

TOURNAMENT RULES:

- Infield Fly: Infield Fly Rules is in effect for ages 10U and above
- If not already called out in this rules guide, KVBSA rules will apply. If KVBSA rules are not clear, MLB rules will apply. There is no pitch clock.
- Tournament director(s) may remove a team if they do not have their roster or insurance information submitted, or has failed to follow general safety guidelines and expectations.
- Tournament schedule will be sent to the coaches the week of the tournament or when the tournament bracket is filled.
- Tournament team roster must be submitted before the start of the tournament. Rosters may be edited up to 30 minutes prior to the first game.
- All Teams are required to provide a copy of their general liability/accidental medical insurance policy. Failure to do so could result in the team's removal from tournament play.
- Birth Certificates: Head coaches must have player birth certificates on hand during tournament play. Failure to produce a player's birth certificate upon a protest request will result in the player's ineligibility and the team will be disqualified from the tournament. No refund of any kind will be given.
- Protest fee is \$100 cash. Protests must be made prior to the next pitch being thrown. The umpires must be informed of the protest immediately. Tournament director will make the final decision on all protests. Protests that result in an over-ruled decision will include a full refund of the \$100 fee.

* Refunds of Registration Fees- Registration fees will be refunded in full if the tournament is cancelled by the organization. If the tournament is cancelled due to weather, a credit will be given to be used within 18 months of the cancellation. The tournament fee is transferrable between teams with written consent.
- Weather Policy:
 - Zero games played = 100% credit to be used within 18 months.
 - 1 game played = 50% credit to be used within 18 months
 - 2 or more games played = 0% refund

- Cancellations / Venue change: In the unlikely event the tournament changes venues, you will be moved no further than 20 miles. If the tournament moves more than 20 miles, you will be offered a refund.
- If a team cancels or withdraws 30 days in advance of the tournament, a credit will be given for up to 18 months. Any cancellation or withdraws inside of 30 days will be given 0 refund or credit unless documented approval from a tournament director says otherwise.
- Teams should be ready to play up to 30 minutes before scheduled game time. Game times are subject to move up (start time earlier than previously posted).
- No more than 5 coaches in the dugout during play unless a medical reason exists and the tournament director gives approval. All minors must be in full uniform to be in the dugout.
- Age requirements: May 1st (on or before), this is for US or International teams
- **Tie Breakers:**
 1. Win-Loss Record
 2. Head to Head
 3. Fewest Runs Allowed
 4. Total Run Differential (Max/Min Per Game = 8 runs)
 5. Coin Flip or head coaches run a 40 yard dash
- Official scorebook will be kept by the home team and will be determined by a pre-game coin flip unless teams are seeded. In that case, the lower seed will be the home team and will be responsible for keeping the official scorebook.
- Runs limit: There is no limit of runs that can be scored per inning, however, this is a youth sporting event. If your team is clearly superior, be courteous and respectful.
- Minimum number of players: All teams must begin play with 8 players. Due to illness or injury a team may finish/complete the game with a minimum of 8 players. Failure to finish/complete the game with 8 players will result in an 8-0 forfeit.
- Roster size: Maximum of 15 players
- Footwear:
- 8u-12u = Rubber only

- 13u-14u = Rubber or Metal Spikes
- Players are prohibited from jewelry, or items that cause a glare from the mound (i.e. sunglasses). Bracelets & necklaces that have detachable safety closures are allowed as long as they do not cause a glare or a distraction. Umpires will have final say.
- All catchers must be properly equipped. Umpires will have final say.
- Ejections: If a player, coach, or parent are ejected from the game for any reason, they are to leave the premises immediately, are not allowed to attend the remainder of the tournament, and will not be given a refund. No exceptions!
- Innings rules:
 - 8u-12u = 6 innings
 - 13u-14u = 7 innings
- Game length:
 - 8u-12u = No inning shall begin after 1hr 45mins
 - 13u-14u = No inning shall begin after 2hrs
- Mercy Rules:
 - 8u-12u = 20 runs after 2 innings
 - 15 runs after 3 innings
 - 10 runs after 4 innings
 - 8 runs after 5 innings
 - 13u-14u = 20 runs after 3 innings
 - 15 runs after 4 innings
 - 10 runs after 5 innings
 - 8 runs after 6 innings

