2020 BATTLE OF THE BATS TOURNAMENT

Unless noted below all rules for each division will be played according to:

- 8U / 9U / 10U - Official Mustang Baseball Rules
- 11U / 12U - Official Bronco Baseball Rules
- 13U / 14U - Official Pony Baseball Rules

1. **CONDUCT**
   a. All players, coaches, and fans should practice sportsmanship at all times. Players & Coaches should not argue with umpires. If a coach disagrees with an umpire ruling, both team coaches should consult with the umpire to see if a rule was misinterpreted.
   
   b. Coaches, players and spectators will be warned 1 time for inappropriate behavior and after a second offense they will be removed from the field of play and park for the remainder of the tournament.

2. **FIELD DIMENSIONS**
   a. 8U / 9U / 10U: 46’ mound / 60’ bases
   b. 11U / 12U: 50’ mound / 70’ bases
   c. 13U / 14U: 54’ mound / 80’ bases

3. **GENERAL**
   
   b. Home team will be decided by coin flip in pool play only. Home team is higher Seed during Tournament.
   
   c. Games: 6 innings / 1 ½ hour time limit. No new inning will start after 1 hour 30 minutes in pool play & seeding games only. In the case of a tie after 6 innings, the last batter of the previous inning will start on second base. Games can end in a tie if time limit is exceeded in pool play only.
   
   d. Championship game will have no time limit. Mercy rules will apply. If tied after 6 innings, 1 full additional inning will be played. If still tied, International tie breaker rule will be instituted.
   
   e. No infield practice is allowed prior to all games.
f. Players are asked to hustle on/off the field to maximize playing time.

g. USA stamped bats, Stamped USSSA 1.15 BPF up to 2 5/8” and BBCOR -3 bats only allowed.

h. Cleats:
   i. 9U thru 12U - non-metal spikes only.
   ii. 13U/14U - metal spikes are allowed.

i. Mercy Rule: 15 Runs after 4 innings, 10 Runs after 5 Innings.

j. Rain out policy / refund – in the event of rain, every effort will be made to play as many games as possible. If necessary, the tournament will be shortened. All adjustment decisions are at the discretion of the tournament director. 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 shall be in the 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. Free field substitutions will be allowed throughout the game, with the exception of the pitcher (once a pitcher is removed, that player cannot pitch again in that game).

   b. If a player is injured during the game and leaves they will be skipped over in the line-up 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.

   c. The only time a missing player will be counted as an out each time the batting order passes is for a team that consists of only 8 players. The 9th player will constitute an out.

   d. Teams may use 10 defensive players per team for 10U and below and 9 defensive players for 11U and above. Eight players are required for a legal game.

5. PITCHING
   a. Pitchers may pitch in a maximum of 3 innings per game. All innings must be consecutive. (Even if a pitcher throws one pitch in an inning, it will count as an inning pitched.)

   b. Pitchers are not allowed to throw curve balls U12 & below. Coaches & Umpires should enforce this

   c. The pitcher must begin every pitch with one foot touching the pitching rubber.

   d. Balks:
      i. 9U & 10U – Balks will not be called
      ii. 11U/12U/13U/14U – Pitchers will receive 1 warning, after which balks will be called

6. BATTING
   a. Every player on the team roster must be in the batting order.

   b. Strike zone will be expanded from the neck to knees and any part of the inside or outside of the plate. Our goal is to reduce walks and have the kids swing the bat.
c. Bunting is allowed.

d. 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.

e. 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.

f. **Infield Fly Rule:** If the ball is a catchable fair ball in the infield (discretion of the umpire) and there are less than 2 outs with runners on at least first and second bases, the batter is automatically out. If the umpire does not call the rule while the ball in the air, the Infield Fly Rule will NOT apply. If Infield Fly is called by an umpire, baserunners may advance bases at their own risk.

7. **BASERUNNING**

   a. Stealing is permitted.
   
      i. **9U & U10** - A base runner can leave their base after the ball crosses home plate, or the hitter makes contact. If a stealing runner leaves early the umpire will call the player out after 1 warning per team, per game.

      ii. **11U/12U/13U/14U** – Base runner can lead off prior to the pitch and steal any base.

   b. The ball is live and playable until all of the following occur: 1. The ball is in the infield and in possession of an infielder, 2. No runners are attempting to advance to the next base, or 3. time-out is called by an infield player

   c. When the catcher throws the ball back to the pitcher, the ball is LIVE and runners may advance at their own risk.

   d. Runner on 3rd base:
      
      i. **8U, 9U & U10** - Base runners can only score from a batted ball, walk or a throw to third base on a steal.

      ii. **11U/12U/13U/14U** - Live ball, base runners may advance to home on any pitch or throw (normal baseball rules apply).

   e. Dropped 3rd strike
      
      i. **8U, 9U & U10** - batter is out in all cases, no advancing to 1st

      ii. **11U/12U/13U/14U** - Live ball, batter may advance to first except when runner is on first with less than two outs (normal baseball rules apply).

   f. Players must slide at all bases if a play is being made on the runner. Defensive players are not allowed to block bases or home plate **unless ball is in their glove.**

   g. If the ball is thrown out of play, the runner will be awarded next base. Runner(s) is/are awarded two (2) bases if ball is thrown from the outfield.

8. **umpires**
   
   a. The home plate umpire will settle all disputes at the time of play. If needed, a tournament director will help in a final decision.

   b. Questioning an umpire’s call or asking for clarification is fine but once the ruling is made arguing of any kind will not be tolerated.
9. TOURNAMENT SEEDING, TIEBREAKERS
   a. When a tiebreaker is needed to determine the seeding for championship play, the following format will be used:
      1. Division record
      2. Head-to-head competition
      3. Total runs given up through first 2 rounds (pre-seed)
      4. Total runs scored through first 2 rounds (pre-seed)
      5. Coin flip