



Baseball Tournament Rules

Sportsmanship and Team Responsibilities

Sportsmanship

All players, coaches and fans will be expected to conduct themselves in a sportsmanlike manner at all times. The tournament director can remove anyone from the premises for unsportsmanlike behavior. Any individual ejected from the game will miss the remainder of that game, plus the next game. The Tournament Director has the right to reinstate the player/individual based on the severity of the ejection. Any player, coach, or fan whose conduct is unbecoming, malicious or abusive, will, at a minimum, be removed from the premises at the discretion of the Tournament Director or Umpire-in-Chief. Failure to comply with these rules will result in forfeiture of the game.

Team Eligibility & Rosters

Rosters

May not exceed 18 players. All teams should follow the SIYBS age brackets to determine the level of play they should sign up for. It is the coach's responsibility to carry birth certificates for their roster. Rosters must be uploaded to event connect or emailed to tournaments@siyb.org the Friday or 7 days (whichever is earlier) before the tournament. No player may play for more than one roster. Players playing on multiple teams will be eligible for the first team they play for, removed from play from the second team and the coach will be ejected. There is a limit to four coaches and/ or managers for each team. The official bookkeeper is the only other person who may be in the dugout with the team.

Tournament Refund Policy (link)

- [Find the policy here](#)

Other Links to Policies

- [SIYBS Anti-Violence Policy](#)
- [Concussion Fact Sheet](#)
- [Sudden-Cardiac-Arrest-Sheet](#)
- [Assumption-of-Risk-and-Waiver-of-Liability-SIYBS](#)
- [Abuse Prevention Policy](#)

Use of Parks and Fields

SIYBS rents many of their field locations. The posted rules and regulations of each field and location need to be followed. Coaches are to always be inside dugouts unless acting as a designated base coach. Teams are REQUIRED to pick up their own trash and debris. NO SEEDS IN THE DUGOUTS! Teams may warm-up in the outfield grass prior to their game if time permits. Formal infield/outfield is not permitted prior to the game. Soft-toss into the chain link fences is not allowed. Interference of field crews on duty in the infield is not allowed. More than one warning will result in teams not being allowed to use the infield for warm-ups for the rest of the tournament.

Spokane City Parks and School Fields Rules and Regulations

1. Alcohol is prohibited in all forms on the fields, in the parking lots on public streets and sidewalks and all areas near the field. Coaches will be responsible for the enforcement of this rule on their side of the field. If they are unable to control an infraction, the game may be stopped. The umpire may then request that proper authorities be called and may, at his discretion, declare a forfeit.

2. Tobacco is prohibited in all forms on the fields, in the parking lots on public streets and sidewalks and all areas near the field. Coaches will be responsible for the enforcement of this rule on their side of the field. If they are unable to control an infraction, the game may be stopped. The umpire may then request that proper authorities be called and may, at his discretion, declare a forfeit.

3. Spectators and players are responsible for cleaning up after themselves and dispose of all debris before leaving the field after practice and games.

4. Our field permits are for Monday through Friday, 5:30 PM until dark. Some Saturdays are available on a limited use basis. Please refer to the schedule.

5. School activities take preference. If a school activity goes past 5:30 PM it must be allowed to continue until it concludes. Any coach reported to have complained or to have given a school or city official a “hard time” will be removed.

6. The use of fields has become extremely competitive. Please be aware that neither the city nor the school districts are required to allow us the use of their fields and take every precaution to not reconsider the courtesy they have extended us.

7. If you have a problem with another party using a field during our permitted time, please notify your tournament director.

Field Preps

Fields will be prepped every other game scheduled at a field. Championship games will always have a fresh prep. If you would like the prep schedule or have questions or comments on field conditions, please contact the tournament site director.

