



Steen Sports Park

2024 Youth Baseball Tournament Rules, Protocols, and Guidelines

(Revised July 2024)

## **Registration**

Tournament fees are due no later than one month prior to event. Failure to provide payment, will disqualify a team.

Tournaments may fill prior to this date. Calling, mailing or emailing the Tournament Director does not "hold" a team spot. Only payment reserves a team's spot in the tournament. Registration is on a first paid first in basis.

## **Rules**

National Federation of High School Sports (NFHS) rules (except courtesy runner stipulations) govern play unless modified by this document, or by the Tournament Director.

## **Age Requirements and Age Verification**

**Player Eligibility / Age Requirement:** The age of your team is determined by the age of your oldest player. The age cut-off date is March 1, 2024. The age a player is at 11:59:59 PM on March 1st of the current year is the age the player will play at for the current season. Of course, any player may play up in age, but never down.

- Each team must present a team roster and be prepared to present birth certificates (or valid documentation) to the tournament director. If a player does not have acceptable identification proving a date of birth, they will not be able to participate in the tournament until the players age can be verified by the Tournament Director.
- Valid proof of age will be determined at the discretion of the Tournament Director.
- Players may play up, but not down in age division.

## **Rosters**

Each team is required to submit roster/liability waiver form with parent signatures before the start of their first tournament game. To save time in reviewing, teams are encouraged to email completed rosters to prior to the day of the tournament. This form can be found online at the tournament page.

- Rosters are frozen at the first pitch of bracket play.
- Players shall only physically play for one (1) team per tournament per weekend regardless of age division.



## Lineups and Substitution

Lineups must be declared at the plate conference and used for the entire game.

- Teams may use 9-player or continuous line-ups. A "DH" (designated hitter) is permitted.

Examples of most commonly used lineups are:

- A 9-person lineup with subs. Subs have one re-entry into the same lineup position.
- A 9 person lineup with a DH (10th person). Subs have one re-entry into the same lineup position.
- Continuous lineup – All players bat; any 9 may play defense.

## Injured or Removed Players

- Any injured player on base with no subs available will be called out and “scratched” from the lineup.
- If a player cannot bat or is removed from the lineup due to injury, the player will be called out if removed from a base with no sub and that spot in the batting order is considered an out the next time that players spot comes up in the lineup if the team opted to use a continuous batting order or does not have an available sub.

**Speed-Up Rule:** At any time, the team at bat may use courtesy runners for the pitcher and/or the catcher ONLY. The courtesy runner must be the last recorded out. The Speed-Up Rule applies to any type of batting lineup

**Home team is responsible for keeping an “official” scorebook.** The home team may elect to have a representative of the visiting team keep the “official” book. If a team chooses to not keep a scorebook of the game that is being played, that team has no right to debate the results that the other teams’ scorebook states. If neither team keeps a scorebook, the scorecard that the umpires keep will be the only official document for that game. The official book will be expected to work with the field umpires to ensure that the umpire has accurate data to report to the Tournament Director.

## Mercy Rule and Time Limits

Age Division	Run Differential	After	Game Time Limit
10U, 11U, 12U (6 Innings)	15	3 <sup>rd</sup> Inning	1 Hour 45 Minutes
	8	4 <sup>th</sup> Inning	
13U, 14U (7 Innings)	15	3 <sup>rd</sup> Inning	2 Hours
	12	4 <sup>th</sup> Inning	
	8	5 <sup>th</sup> Inning	



- Umpires are responsible for tracking the start time for each game and enforcing time limit rules.
- Mercy rules and time limits apply to all tournament games, including the championship.
- A new inning begins at the moment the third out is recorded in the bottom of an inning.

Innings in progress when countdown clock expires will be completed unless the Mercy Rule is triggered. In pool play, the TOURNAMENT DIRECTOR reserves the right to not allow a new inning to start when any of the following circumstances occur:

1. The tournament is running behind schedule.
2. Less than five minutes remain on the countdown clock.
3. The visiting team is leading by at least six runs.

### **Tie Game Resolution Procedure**

In pool play, if a game is tied and time is still remaining on the clock an extra inning of regular play is allowed to attempt to break the tie. If there is a tie and the clock runs out in pool play the game will be entered as a tie. Completion of an inning in process when the clock runs out is required. No additional innings will be played in pool play if time has expired.

- A tie is considered a half-win and a half-loss in the standings.

In bracket play, tiebreaker inning(s), if needed, will be played to determine the winning team.

- Extra innings are counted as innings pitched. Two outs equal 2/3 of an inning.
- If time is remaining on the clock and the game is still tied at the end of regulation play, a regular inning will be played. If a second or more additional innings are needed, the modified extra inning rule of placing the last player to have completed an official at bat in the team's last half inning, will be placed on second base and will start with one (1) out, and will be used until a winner has been determined.
- Time limit and run rules will be enforced.

If a game is called due to inclement weather or unsafe conditions, the team leading after the last full inning completed is deemed the winner or the score of the game if the home team was ahead when the game was called. If the game was tied upon conclusion of the last full inning completed or if the game was tied in the bottom half of the inning, the game is deemed a tie.

