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Tournament Rules

Game:

- 1- During pool play, the home team will be decided by a coin flip. During bracket play the higher seed will have choice.
- 2- Home team is the official scorekeeper for the game and is responsible for turning in the game report to the tournament director.
- 3- Each game consists of a maximum of 6 innings or the time allotted. All will be no new innings started after 75 minutes, championship has no time limit. Teams should be at their scheduled diamonds 30 minutes ahead of scheduled game times ... if ahead of schedule, games will be started early if needed.
 - A. Run rule is 15 after 3 innings, 10 after 4 innings. This will apply to all games including championships
 - B. For 7U, 8U, 9U and 10U there will be a 6 run limit per inning. Final innings will be unlimited runs and must be relayed to the coaches by the umpire that any inning will be the last determined by the game clock. (Refer to rules stating that no new innings will be started after 75 minutes. Umpire will have final say on game time)
 - C. For the 11U, and 12U, teams bat until the 3rd out is recorded.
- 4- In pool play no new inning will start after 75 minutes, playoffs no new inning is to be started after 75 minutes. There is no time limit in the championship games, run rule is still in effect. (Actual game times to be determined after schedule is determined)
- 5- Pool play games may end in a tie, playoff games may not end in a tie.
- 6- In case of bad weather, 4 innings will be a complete game.

Player eligibility

- 1- Player eligibility is based on players age April 30th for their respective age group (or younger)
- 2- Birth certificates must be on hand and available if there is a question of eligibility.
- 3- All players must have an identifiable number on the back of their jersey.
- 4- Teams may bring up to 15 players, only 12 awards per age group are given, your team must submit the roster prior to the tournament and once submitted no substitutions are allowed.
- 5- Awards will be given to the 1st, 2nd and 3rd place teams and limited to 12 awards per team. (Additional trophies can be ordered at teams cost)

Pitching rules

- 1- Pitchers are allowed no more than 6 warm up pitches
- 2- 2 mound visits in the same inning will result in a pitching change.
- 3- Pitchers are limited to 2 innings per game, if the pitcher throws a single pitch it constitutes an inning, and cannot re-enter the game once removed.
- 4- Pitchers will be removed after hitting 3 batters in a game
- 5- Pitchers cannot stop his pitching motion once started, or a ball is called. Umpires will dictate before games on warnings issued for this through pool play, bracket play no warnings to be issued. **For 12U the 1st balk will be a warning for both teams and all subsequent balks will be called in all games including pool play.**
- 6- 3rd strike is an automatic out, no running on a dropped 3rd strike, except for **12U which will have the dropped 3rd strike rule in effect and players will be allowed to advance if the base is unoccupied and less than 2 outs.**
- 7- Batters may not square to bunt and then pull back and swing at pitch ...batter will be called out.
- 8- **A portable mound will be used in all 12U games and as basic tourney rules states, no metal cleats allowed, rubber cleats are allowed on the mound.**

Bat rules

Any bat up to 2-3/4" barrel with USSSA or USA stamp is acceptable for play. No BBCOR, drop weight must be -8 to -12. It is the coach's responsibility to ensure this rule is followed and if a player is caught with an illegal bat the player is to be called out and the coach will be ejected from the game.

Base running

- 1- Players are not allowed to lead off prior to the ball crossing the front of home plate, players caught leaving early will result in a dead ball and the player will be called out, no warnings required. **The 12U age group will be allowed to lead off and straight steal bases, all other groups will be as above.**
- 2- Players may attempt to steal once the ball has crossed the front of home plate. (No stealing in 7 and 8U)
- 3- Players may take as many bases they can get on overthrows as long as the ball is in the field of play. If the ball is out of play the runner may take the base they were heading to plus one additional base.
- 4- Players must slide feet first, any head first slides will result in the runner being called out unless this is a dive back to the base they were on. **12U players are allowed to slide headfirst back into their occupied bases in pickoff plays.**
- 5- Players must slide on all plays at the plate. *(This will be left to the judgment of the umpire)*
- 6- Courtesy runners may be used for the catcher with 2 outs, runner must be the last player to make an out.

Fielding

- 1- 12U and 11U will play with 9 players in the field, outfielders must be in the grass in normal positions. (RF, CF, LF) **12U group will play on 50' pitching rubber and 70' bases.**
- 2- 10U, 9U will play with 10 players in the field, 4 players in the outfield must be in normal fielding positions (RF, RC, LC, LF) No rovers allowed.
- 3- 8U will play with 10 players in the field same as the 9U-10U, but will follow machine pitch rules only, teams will have players at the catching position.

- 4- 7U will be machine pitch only. Teams will have players at all natural positions including catcher.
- 5- Infield fly rule is not in effect.
- 6- 7U and 8U will have a circle around the mound and have the halfway hash marks between bases. A runner can advance at their own discretion until the ball is secured by a defensive player playing an infield position, in fair territory with full control of the ball. Once secured, they can call timeout, the runner must go back to the previous base if they did not get past the hash marks. This will be up to the umpire's discretion on if the baserunner advanced past the hash marks to either be allowed to advance or must return to their previous base. If a play is made on an advancing runner and no "time" is called....the play is live. The pitching position must be played with 1 foot inside of the circle.
- 7- In Machine pitch any balls that hit the machine, any equipment or the coach will be considered a dead ball and an automatic single.

General Rules

- 1- Teams will bat their entire roster, open substitutions will apply.
- 2- If a player must leave in the middle of a game due to injury, it is up to the discretion of the opposing coach if that spot is to be considered an out for the remainder of the game as long as they are not present. In any future games if the player is not able to play, that spot will not be considered an out.
- 3- If exceptions are not noted, WIAA rules will intercede.
- 4- **No carry-ins are allowed, concessions will be available to purchase. It is up to the tournament director's discretion to remove any fans from the facility if this is disregarded and possible game forfeitures can be in effect if the rules are not followed after being warned.**
- 5- All protests must be made to the home plate umpire.
- 6- **Use of alcohol & tobacco is prohibited. This facility is school property and is illegal to have alcohol or tobacco on the premises and will be grounds for anyone found with either to be ejected and possible game forfeitures if violations are repeated after any warnings.**
- 7- The offensive team coaches are permitted to have 1 coach at the 1st and 3rd base line.
 - A) - For the 7U and 8U teams, the offensive team will pitch to itself.***
- 8- Defensive team coaches are not allowed in the field of play.
- 9- Teams are not allowed to practice on the infield prior to the game.
- 10- Metal spikes are not allowed.
- 11- Please remove all trash from your dugouts after each game, glass is not allowed.
- 13- No soft toss into the fence is allowed while another game is in play.
- 14- Throwing of bats or any equipment is at the discretion of the umpire. If deemed unintentional a warning will be issued. If a warned player throws a bat or equipment a second time the batter will be out and all runners must return to the previous base.
- 15- If any thrown bat or equipment is deemed intentional, no warning is issued, that player is out and all runners return to the previous base.

7U/8U bracket items

- 1- Each batter gets 3 swinging strikes or 5 hittable pitches per bat.
- 2- Stealing bases is not permitted.
- 3- Bunting is not allowed.

Tie-Breakers

- 1- Wins

- 2- Runs allowed
- 3- Runs scored
- 4- Coin toss