Equipment

Bats

- **8U-13U**
 - All bats must be stamped BPF 1.15 (USSSA), stamped USA Stamp, or stamped BBCOR. Must be a baseball bat - no restriction on weight, diameter, or length as long as the bat is stamped BPF 1.15 (USSSA), stamped USA Stamp, or stamped BBCOR.
 - All wood bats are allowed
- **14U-15U**
 - -3 weight/length ratio only
 - All bats must be stamped BBCOR.
 - All wood bats are allowed
 - To be considered a wood bat, a bat must be made of a single piece of wood. All other bats such as bamboo or two-piece must meet the BBCOR standards and have the BBCOR stamp.
- **Illegal Bat Use**
 - Each team is responsible for making sure their team bats are legal - this is NOT the umpire's responsibility
 - **Discovered in the batter's box (bat not used)** - Remove bat and inform Head Coach. No penalty
 - **Pitch struck fair**- if an illegal bat is discovered after the ball is struck fair AND BEFORE the next pitch the batter is out, and runner(s) return to base occupied at time of the pitch and any out(s) recorded stand.
 - Subsequent use of an illegal bat will result in the same penalty, along with a coach ejection
 - ***Note*** Runner(s) advancement not caused by use of an illegal bat such as stolen base, balk, passed ball, wild pitch) shall stand.

Helmet

A batting helmet, which covers the top and back of the head and the ears, must be worn when at bat and while on base.

Catcher's Gear

Catchers must wear all appropriate protective equipment, including:

- NOCSAE-approved catcher's helmet and mask, Throat protection, Chest protector, Shin guards, Protective cup

Hockey-style masks are permitted. Traditional two-piece mask/helmet combinations are also permitted, provided the helmet includes dual ear flaps fully covering both ears.

All catcher's headgear must properly protect the skull and ears and be worn in accordance with manufacturer specifications.

Cleats

- Metal cleats are allowed 11u - up, but are NOT allowed on portable mounds

Uniforms

- If teams have multiple jerseys, the players' numbers must be same on all jerseys

Playing Rules

SIYBS Tournaments will follow the Official Baseball Rules (OBR) as published by Major League Baseball unless otherwise noted in these tournament rules. In the event of a conflict between these tournament rules and Official Baseball Rules, SIYBS Tournament Rules shall govern.

All age groups will play with lead offs, balks, stealing, and dropped 3rd strike, except for the 9/10U divisions.

- **9U/10U**
 - 60 ft. bases, 46 ft. pitching distance (pitch off mounds), 200-225 ft. fences
 - No lead offs
 - Stealing permitted only after the pitched ball crosses home plate
 - No uncaught third strike

Runner Advancement

- Runners may score ONLY on:
 - A batted ball in play
 - A walk or hit by pitch when forced home
- Runners may NOT score on:
 - Stealing home
 - Wild pitches or passed balls
 - Throws back to the pitcher
 - Overthrows resulting from steal attempts
- On a walk, hit by pitch, or catcher interference awarding first base:
 - The ball is immediately dead
 - Runners may advance only if forced
 - Runners may not advance beyond the base awarded by the force
 - Example: Runner on first advances to second only on ball four
- **11U/12U**
 - 70 ft. bases, 50 ft. pitching distance, 225-250 ft. fences
- **13U**
 - 80 ft. bases, 54 ft. pitching distance, 275-300 ft. fences
- **14U/15U**
 - 90 ft. bases, 60.5 ft. pitching distance, fence distances vary

Starting and Ending a Game

- All players that participate in the game must be included on the lineup card provided to the umpire at the pre-game meeting.
- Each team is required to begin the game with a minimum of 9 players, may finish with less, but must take an out for the vacant position.
- Each player must have a unique number, no duplicate numbers are allowed. The 2nd player to appear in a game with a number that has already been used will be disqualified from play.

Game Length & Time Limits

All Games will conclude after the set number of innings are played OR completion of the last inning (following the time limit/last inning protocol). We will attempt to stay on schedule as much as possible. Teams should do their best to be warmed up and prepared to play at their scheduled game times, regardless of when the game being played in front of them ends. Player health and safety will be first and foremost, but please show a sense of urgency when getting players & pitchers warmed up for your games if the prior game runs longer than expected

- The official start time to a game is based on when the plate meeting concludes - this is to ensure consistency across the board and a clear determination of when the time clock will start. The Umpire will keep the time of the game. Umpires should declare the game start time at the plate meeting; coaches should confirm prior to leaving.
 - The clock will only stop for weather and serious injuries. **Any tournament official (umpire, UIC, tournament director) reserves the right to extend the time limit.**
- A “new inning” starts immediately following the third out being recorded in the previous half-inning.
- Time limits apply to all pool play and bracket games except for the championship game of the Gold bracket.
- No game will start prior to the scheduled start time unless agreed upon by both coaches.

