

## STEVENS POINT YOUTH BASEBALL ASSOCIATION

### 9 & 10 U Tournament Rules

1. Standard Cal Ripken rules apply except as changed herein. All players in the 9U Tournament must be 9 or younger (as of April 30<sup>th</sup>). All players in the 10U Tournament must be 10 or younger (as of April 30<sup>th</sup>).
2. No batting practice with hardballs is permitted outside of batting cages. No Infield practice on fields prior to games. Wiffle balls may be used in safe, non-play areas.
3. All teams must be on the tournament grounds and available to play 30-minutes prior to their scheduled start. A team roster of no more than 15 players must be submitted 15-minutes prior to scheduled game-time.
4. Teams will bat all players declared on their originally submitted roster. All players must play at least 2 defensive innings. If a player must leave the game due to injury, an out is not charged when that player comes up in the batting order.
5. To keep games on schedule, no new inning will begin after 1 hr. – 20 minutes from the start-time (maximum of 6-innings). This limit is waived for the Championship game, or a game tied after regulation has expired.
6. A “10 run rule” applies after 4-innings. With this in place there will NOT be a 5 run rule limit as Cal Ripken leagues.
7. No pitcher can throw more than 2 innings per game. One pitch in an inning constitutes an inning pitched. Once a player is removed as pitcher, he/she cannot return to pitch in that game.
8. Balks will not be called.
9. The defensive team consists of 10 players in the field with a 4-player outfield – no 5<sup>th</sup> infielder (“rover”).
10. An INFIELD FLY rule is in-effect. This includes any pop-up landing within the infield area (caught or not). This call will be made by the Umpire immediately upon being recognized. The height of a hit constituting a pop-up will be called at the Umpire’s discretion.
11. Leaving a base is not allowed until the pitch crosses Home plate. A runner leaving early will be called out (no warning). Stealing bases is allowed under these conditions. Stealing Home is allowed.
12. A runner is out if he/she does not slide **feet first** on a close play – this will be called at the Umpire’s discretion. A runner may slide head first when retreating to a previously occupied base.
13. A missed base will be called by the Umpire at the end of the play. As this must be witnessed by an Official, no appeals are allowed.
14. NO Non-Team personnel allowed in the dugout and NO Coaches or Team Members allowed at the home plate/backstop area or near the other team’s dugout.
15. Only the Head Coach may respectfully review a call with an Umpire. Only rule calls (not judgment items) may be questioned. **Head Coaches are responsible for the**

**actions of their players, coaches, and fans.**

16. Ongoing or continued protests are not allowed. Once the Umpire's decision is discussed and clarified, all coaches will consider that decision final. Umpires will provide 1 warning related to ongoing/continued protest. Should the umpire determine additional intervention is necessary – play will be stopped and SPYBA's Tournament Director or Site Supervisor may at his/her discretion declare a game forfeit. SPYBA does not refund entry fees for game/tournament forfeits
17. Only one “free” trip to the mound by a coach is allowed per-inning. A second trip results in the automatic removal of that player as pitcher.
18. A batter who strikes-out cannot advance to First base - under any circumstances.
19. If the Catcher is on base with 2 outs, he/she should be replaced by the last out so that the catcher can put on equipment for the next half inning, to speed up play. All catchers will be properly equipped, including wearing a cup during defensive play.
20. **USA bats only.**
21. Metal cleats are not allowed.
22. All pitching substitutions must be reported to the official scorekeeper as they occur.
23. The team whose name (by organization) is first alphabetically has First-base dugout. A coin flip determines Home.
24. A batter that squares to bunt, must bunt or pull the bat away - no fake bunting and swinging. This will result in an automatic out with runners returning to the previous base before the pitch.
25. Each team is responsible for immediately clearing the dugout of equipment and trash after their game.
26. SPYBA reserves the right to change the tournament format in the event of inclement weather.
27. In the event regulation ends in a tie, extra innings will immediately follow “California Rule” with a runner starting on 2<sup>nd</sup> base and 1 out. In an Early Bird tournament, extra innings will only apply within the time limit stated above, and games can end in a tie.
28. If a Pitcher hits a 3<sup>rd</sup> batter during a single game they will be deemed to have control issues and player safety warrants that the pitcher must be replaced at that point.
29. Tie-breakers will be: 1<sup>st</sup> – Head to Head; 2<sup>nd</sup> – Fewest runs allowed; 3<sup>rd</sup> – Runs scored; 4th - Coin Flip.

***“Thanks for your assistance in make this a successful tournament experience for your team” -- SPYBA***