

2025 J. Sweet Memorial Tournament Rules

We will play by the same rules as the SWOL with the following exceptions. If there is any uncertainty as to a rule the tournament director has the final say and cannot be challenged.

1. Pitching rules will be at the discretion of the coach. We recommend following the USA pitch standards that are used in various tournaments as guidelines to make sure pitchers are not overused.
2. Game time is forfeit time. (unless team coming from another field)
3. The re-entry rule will apply for all starters as long as they enter back into the batting order in the same position they started.
4. Games for 8u are to be 5 innings in length. Games for 9u- 13u are to be 6 innings in length unless the time limit is reached. Games for 14u-15u will be 7 innings. No new innings will start after 1 hour 45 minute of pool play and early bracket games. No time limit in finals. The umpire will have the official time and will start with the first pitch. In case of a tie in bracket play you will start the next inning with the last batted out from the previous inning on second base. You start with no outs and the batter due up batting. Follow this format until a winner is determined. Pool play games may end in ties.
5. Run rules are as follows: For 8u it's 15 after 3 and 10 after 4. For ages 9-15 it's 15 after 3 innings, 10 runs after 4 innings and 8 runs after 5.
6. Courtesy runner is allowed for the catcher or pitcher. You must use someone not in the lineup unless you are batting everyone, and then you will use your last batted out.
7. 8U specific rules are as follows: No stealing. Dropped third strike is an out and ball is dead.
8. 9u specific rule as follows: Dropped third strike is an out but ball is live, and runners can advance. You cannot do a straight steal of home. You can advance on passed ball/wild pitch or the throw back to the pitcher.
9. All teams are scheduled to play as shown on the tournament schedule. The tournament director shall have the right to reformat the tournament in the event of bad weather. Upon arriving at the tournament please have a copy of your roster and proof of insurance available if needed.
10. Continuous batting order is optional. You may bat 9, 9 and an EH or your entire roster. You may also use a DH if you bat 9 or 10. If you bat your entire order and a player is injured IN THE GAME, you **will not** be charged an out if that spot in

the order comes up to bat. When using the continuous batting order, you may substitute in the field freely. If a player is ejected and his spot in the order comes up it WILL count as an out.

11. Pitchers may not return to the mound. They may play any other field position but once they are removed from the mound, they cannot go back in to pitch.
12. There are no protests. The umpire's decision is final.
13. The home team will be decided by coin toss in pool play games and games played by equal seeds. If there is a higher seed, they will be the home team.
14. Game balls will be provided by the tournament director for each game. Please have backups if necessary.
15. Pitching and base distances are as follows:
 - 8u- 44 and 60
 - 9u- 46 and 65
 - 10u- 46 and 65
 - 11u- 50 and 70
 - 12u- 50 and 70
 - 13u- 54 and 80
 - 14u- 60 and 90
 - 15u- 60 and 90
16. Runners must slide or attempt to avoid contact when the tag is waiting. No malicious contact shall be allowed and is at the umpire's discretion. If the umpire deems contact malicious contact the player will be ejected.
17. Any coach or manager ejected from a game will also be suspended the next game.
18. There will be no infield practice taken on the field before games. You may hit ground balls on your half of the infield or fly balls in the outfield if time permits. No batting practice is allowed; however, you may hit whiffle balls in the outfield if time allows.
19. Coaches must have copies of player birth certificates and rosters on hand in case a player is questioned.
20. Refund Policy. If no games are played you will get a 90% refund. If one game is played you will get a 50% refund. If 2 or more games are played you will not get any refund. We will do everything possible to get all the games in.

21. Tie Breakers for seeding purposes.
- a. head-to-head – If more than 2 teams are tied you go to runs allowed unless a team that is tied beat all the others they are tied with.
 - b. Runs allowed.
 - c. Run differential – maximum of 8 runs per game.
 - d. Runs Scored- maximum of 8 runs per game.
 - e. coin toss.
22. Please help us keep the park beautiful. After games, please make sure the dugout and surrounding area have been cleaned up and move out promptly so next game can start on time. Your help in this matter is greatly appreciated.

Thank you!

Jonathan Sweet

Tournament Director (513) 324-9150