9U-12U

- Games will consist of 6 innings or a 1 hour, 40-minute time limit, whichever occurs first.
 - **No new inning may begin after 1 hour and 40 minutes from the official game start time.**
 - If an inning is in progress when the time limit is reached, **that inning will be completed** unless the home team is leading after the top half of the inning, in which case the game is final.

13U-15U

- Games will consist of 7 innings or a 1 hour, 45-minute time limit, whichever occurs first.
 - **No new inning may begin after 1 hour and 45 minutes from the official game start time.**
 - If an inning is in progress when the time limit is reached, **that inning will be completed** unless the home team is leading after the top half of the inning, in which case the game is final.

Mercy Rules

- 12 runs after 3 innings of play (2 1/2 if the home team is ahead)
- 10 runs after 4 innings of play (3 1/2 if the home team is ahead)
- 8 runs after 5 innings of play (4 1/2 if the home team is ahead)
- **Mercy Rule applies for all games in Pool and Bracket Play**

Ties

Ties are permitted during **pool play but not in bracket play**. In bracket play, if a game is tied after the required innings or upon reaching the time limit, the **SIYBS Tie-Breaker Rule** will apply.

- Each team will begin the extra inning with **one out** and the **last recorded out** placed on second base.
- This runner **may not** be substituted or pinch run for. Games will move directly into the tie-breaker at the end of regulation.

Seeding

Bracket seeding will be determined based on **pool play results**. If teams finish pool play with identical records, seeding will be decided by the following tie-breakers, in order:

1. Record
2. Head-to-head results
3. Run differential (max run/score differential +/- 10 per game)
4. Runs allowed (ranked fewest to most)
5. Runs scored (total runs scored ranked most to fewest)
6. Fewest runs allowed in a single game
7. Coin toss (if still tied)

Pitching Limits

Each team is **STRONGLY ENCOURAGED** to keep the welfare of their players at the forefront of all pitching decisions. We have imposed the following pitch count rules for all SIYB Tournament events:

8U - 12U Divisions

- **NOTE: A day of rest is measured by a calendar day, not a 24-hour period.** Regardless of the time of the game, a pitcher that needs 1-day rest or more based on the pitch counts below needs a full calendar day off (or two); not 24 hours of rest
- Maximum of 85 pitches in a single day
- Maximum of 105 pitches over a 2-day period
- Maximum of 125 pitches over a 3-day period
 - 40 pitches or less require **NO** day off; 41+ requires one day off
 - 41 to 60 pitches - 1 day rest
 - 61-85 pitches - 2 days of rest

13U-14U Divisions

- NOTE: A day of rest is measured by a calendar day, not a 24-hour period. Regardless of the time of the game, a pitcher that needs 1-day rest or more based on the pitch counts below needs a full calendar day off (or two); not 24 hours of rest
- Maximum of 105 pitches in a single day
- Maximum of 125 pitches over a 2 day period
- Maximum of 150 pitches in a single event
- Days of rest required:
 - 40 pitches or less 0 days of rest
 - 41 to 60 pitches 1 day of rest
 - 61 - 85 pitches 2 days of rest
 - 86+ pitches 3 days of rest

NOTE: Pitchers will be allowed to finish out the batter when they hit a pitch count threshold (threshold = DAILY MAX) during an at-bat.

- Days of rest needed will be determined by the FINAL pitch count, regardless of what the number was when the pitcher started his final at-bat
- For example, if a pitcher started his final at-bat at 37 pitches and finished the at-bat at 42 pitches when removed from the game, one day of rest is required

One warm-up pitch or pitch thrown constitutes an inning pitched. Violations must be challenged during the game. Violation of pitching rules will result in a coach ejection and the pitcher in question must be removed as a pitcher.

