

9U/10U/11U/12U Tournament Rules

1. Standard Cal Ripken rules will apply with the following clarifications & exceptions.
2. Any player or coach ejected from a game will automatically be suspended for the next game.
3. Alcohol and smoking are ***prohibited*** at the MYB facility.
4. ***No carry-ins.*** (Exceptions: sports drink or water for players only.)
5. Age determination is based on the player's age on April 30 of the current year. Each team shall provide proof of age upon request.
6. Except for the first game each day, teams must be ready to play up to 30 minutes early. Failure to be ready when the field and umpires are will result in a forfeited game.
7. In all pool play games and bracket games between equal seeds, home team will be determined by coin toss. In bracket play between unequal seeds, the higher seed gets their choice.
8. Game length will be 6 innings, the time limit, or run rule, whichever comes first. At umpire's discretion, the game clock can be paused for an injury that requires an excessive amount of time.
9. Run rules: Fifteen runs after 3 innings, Ten after 4, Eight after 5.
10. Time limit is 75 minutes for 9u & 10u; 90 minutes for 11u & 12u. No new inning will begin after the time limit expires but an inning in-progress will be completed.
11. Championship games will not have a time limit but run rules still apply.
12. Pool or round-robin games that are tied after six innings or upon reaching the time limit will end as a tie.
13. In an effort to resolve tied elimination games as quickly as possible and preserve pitcher innings, any elimination game that is tied after six innings or reach the time limit will enter extra inning format: Each half-inning will begin with bases loaded and one out. Bases will be occupied by the 3 players scheduled to bat last. Last starts on 1st. 2nd to last on 2nd. And 3rd to last starts on 3rd. Format continues until a winner is decided.
14. If a game is stopped because of weather or other reason, it will be considered complete if 4 full innings have been played (or 3 ½ with the home team ahead). If teams have not had equal times at bat, the official score will be what it was at the end of the previous inning except in the following scenarios:
 1. If the game has become tied or there has been a lead change in the current inning, it will be a suspended game except in (b.) below.
 2. If the home team is ahead or tied, and batting, the current score will be the official score.
15. If a stopped game does not meet the criteria for a complete game, or if the official score results in a tie for a game that can not end in a tie, it will be a suspended game. Suspended games will resume from the exact point of suspension and will be complete after 4 innings. Resumed bracket games that are tied after 4 innings will immediately enter extra inning format.
16. There will be no pre-game practice allowed on the infield. Teams may use the outfield to warm-up prior to games.
17. For spectator safety reasons, swinging bats is only allowed within the field fencing.
18. 9U and 10U can use a 4th outfielder.
19. Continuous batting order (CBO) (aka "round robin") batting order shall be used and unlimited defensive substitutions will be allowed.
20. An injured/ill player can be removed from the game without penalty but can not return. If they wish to return, an out must be taken when they miss a turn at bat.
21. Metal cleats are not allowed.
22. No player will pitch in more than two (2) innings per game, and six (6) innings for the tournament. Each team will track innings pitched by both teams and compare notes at the end of each game. The winning team will report the game result and pitching stats to the tournament director.
23. One "free" mound visit is allowed per inning. All other visits require removal of the pitcher.
24. Bat barrels may not exceed 2 3/4" and must be marked USA or USSSA approved. Bat weight vs length between -10 and -12. Wood bats are allowed. If an illegal bat is used, all runs in the game for the violating team will be cleared out and the current at-bat will end. The violation begins and can be discovered as soon as the batter enters the batter's box with the illegal bat. The violation must be discovered before the first pitch to the next batter.
25. Any batter in the batter's box who squares to bunt is prohibited from attempting a full swing. The ball is immediately dead and the batter shall be declared out regardless of whether contact was made with the ball.,
26. Runners must slide or attempt to avoid contact with defensive players.
27. Runners may leave their base when the pitch reaches the plate. Leaving early will be an immediate dead ball and the runner will be declared out.
28. Courtesy runners (last batted out) are allowed for catchers at any time.
29. Pool and Round Robin Placement
 1. Win/Loss record
 2. A tie between any 2 teams will be determined by
 - a. Head to Head
 - b. Total Runs Allowed
 - c. Total Runs Scored
 - d. Coin Flip
 3. A tie between 3 or more teams will be determined by
 - a. Total Runs Allowed (**See note below**)
 - b. Total Runs Scored (**See note below**)
 - c. Coin Flip
 - **Note: If two teams remain tied after criteria, placement for those teams are determined by the 2-team criteria above. The remaining (third or more) team will receive their corresponding placement**

