

2023 8U-13U Classic Tournament Rules

All rules that are highlighted are 2023 Changes

The tournament will be played with NFHS rules, except as stated below.

A player's age is determined by his/her age on May 1 of the current year.

Please have birth certificates on hand. You will not be asked to display them before the tournament, but must be able to present them if questions arise. Penalty for not having them upon questioning will be game forfeit and removal of player until certificate can be presented. If a player's age can be verified through a site such as Nations/USSSA/Five Tool, that will also work.

Age	Innings	Time Limit	Steals/ Infield Fly	Leadoffs/ Uncaught 3 rd	Pitching Distance	Base Distance
8U CP	6	1:30	No	No	36	60
8U KP	6	1:35	No	No	43	60
9U	6	1:50	Yes	No	46	65
10U	6	1:50	Yes	Yes	46	65
11U-12U	6	1:50	Yes	Yes	50	70
13U	6	1:50	Yes	Yes	54	80

Games will be 6 innings. The run rule in effect will be 15 runs after 3 innings, 10 after 4 innings or 8 runs after 5 innings.

All teams must be at their field of play ready to go 45 minutes before game time. Games will start, at the very latest, 15 minutes after the previous game.

Teams may only take ground balls in foul territory before the game, and only if the grounds crew is not lining or dragging the fields. **Also, there is no batting practice permitted on open fields.**

Pitchers may throw a max 3 innings per game for 8U, 4 innings per game 9U-12U, and 5 innings per game 13U; 1 pitch = 1 inning. That is the only restriction in place. If this is violated, **correct it immediately; there is no penalty unless the team is notified by umpires!**

Balks: One warning per pitcher for 10U & 11U; no warnings for 12U & 13U

If a pitcher leaves the position for any reason, he may not pitch again in the game.

There are no bat restrictions.

There are three options when it comes to lineups. **There will be no DH.**

1. Hit 9 hitters (NFHS re-entry applies)
2. Use one AH and hit 10 (NFHS re-entry applies)
3. Hit a continuous lineup with free substitution. If teams choose to roster bat, and for any reason other than injury/sickness a player has to leave the game, the spot in the order is an automatic out. **(Mandatory for 8U)**

NOTE: If a player is skipped in the batting order due to injury/sickness, that player may not re-enter the game. If a batter is injured during the middle of an at-bat, the defensive team will have the option of bringing the next player in the order up with the existing count, or bringing back the previous batter with the existing count. We will then proceed from that point.

Speed-up rule: An optional courtesy runner may be used for the catcher of record with 2 outs. The runner must be a player not in the game. If all players are in the game, the courtesy runner is the player that made the last out.

No malicious contact on plays: On all close plays, the runner must do all that they can to avoid contact with the defensive player, including sliding or attempting to move in another direction. Just because contact occurs, that does not mean that the offensive player is immediately out. One of three scenarios will occur if contact occurs between runner & fielder:

- ☐ If contact is caused by defense: no penalty (possible obstruction based on umpire judgment)
- ☐ If contact is caused by offense but NOT malicious: dead ball, runner is out
- ☐ If contact is caused by offense & malicious: dead ball, runner is out AND ejected

Metal spikes are not permitted in 12U and below.

A forfeit score is 6-0. Any team that forfeits is ineligible for the playoff round.

In the event of a tie after 6 innings, or if the game is tied with the time limit completed before six innings are played, we will move immediately into a shootout. The regularly scheduled batter will appear, and the preceding runner(s) will be placed with the bases loaded (last batter to first, etc.). The count will begin 1-1. For the sake of tie-breakers, the winning team will only add one additional run to score as it was when the 6th inning ended. (i.e. if a game finishes 5-5, the final score will be 6-5.

Tiebreakers are as followed:

1. Pool Place (Division Seeding Only)
2. Head to Head (Two Teams Only)
3. Run Differential (max ± 8 per game)
4. Least Runs Allowed
5. Run Differential in Losses (max ± 8 per game)
6. Coin Flip.

These apply for pool winner, wild card, and seeding purposes. For divisions with a wild card, the wild card will always be the 4th seed, with pool winners seeded 1st-3rd. Pool protection is in effect for divisions with wild card teams.

If rain causes the cancellation of pool games, and leaves teams with a different number of games played, we will look at losses (2-1 and 1-1 will be considered the same record), then head to head, then the above tie-breakers average (per game) when determining advancement.

Semis & Championship Modifications: Time limits will be extended by 25 minutes for **championship only**. Run Rules remain in effect; extra innings are regular baseball.

An official game is 3 1/2 innings if the home team is ahead or 4 innings if the visiting team is ahead. If a game is stopped before it has become official, we will pick it up at the point of interruption. There will be NO ties, except in consolation games.

Any coach or player who is ejected from a game will serve an additional one game suspension; any adult spectators ejected will be asked to leave the facility for the remainder of that day.

Protests are permitted for rule interpretations only. The protest fee is \$100, and will be returned if the protest is won. Protests must be announced before the next pitch is thrown.

The following refund policy will apply: If 0 games played, 75% refund; if 1 game played, 50% refund; if 2 games played, no refund. If rain causes the cancellation of games, the tournament director has the right to modify the tournament as needed. Teams that pull out after an event is sold out or within 60 days of a tournament will not receive any refund.

Additional/Modified Coach Pitch Rules

The batter will receive six pitches per plate attempt. If the sixth pitch is fouled off, they will be permitted to hit until the ball is put in play, or no contact is made. The batter must swing all the way through for it to be considered a live ball. Any bunt attempt or check swings will be counted as foul balls and go toward the pitch count.

There will be ten fielders: a regular infield, and four outfielders. All outfielders must be on the grass.

Only infielders are permitted to call time, and they must do so on the infield dirt AND in fair territory. Once time is called, all runners that are on the halfway line and behind must go back to the previous base. If we have a situation where two players would end up at the same base, the lead runner will dictate where the runners are put. (i.e. the player running to 3rd has made it past the line, while the player running home has not, the player running home will be sent back to 3rd, and player running to 3rd will be sent back to 2nd.)

The player pitcher must have one foot in the circle at the time the ball is hit. The coach pitcher must have both within or on the chalk of the circle.

In the event the ball hits the coach pitcher, one of the following will occur:

- If the umpires deem the contact accidental: replay the pitch
- If the umpires deem the contact intentional: dead ball, batter out

A maximum of six runs per innings may be scored, except for the 6th inning on.

Offensively, there will be three coaches permitted in the field: pitcher, 1st base, 3rd base. Defensively, all coaches **MUST remain** within the confines of the dugout. The first time infraction is a warning, the second warning, that coach will be restricted to the bench for the rest of the game offensively and defensively.

Run Rule: 18 runs after 3 innings, 15 runs after 4 innings, 10 runs after 5 innings

Semis & Championship Modifications: 1:45 time limit for championship only. Run Rules remain in effect; extra innings are regular baseball.