Mound Visits

- If a coach confers with a player and crosses the foul line, this is considered a trip to the mound for that inning. Mound visits for injury are not counted as a mound visit.
- A pitcher must be removed from the mound upon the 2nd visit by the coach/manager in an inning.
- If a pitcher is removed from the game as a pitcher, they may NOT return to the pitching position for the remainder of that game.
- Limits
 - Each team is allowed three charged visits to the mound within a game. A charged visit is a trip in which the manager or coach does not remove the pitcher. After the three charged visits are used, every trip to the mound will result in the pitcher being removed.
 - A team will receive one extra charged visit for every extra inning played

Warmup Pitches

- A new pitcher gets 8 warm-up pitches the first appearance in a game
- A pitcher gets 5 warm-up pitches for every subsequent inning

Other Pitching

- An intentional walk may take place by announcement by the coach, catcher and/or pitcher. No pitches need to be thrown.
- There is no pitch clock and thus there cannot be pitch clock violations of any kind
- If a player is to warm up a pitcher outside the dugout, they must be wearing a mask to kneel down like a catcher.
- Arguing balls/strikes with umpires is NOT permitted and may result in ejection of player, coach, or fan by the umpire, UIC, or Tournament Director.
- Balk is the NFHS ruling (dead ball)
- Uncaught 3rd Strike Rule
 - The Uncaught 3rd strike rule will not be applied for the 9-10U age ranges
 - Definition of Uncaught 3rd strike rule: "a batter will be out if a third strike is not legally caught by the catcher when first base is occupied before two are out."

Batting

- 9U-13U
 - You may bat 9, 9 with an extra hitter, or the entire lineup.
 - If not batting the entire lineup, starters may re-enter one time into their original spot in the batting order
 - **When batting the entire lineup:**
 - There is free substitution
 - If a player gets injured, then that player can be removed from the lineup without penalty. Once a player is removed due to injury, they may not return.
 - An automatic out will be taken IF a team drops below a 9 player batting order/
- 14U-High School
 - May bat 9 or 9 with an extra hitter
 - starters may re-enter one time into their original spot in the batting order
- **Slug Bunts**
 - are not allowed. First occurrence will be a warning, any further infractions will result in the batter being out, and runner(s) return to base occupied at time of the pitch and any out(s) recorded stand.
- **Thrown Bats**
 - Players will get a warning the first time they throw a bat. The second time and subsequent times a player throws a bat will be declared out and ejected.
 - Any thrown/ slammed bat deemed intentional will result in the ejection of the player

Baserunning, slides, & Courtesy Runners

- Malicious contact supersedes obstructions at all times
 - Base runners are not required to slide but if a runner attempting to reach a base intentionally and maliciously runs into a defensive player in the area of that base, he

will be called out and ejected upon judgment of the umpire. This is a judgment call by the umpire and it is final! Other players return to the base last touched at the time of the collision.

- Courtesy Runners
 - SIYB will follow the NFHS rules on courtesy runners with the following exceptions: If batting the entire line up or there are no more non entered bench players available, the courtesy shall be the last available batter (the batter in the lineup, who is closest to the current batter and bats before them in the order).
- Sliding
 - Headfirst slides are permitted at all age levels except at home plate!
 - 9U-13U Penalty for headfirst slide at home= Runner out.
 - 14U-High School will play with NFHS sliding rules
- Force Play Slide Rule
 - Whenever a runner is the lead runner in a potential double play and he chooses to slide, he must slide legally, straight towards the bag, not to either side and not make illegal contact with the fielder and/or cause the play to be altered. Penalty: Both the runner and the batter/runner are out. If the runner chooses not to slide and by remaining standing causes the play to be altered, he is guilty of interference and both he and the batter/runner are out.

DH Rules

- The designated hitter (DH) is allowed in all divisions
- SIYBS uses the NFHS rule - you are eligible to DH for anyone in the lineup. If you choose to enter your designated hitter into the field, the player s/he was hitting for must be removed from the lineup

EH Rules

- In the case of batting 10 players or the entire roster, all players not currently playing in the field would be considered Extra Hitters (EH).
- Extra hitters may move into and out of the field on defense freely.