### **Pool Play Standings and Bracket Placement**

Pool play standings determine bracket placement. In the event of a tie in pool play standings, the following criteria determine seeding:

1. Winning percentage
2. Head-to-Head Outcomes (If more than 2 teams are tied go to #3) All tied teams must have played the same teams)



3. Record vs. Common Opponents (If more than 2 teams are tied go to #4) All tied teams must have played the same exact teams)
4. Total runs allowed (If 2 or more teams are tied go to #5)
5. Total Run Differential.

If two teams with the same seed meet in bracket play a coin-flip will determine the home team. The Tournament Director determines bracket structure and reserves the right to alter seeding for (rare) extenuating circumstances.

Field Dimensions		
Age Division	Base Path	Pitching Mound
10U	65'	46'
11U,12U	70'	50'
13U,14U	90'	60'

### USCCP Youth Tournament Innings Pitched Restrictions

(Limitations of pitching are based upon recorded outs while the pitcher is on the mound.)

10U-12U: Maximum of 6 innings in one day; Maximum of 8 innings during a **two or three or four day tournament**. This is for the safety of the Pitchers arms.

13U-14U: Maximum of 7 innings in one day; Maximum of 9 innings during a **two or three or four day tournament**. This is for the safety of the Pitchers arms.

Pitching Conversion (Outs to Innings)	
Outs	Inning
1	1/3 Inning
2	2/3 Inning
3	1 Inning

At the beginning of each game, each team must submit a line-up card to the umpire.

- Umpires must be notified of pitching and substitution changes.
- Umpires will notate pitching changes/substitutions and submit lineup cards to be recorded by the Tournament Director(s).



If it is discovered that a player has exceeded the pitching limitations, the opposing team must file a protest with the umpire and Tournament Director **before the umpires leave the field of play in that game**. A team that is found to be in violation of innings pitched restrictions will forfeit the game in which the violation is discovered, **if protested properly**, and if in bracket play will not be allowed to advance further in the championship bracket.

### **Approved Bats & Equipment**

10u-13u age divisions: all baseball bats meet the traditional 1.15 BPF (Bat Performance Factor) and maximum 2 3/4" bat barrel size standards.

- 13u may not use more than a drop 8 bat in any tournament and must have readable size markings on the bat when examined.

14U may not use more than a drop 5 bat in any tournament and must have readable size markings on the bat when examined. All bats must be stamped with the 1.15 BPF and/or "BBCOR" "USA" or "USSSA" mark to be used in games.

- In the event of a 13U/14U combined tournament/game no bat with more than a drop 5 may be used.
- The bat must also be stamped with the 1.15 BPF and/or "BBCOR" "USA" or "USSSA" mark to be used in games.

All bats must be stamped with the 1.15 BPF and/or "BBCOR" "USA" or "USSSA" mark to be used in games at Steen Sports Park. Bats are subject to inspection at any time by umpires or tournament officials while participants are on Park Property.

Non-conforming bats, damaged or defective bats, or bats suspected to be altered, as determined by umpires or tournament officials, will be impounded, tagged and returned to the bat owner upon conclusion of the tournament.

If a team is discovered using an illegal bat or a bat that has been altered to exceed BPF and bat barrel standards, whether knowingly or unknowingly, the team's head coach will be automatically ejected from the game and the team may be disqualified from tournament play at the Tournament Director's discretion. Coaches are not subject to ejection if an illegal or non-conforming bat is discovered during pre-game inspections.



## **Protests**

All on-field complaints, questions, or protests must first be handled by the field umpire, or the Umpire-in-Chief. The Tournament Director does not override, adjust, or change umpire judgment calls.

Protests involving player eligibility must be presented to the field umpire and Tournament Director. Once a game has ended and umpires have stepped off of the field of play, protests will not be considered.

## **Sportsmanship and Ejections**

All players, coaches, and spectators are expected to be good sports for the duration of the tournament. Youth athletics are designed for the development and growth of our children. We ask that all players, coaches, and spectators, model good sportsmanship throughout the tournament.

The field umpires have several courses of action they can take to penalize unsporting behavior.

They can:

- Give a verbal and written warning to the player, coach, or spectator.
- Restrict coaching staff to the dugout.
- Eject a player or coach from the contest.
- Have spectators removed from the visual confines of the contest.

If a player or coach is ejected, they are required to leave the playing field and the visual confines of the contest. If they do not, the Tournament Director may impose penalties on the individual or the team they are associated with.

Ejected players and coaches must sit out of one tournament game. They are permitted to watch the contest but are unable to participate in any way. Ejected coaches may not be in the dugout while fulfilling their suspension. If a player or coach is ejected from the final game a team participates in, the suspension will NOT carry over to the next tournament they participate in.

If it is discovered that a player or coach that was serving a suspension did in fact participate in the next contest, that team will automatically forfeit that contest.

Ejected spectators are required to leave the visual confines of the contest. Failure to do so may result in removal from the facility for the remainder of the tournament.

Sportsmanship is of utmost importance. Please help us maintain a fun and clean environment for our young athletes.

Ejections are NOT subject to protest with the tournament director. Umpire judgement is final.