- Tie Games:

Tie games are allowed in pool/round robin play

- In bracket/championship play, there will not be any ties unless darkness is called. Umpire will have the final say. Extra innings will be played like normal baseball, no international rules apply.
- Game dimensions:

Age	Mound	Bases
8u	40'	60'
9u-10u	46'	65'
11u-12u	50'	70'
13u	54'	80'
14u	60'6"	90'

- Pitching:

There is no limit on the # of innings pitched, however, it is highly recommended that coaches follow the standard pitching limit guidelines.

Once a pitcher is removed from the mound, they cannot re-enter the game as a pitcher.

- Mound Visits:

One mound visit per inning, per pitcher. A second trip to the mound in the same inning will cause the pitchers automatic removal. Injuries do not count as a mound visit. Coaches stepping on the mound or within 5 feet of the mound in between innings will be considered a mound visit and recorded by the umpire.

- Balks:

8u: Balks will not be strictly enforced unless a persistent violation of the rule occurs

9u-12u: One warning per pitcher, per game.

13u-14u: Balk will be strictly enforced without warning unless otherwise specified by the umpire.

- Intentional Walks: All ages: Walks are granted upon request and throwing four balls is not necessary.
- Fake to 3rd – Throw to 1st is a balk unless pitcher steps off of the back of the rubber first
- Pitchers are prohibited from wearing sunglasses (unless prescription), long white sleeves, wrist bands, or batting gloves or any other items deemed distracting by the umpire. The umpire has final say.

- **BATTING RULES**

Teams may bat 9, 10 (1 EH), or roster bat

Line up intentions must be announced at pre-game meeting

If batting 9 or 10, starters may re-enter the game once, subs may not re-enter after being removed

If roster batting, free substitution may occur

If roster batting and an ejection occurs, that batting position would result in an out.

If roster batting and a player is removed from the lineup from a legitimate illness or injury, no out will occur

- **OUTFIELDERS**

8u: May play with 4 outfielders if agreed upon by both coaches

9u-14u: Must play with 3 outfielders unless team is fielding 8 defensive players due to illness or injury

- **BASE RUNNING:**

Leading off: 8U: No leadoffs, but stealing is permitted once the ball crosses the plate.

9U and up: All additional levels older than 8U may lead off and steal at will

- **BAT RULES:**

Small barrel (2 1/4) or big barrel (2 5/8 or 2 3/4) may be used. 1.15 BPF standard marked on bat or BBCOR certified. 14U must use -3 and -5, BBCOR only. 15u -3 BBcor only. Any USSSA approved bat is acceptable.

Wooden bats may be used at any age level

A player found using an illegal bat once they have entered the batters' box is automatically out. A team found to have violated this rule multiple times can be disqualified at the tournament directors discretion.

- **STEALING HOME:**

8U – Not permitted. Runners can only score on a batted ball or forced walk

9U – One per inning for any circumstance

10U and up: No limitations

- **COURTESY RUNNERS:**

Allowed at any time for the pitcher / catcher

If not batting the entire roster, player must not be in current lineup

If roster batting, must be player who committed the last batted out. If it's the beginning of the game, the last hitter in the lineup will be the runner.

- **Slide Rule/Avoid Malicious Contact:**

Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. No player may initiate malicious contact. Malicious contact will be the umpire's judgement and will be based on intent. A player using malicious contact will be automatically out and subject to ejection from the tournament. Umpire has the final call.

Head first slides are allowed, but not recommended.

- **Dropped 3rd Strike:**

8u: Not in effect

9u-18U: In effect under high school rules