Tournament Procedures & Policies

Home/Away

- For all games: choice of dugout will be on a first-come, first-serve basis.
- For Pool Play Games: The home team will be determined by a coin flip unless otherwise pre-determined on the tournament schedule; the team that wins the coin flip will have the option to choose home or visitor
- For Bracket Play Games: The higher seed will have the option of home or visitor

Scorecards

The umpire will be responsible for reporting the score and pitching to the tournament director/ HQ at the conclusion of each game. The home team will be responsible for completing and turning in the pitching card to the umpires at the end of the game, whether the home team wins or loses.

Coaches are responsible for verifying this information and signing the scorecard at the end of the game. It is the coach's responsibility to verify and sign the scorecard before the umpire leaves the field. All scorecards are considered final once reviewed and signed by both teams and the umpire, and both teams have left the field. No score changes or scoring corrections will be made after the game has been finalized.

Protests

The umpires will settle all problems on the field at the time of dispute. Rule/Administrational Interpretation protests must be declared to the Umpire prior to the next pitch being thrown. No protests will be allowed following the game. The Tournament Director and Umpire-in-Chief will rule on all protests; their decisions are final. A \$100 cash protest fee will be assessed to all protests and is due at the time the protest is made. Winning protests will be refunded. Losing protests are non-refundable.

Ejections

- A player or coach that exhibits unsporting behavior and is ejected from a game will at a minimum be required to leave the immediate playing field and exit to the closest parking lot. This is an out of sight and sound policy. There will be no exceptions. The situation will be reviewed and any additional consequences may include the player/coach ejection from additional games, or player/coach ejection from the tournament.
- The Tournament Director shall have the right to reinstate the player, coach, or fan for the next game depending on the severity of the ejection.
- An ejected player will be out when it's their turn to bat if there are no available players left to fill the ejected player's spot or if the team is batting the entire lineup.
- If there are no more coaches available on the roster after an ejection, that team will forfeit the contest.
- The conduct of the sideline is the coach's responsibility. If a spectator has to be removed, it will be the coach's responsibility to remove them from the game location. Refusal to leave may lead to ejection of the coach.

Umpires

SIYBS strives to provide the best experiences possible. However, we are sometimes limited by the amount of umpires that are available to us. Because of this, the following policies have been adopted:

- Divisions with no leading off and stealing will only have 1 umpire until championship play
- 14U divisions and higher will always have two umpires
- All other divisions will only be guaranteed one umpire until bracket play. We will do our best to schedule two umpires as available

Forfeiting Games

Forfeiting any game may also forfeit the team's status in the tournament (SIYBS Discretion) and may be subject to suspension from competition in future SIYBS events. Forfeit scores will be entered as the number of innings played to zero. For example, 9U plays 6 innings, therefore the forfeit score would be entered as 6-0.

Chanting Policy

SIYBS will not tolerate chanting, singing, loud music, taunting, or other disruptive behavior by players, coaches, or spectators once the pitcher has come set on the rubber. Umpires and Tournament Directors will have full discretion in determining violations of this rule.

- Penalties:
- First offense: Team warning
- Second offense: Ejection of the head coach

Game Stoppages/Shortened Games

If a game is canceled before the end of regulation due to weather or anything outside the control of SIYBS, the following will be used in guidance:

- Schedule and format may change for adverse weather conditions. SIYBS will try to be as quick as possible in providing a new schedule of games to coaches and fans.
- In case of lightning delay, the game clock stops. If there is no lightning for a full 30 minutes, the game may resume.
- We will try our hardest to adhere to the minimum game guarantee. If circumstances dictate, SIYBS may remove pool play games so that bracket play can be finished on time.

Shortened Games

- If rain/darkness forces the stoppage of a game, the following rules apply:
- Games are considered official after 3 innings (2 1/2 if the home team is leading)
- Any game called prior to an official game will go down as a no contest
- If an official game is called mid-inning with no lead changes during the impacted inning, the game will be deemed an official game, with the final score being the score after the last completed inning
- If an official game is called mid-inning with the visiting team taking a lead prior to the game being called, the game will revert to the last completed inning
- If an official game is called mid-inning with the home team taking a lead prior to the game being called, the game will be considered final, with the final score being the score at the time of completion

**all rules are subject to change