



UMAC SCHOOL'S OUT TOURNAMENT- KID PITCH 9U/10U TOURNAMENT RULES

Unless otherwise stated below, the prevailing rule book for the School's Out Tournament will be the Babe Ruth League, Inc. Baseball Rules and Regulations and Official Playing Rules for 2022 and those in place for the upcoming Cal Ripken State Tournaments. Please read and understand these rules before the start of the tournament. Below is a summary of the local rules used to supplement the Babe Ruth League Official Playing Rules.

PLAYER ELIGIBILITY

Players are eligible if they are "Baseball 10", meaning they must have been born after April 30, 2011, for the 10U division or "Baseball 9", meaning they must have been born after April 30, 2012, for the 9U division.

ROSTERS

Teams must submit a roster with a minimum of 10 and no more than 13 players. Teams will be allowed up to four coaches (one manager, four coaches). Rosters must be submitted prior to the first game played. Roster updates are allowed up until the team begins its first game. Updates must be submitted on the team's roster form.

COACHES

A first and third base coach are allowed on the field while a team is at bat. All other coaches must remain in the dugout. Coaches are not allowed on the field during their defensive half-inning and must remain in the dugout.

For safety during game play, no coaches may be on the field (e.g., in foul territory) unless they are occupying the first or third base coach box during their team's at-bat. A batting helmet is recommended for coaches on the field.

BASEBALLS AND EQUIPMENT

Official game balls will be provided for all games. Teams are to bring their own practice baseballs. All other baseball and safety equipment is to be provided by each team.

Due to COVID-19 protocols, equipment should not be shared between players. If there is an unavoidable situation, the equipment should be cleaned/sanitized between uses.

BATS

Wood, USA Baseball and USSSA (BPF 1.15) bats are allowed. No barrel size restrictions. No BBCOR, double-walled or tampered (e.g., rolled) bats allowed. If an illegal bat is discovered during an at-bat, the bat can be removed without penalty and the current count will continue.

If discovered after an at-bat but before the next pitch, the penalty for use of an illegal bat will be as follows: batter is out, and any runners return to their previous base(s). Any second or subsequent team offense(s) - player is out and ejected from the game (See Ejection section for more information).

One team warning for a thrown bat (umpire's judgment). Any subsequent infraction by any player on the team will result in the batter being out. This is a dead ball infraction, and all runners will be returned to their positions when the at-bat began.

GAME LENGTH and SPEED UP RULE

The game length for all games is six innings. No new inning will start after 1 hour and 45 minutes. Any inning started must be completed, except for when the home team is leading, and the time limit is reached.

Each coach is encouraged to move the game along and minimize "gamesmanship" to stall or otherwise delay the progress of the game. Umpires may issue penalties in accordance with Cal Ripken rules for any delay of game. Hustle players on and off the field and provide a coach to warm up the pitcher in between innings if the catcher is not ready. The umpires will be encouraged to keep the games moving.

There is no time limit for semi-final or championship games.

Teams must be prepared to play thirty (30) minutes prior to their scheduled game time. Game schedules may be moved up at the discretion of the Tournament Director.

MERCY RULE

There is no run limit per inning. Mercy Rules apply as follows:

- 15 runs after the third inning
- 10 runs after the fourth inning
- 8 runs after the fifth inning

The home team does not bat if ahead by the mercy rule but does bat if the visiting team goes ahead by the mercy limit in the top of the inning.

DRESS CODE

Players are required to wear matching hats and numbered uniforms for game play. No duplicate numbers permitted. Players must wear rubber cleats. Managers and coaches must wear hats and shirts that identify them with their respective teams.

BENCHES

Teams will be assigned as Home or Away for the pool play portion of the tournament. The Home team is on the first based side.

During the single-elimination portion of the tournament, the lower seeded numbered team will be the home team and will fill the 1st base dugout, i.e., 10 vs. 6, team seeded 6 would be home team on first base side.

LINE-UPS

A team must begin a game with at least nine players. Games can be completed with eight players (e.g., due to injury or ejection). If a team is unable to field nine uniformed players by the scheduled game start time, the game will be declared a forfeit. The game score will be recorded as 7-0. If a team forfeits a game, they will be ineligible to receive any refund of tournament fees.

Teams must set the number of batters in the batting order at the plate conference, prior to the start of each game.

- If batting nine (9) players, no free defensive substitution.
- If batting ten (10) or more players with or without substitutes (as defined below), free defensive substitution allowed
- No Designated Hitter (DH)

All players in the line-up must be rostered on the team roster turned in prior to the start of the first game. Each team must provide their own line-up cards that include a player's last name, first initial and number and include eligible substitutes. A copy will be provided to the head umpire (if requested), and the opposing team's manager before the start of the game.

