live ball and runners can advance as in a normal steal attempt. Batter cannot advance and is automatically out.**
- E. **If the ball is thrown out of play on a non-steal attempt**, the runner will be awarded next base. Runner(s) is/are awarded two (2) bases if ball is thrown from the outfield. (normal baseball rules apply)
- F. **Sliding**, The runner is not required to slide at any base including home plate. Head-first and traditional feet first slides are allowed at any base including home plate. Lowering the shoulder to dislodge the ball from a fielder is not allowed. By the determination of the umpire, if the runner lowers the shoulder and/or intent is not aligned with safety and fair sportsmanship they will be called out.

8. UMPIRES

- A. The home plate umpire will announce the official game time to both coaches prior to the start. Game time is when the home team takes the field.

9. TOURNAMENT PLAY, SEEDING AND TIEBREAKERS

- A. The tiebreakers to determine the seeding for championship play will be determined by the following format:
 1. Overall record
 2. Head-to-head competition
 3. Total runs allowed
 4. Total runs differential (max 10 runs per game)
 5. Total runs scored (max 10 per game)
 6. Coin flip

Championship game will have no time limit. Mercy rules and run rules still apply. If tied after 6 innings, previous noted tie breaker rules apply.

The higher (better) seed is the home team for single elimination tournament play.

Thank you for playing in our tournament!!

Good Luck!!