



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, Umpire-in-Chief and umpires. Failure to comply with these rules will result in forfeiture of the game.

Use of Parks and Fields

SIYBS rents many of their field locations. The posted rules and regulations of each field and location needs to be followed. Coaches are to be inside dugouts at all times 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.

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.

Team Eligibility & Rosters

Rosters

May not exceed 18 players. No player may appear on more than one roster. 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 emailed to jared@siyb.org the Friday or 7 days (whichever is earlier) before the tournament.

There is a limit to four coaches and/ or managers for each team. The official book keeper is the only other person who may be in the dugout with the team.

Equipment

Bats

- **8U-13U**
 - All bats must be stamped BPF 1.15 or with USA Stamp. Must be a baseball bat - no restriction on weight, diameter, or length as long as the bat has "BPF 1.15" stamp or USA Stamp.
 - All wood bats are allowed
 - -3 Bats must be stamped BBCOR
- **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 side of the face, must be worn when at bat and while on base.

Catcher's Gear

- The catcher must wear all appropriate protective gear which includes: a protective helmet, chest protector, shin guards, and protective cup. Hockey style masks are acceptable. Two Pieces are acceptable.

Cleats

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

Uniforms

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

Playing rules

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

- **9/10U**
 - 60 ft. bases, 46 ft. pitching distance (no mounds), 200 ft. fences
 - NO lead offs, stealing after ball passes plate, & **NO dropped 3rd strike**
- **11/12U**
 - 70 ft. bases, 50 ft. pitching distance, 225 ft. fences
- **13U**
 - 80 ft. bases, 54 ft. pitching distance, 250 ft. fences
- **14/15U**
 - 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.

Game Length & Time Limits

All Games will conclude after the set amount of innings are played or after the time limit has been reached. No new inning may be started after time has expired. A new inning starts when the previous inning ends. No time limit on the top Championship games. All other pool and bracket play games will have a time limit. Mercy Rule applies for all games

- **9-12U**
 - 6 Innings or 1 hour and 45 minutes.
- **13-15U**
 - 7 Innings or 1 hour and 50 minutes.

The Umpire will keep the time of the game. The official game time is determined at the conclusion of the plate meeting. Coaches are responsible for confirming that start time from the umpire in chief. The clock will only stop for weather and serious injuries. If a team appears to be stalling, any tournament official (umpire, UIC, tournament director) may extend the time limit.

If the home team is winning and at bat when time limit hits, the game will end.

Mercy Rules

- 15 runs after 2 ½ or 3 innings
- 10 runs after 3 ½ or 4 innings
- 8 runs after 4 ½ or 5 innings

Ties

There will be NO ties in pool or bracket play. In the event of a tie after the required innings or due to time limit, the SIYBS Tie-Breakers will apply. Each team will start the inning with the player who was last recorded out, as a Base Runner on 2nd base with one out in the books. This runner may not be pinch run for or substituted! All Games will go immediately to the tie breaker at the end of regulation.

Pitching Limits

- **9u-10u**
 - Pitchers are allowed 7 innings per tournament. Max of 4 per day.
- **11u-13u**
 - Pitchers are allowed 9 innings per tournament. Max of 5 per day
- **14u-19u**
 - No inning limits. Coach's discretion. SIYBS recommends using the MLB Smart Pitching Guidelines: <https://www.mlb.com/pitch-smart/pitching-guidelines>

One 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.
- 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 MLB ruling (NOT a dead ball)

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.
- 14U-15U
 - 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.

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
 - Courtesy runners will be allowed for the catcher or pitcher when there are 2 outs. The courtesy runner will be someone not currently in the line-up. If the team has no players on the bench or is batting the entire lineup, the courtesy runner will be the last recorded out. Re-entry status shall not be affected when using a courtesy runner.
- Sliding
 - Headfirst slides are permitted at all age levels except at home plate!
 - Penalty for headfirst slide at home= Runner out.

DH Rules

- The designated hitter (DH) is allowed in all divisions
- SIYBS uses the High School (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: a coin-flip will determine the home team. Home team is required to keep the official book.
- For Bracket Play Games: The higher seed will have the option of home or visitor

Scorecards

Umpires will be responsible for reporting the score and pitching to the tournament director at the conclusion of each game.

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 FINAL once the umpire leaves the field!

Seeding

1. Win/Loss Record
2. Runs Allowed
3. Run Differential (max 10/game)
4. Coin Toss

Protests

The umpires will settle all problems on the field at the time of dispute. Rule 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.

Ejections

- A player, coach, or fan 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.

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.

Game Stoppages

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 out to coaches and fans.
- In weather shortened games, 3 innings will constitute a full game for 9u-12u. 4 innings is a complete game for 13u and above.
- A game shall be ruled official and complete if called by the Umpire or Tournament Director due to rain, inclement weather or other reasons beyond our control, provided 3 innings (4 in 13U+) have been completed. If 3 (4 in 13U+) innings have not been completed, the game shall begin from that point when safe play can be resumed.
- In case of lightning delay, the game clock stops. If there is no lightning for a full 30 minutes, the game may resume.