If a player is injured on the field, the injury must be announced at the time of injury. The manager must inform the umpire and opposing manager before the player's next at-bat that the player is injured and being removed from the game. An out will not be recorded for a player removed due to injury when their turn in the batting order comes up and the injured player cannot return to the game.

SUBSTITUTE

A substitute is defined as any player not placed in the original batting line-up to begin the game. As soon as a substitute bats or runs for another player (except as a courtesy runner), the substitute and the original starter are locked into that batting line-up slot and either one may bat or run for the other at any time (in that line-up position only). If no substitutes are available to take an at-bat, an out will be recorded each time that spot in the line-up is scheduled to bat unless the vacancy is caused by injury, as defined in the rules.

BASERUNNING

Bases will be located 60 feet apart. No leading. Runners may steal bases, but may not leave the base until the pitched ball reaches home plate. If an umpire rules that a runner leaves a base prematurely, the runner will be declared out and the pitched ball will be declared a dead ball immediately (no warnings). In this instance, the results of the pitch do not count (i.e., no pitch).

Batter may not advance on a dropped third strike. Batter is out.

Batter-runner may not advance past first base on a base-on-balls (walk) if the ball is returned immediately to the pitcher and secured.

Courtesy runner(s) allowed for pitcher and catcher at any time. Courtesy runner will be the last batted out (if no substitutes are available) or a substitute. The same courtesy runner may not run for the pitcher and catcher in the same inning.

SLIDING

On any force play, the runner must slide, and slide directly to the base or give themselves up. In addition, the runner cannot interfere with a fielder's ability to throw the ball in any manner.

A runner is out when he does not slide or give himself up, if any illegal contact is made that alters the actions of a fielder in the immediate act of making the force play.

Any runner who, in the umpire's judgment, is involved in contact of a malicious manner is not only out but is immediately ejected from the game. As this is a judgment call, there is no protest allowed

BUNTING

Bunting is permitted in the 9U/ 10U tournament. If a player offers a bunt, they are not permitted to pull the bat back and swing (butcher boy/slash bunt). Any attempt to slash bunt will result in the batter being out and runner(s) returning to their base(s).

INFIELD FLY RULE

There is an infield fly rule.

PITCHING

Pitching Limits are as follows:

Age Group	Maximum innings per day in order to pitch the next day	Maximum innings per Day	Maximum innings for Tournament
9U-10U	3	6	8

One pitch thrown in an inning counts as one inning pitched.

If an ineligible pitcher is used, the opposing coach is responsible for making an appeal to the umpire. If it is determined that an ineligible pitcher is used, the player and coach will be ejected for the remainder of that game only.

Each team is responsible for completing a pitching log for their pool play games. The form must be turned in to the Tournament Director at the end of pool play. Forms will be available at the check-in table. For the playoff bracket, the pitching log must be kept for each game played and available for review upon request by the umpire, opposing manager or Tournament Director.

A coach may make one visit to the mound per pitcher per inning without making a pitching change. A second mound visit in the same inning to the same pitcher will result in the current pitcher being removed from the game.

PROTESTS

There will be no protests. Umpire calls are final.

SPORTSMANSHIP

The Tournament Host reserves the right to eject any manager, coach, player, or spectator from the ballpark for unsportsmanlike behavior.

EJECTION

Unless otherwise stipulated, players or coaches that are ejected from a game will be suspended from participating in their team's next game of the tournament. Ejection from a second game will result in that coach or player to be eliminated from the tournament.

If a player is ejected, his spot in the order will count as an out for the remainder of the game. If a parent from a team is ejected, then the manager will also be ejected from that game only. Any one ejected must leave the facility.

TOURNAMENT FORMAT

The tournament will be conducted in a pool play format. At the end of pool play, the teams will be seeded and will compete in single-elimination games. The following tiebreakers will be used, if necessary, to determine order of finish following pool play rounds:

1. Win-Loss record
2. Fewest runs allowed
3. Run differential, with a maximum of 10 per game
4. Coin flip

UMPIRES

UMAC will provide experienced and certified umpires.

WARM-UPS AND BATTING CAGES

Warm-ups permitted on the outfield only. No warm-ups permitted on the infield or foul ground areas.

Batting cages are first-come, first-served. Only one cage may be used per team. Be respectful and courteous when using the cages so all teams have an opportunity to use them.