



# 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](mailto: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 book keeper 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 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. Interference of field crews on duty in the infield is not allowed. More than one warning will result in teams not 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 in close proximity to 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 in close proximity to 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 to clean up after themselves and dispose of all debris before leaving the field after practices 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 cause them to 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 league commissioner.

### 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- High School**
  - -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

- 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

**SIYB Tournaments use the Official Baseball Rules of Major League Baseball unless otherwise noted below.**

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 after ball passes plate, & NO uncaught 3rd strike
- **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/ High School**
  - 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 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.

**Weather related delays may cause the tournament director to take a tie as final if there are no options to resume the game before bracket play is to start**

## Pitching Limits

- Long term safety of our players is important, we highly recommend the use of the MLB smart pitch guidelines by all of our teams.
- **9u-10u**
  - Pitchers are allowed 7 innings per tournament. Max of 5 per day.
- **11u-13u**
  - Pitchers are allowed 9 innings per tournament. Max of 6 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 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.
- 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
- 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: 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

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 FINAL once both teams sign the card and leave 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/ 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.

## 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, or taunting from players or parents when the pitcher has come set on the rubber. The first offense will result in a warning. The second offense will result in the ejection of the head coach.

## 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-10u. 4 innings is a complete game for 11u 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 11U+) have been completed. If 3 (4 in 11U+) 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.
- 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.