13U/14U Tournament Rules

1. Standard Babe Ruth rules will apply with the following clarifications & exceptions.
2. Any player or coach ejected from a game will automatically be suspended for the next game.
3. Alcohol and smoking are **prohibited** at the MYB facility.
4. **No carry-ins.** (Exceptions: sports drink or water for players only.)
5. Age determination is based on the player's age on April 30 of the current year. Each team shall provide proof of age upon request.
6. Except for the first game each day, teams must be ready to play up to 30 minutes early. Failure to be ready when the field and umpires are ready will result in a forfeited game.
7. In all pool play games and bracket games between equal seeds, home team will be determined by coin toss. In bracket play between unequal seeds, the higher seed gets their choice.
8. Game length will be 6 innings, the time limit, or run rule, whichever comes first. At umpire's discretion, the game clock can be paused for an injury that requires an excessive amount of time.
9. Run rules: Fifteen runs after 3 innings, Ten after 4, Eight after 5.
10. Time limit is 90 minutes. No new inning will begin after the time limit expires but an inning in-progress will be completed.
11. Championship games will not have a time limit but run rules still apply.
12. Pool or round-robin games that are tied after six innings or upon reaching the time limit will end as a tie.
13. In an effort to resolve tied elimination games as quickly as possible and preserve pitcher innings, any elimination game that is tied after six innings or reach the time limit will enter extra inning format: Each half-inning will begin with bases loaded and one out. Bases will be occupied by the 3 players scheduled to bat last. Last starts on 1st. 2nd to last on 2nd. And 3rd to last starts on 3rd. Format continues until a winner is decided.
14. If a game is stopped because of weather or other reason, it will be considered complete if 4 full innings have been played (or 3 ½ with the home team ahead). If teams have not had equal times at bat, the official score will be what it was at the end of the previous inning except in the following scenarios:
 1. If the game has become tied or there has been a lead change in the current inning, it will be a suspended game except in (b.) below.
 2. If the home team is ahead or tied, and batting, the current score will be the official score.
15. If a stopped game does not meet the criteria for a complete game, or if the official score results in a tie for a game that can not end in a tie, it will be a suspended game. Suspended games will resume from the exact point of suspension and will be complete after 4 innings. Resumed bracket games that are tied after 4 innings will immediately enter extra inning format.
16. There will be no pre-game practice allowed on the infield. Teams may use the outfield to warm-up prior to games.
17. For spectator safety reasons, swinging bats is only allowed within the field fencing.
18. Continuous batting order (CBO) (aka "round robin") batting order can be used with unlimited defensive substitutions. Or, standard Babe Ruth lineup and substitution rules can be used.
19. If using a CBO, an injured/ill player can be removed from the game without penalty but can not return. If they wish to return, an out must be taken when they miss a turn at bat.
20. Metal cleats are allowed except on the turf field.
21. No player will pitch in more than four (4) innings per game, and nine (9) innings for the tournament. Each team will track innings pitched by both teams and compare notes at the end of each game. The winning team will report the game result and pitching stats to the tournament director.
22. One "free" mound visit is allowed per inning. All other visits require removal of the pitcher.
23. Bat barrels may not exceed 2 3/4" and must be marked BBCOR, USA or USSSA approved. BBCOR – 3, USA or USSSA drop 5,8,10,11,12 all acceptable. Wood bats are also allowed. If an illegal bat is used, all runs in the game for the violating team will be cleared out and the current at-bat will end. The violation begins and can be discovered as soon as the batter enters the batter's box with the illegal bat. The violation must be discovered before the first pitch to the next batter.
24. Runners must slide or attempt to avoid contact with defensive players.
25. Courtesy runners are allowed for catchers and pitchers at any time. This will be the last batted out if using a CBO or a bench player if using a standard Babe Ruth lineup.
26. Pool and Round Robin Placement
 1. Win/Loss record
 2. A tie between any 2 teams will be determined by
 - a. Head to Head
 - b. Total Runs Allowed
 - c. Total Runs Scored
 - d. Coin Flip
 3. A tie between 3 or more teams will be determined by
 - a. Total Runs Allowed (**See note below**)
 - b. Total Runs Scored (**See note below**)
 - c. Coin Flip
 - **Note: If two teams remain tied after criteria, placement for those teams are determined by the 2-team criteria above. The remaining (third or more) team will receive their corresponding placement**