

SWATourneys Handbook
Modified Baseball Rules for SWATourneys

Updated – August 2026

****The internet version of these rules found at https://swatourneys.com has priority at all times.****

SWATourneys Director:

Randy Webb

Office #: 336-473-1739

Website: www.swatourneys.com

SWATourneys Office:

Abby Grainger

Office #: 336-999-2879

Email: swatourneys@gmail.com

Notice of assumed risk associated with all SWATourneys events

Players, coaches, parents, fans, event staff, and umpires assume all risk while entering facilities used by SWATourneys. This includes but is not limited to thrown and batted balls entering spectator areas and parking lots, swung or thrown bats, wet bathroom floors, bleachers, stairways, and hazards caused by other fans and vendors attending events.

SWATourneys is not responsible for damage to vehicles, personal injury, theft of personal property, and any other assumed risk of using public parking. Enter parks at your own risk.

SWATourneys encourages good sportsmanship on and off the field. It should be the primary responsibility of everyone to be positive role models while teaching children the great game of baseball. Young players are impressionable, watching every move and listening to every word spoken by coaches, officials, & parents. Please remember to be a positive participant at SWATourneys events.

To all players, coaches, parents, and fans THANK YOU for playing with SWATourneys!!!

Official Rules

The official rules of SWATourneys are the same as the National Federation of State High School Association except where modified in this handbook. The National Federation State High School Baseball rules can be found at www.nfhs.org.

Coach's responsibilities before and during the tournament

- All players must be added to the online roster with first and last names and DOB, and parent/guardian must complete the verification link before **the tournament starts.**
- SWATourneys must be added as additional insured to team insurance policies and uploaded to the portal **before the tournament starts.**
- Coaches must check in with the Tournament Director upon arrival at the event if payment of tournament entry fees will be made at the field. All fees must be paid before each team's first game. No exceptions.
- Coaches must ensure that their team is present and ready to play 30 minutes prior to their scheduled game time.
- Coaches must have a copy of each player's birth certificate on hand during events.
- After each game, it is the team's responsibility to clean their respective dugout.
- **Coaches must verify the score and sign the lineup card. This will be the FINAL score entered online. Scores will not be changed after the game card is signed.**
- No gum, seeds, or tobacco products are allowed on the fields.
    - Teams found with gum, seeds, or tobacco on fields are subject to a $100 fine. This includes cigarettes, vapes, pipes, cigars, cigarettes, chew, sniff and spit.

A. Sanctioning, Team Insurance, Registration, and Scheduling

a. Each manager (or team administrator) must create an account at SWATourneys.com Click the account icon in the upper right corner and follow the prompts. Once an account is created, teams can begin registering for tournaments.

i. This is similar to the way other organizations "sanction" teams. We just don't charge a fee for that. Register your team, enroll in tournaments, submit rosters & insurance online, and let's play ball.

b. All teams are required to provide proof of insurance to be eligible to play in any SWATourneys event. If you need to purchase insurance, you may do so by clicking here.

i. The following MUST be on the policy: SWATourneys, 3108 Dillon Industrial Drive, Clemmons, NC 27012

c. All teams are required to post their online roster by logging into swatourneys.com.

i. The Player's legal first and last name, D.O.B, and grade (if playing under grade exception) must be on the roster.

ii. Parents are required to complete the verification link to claim their player. Unverified players cannot be rostered.

d. Schedules are posted online Wednesday evening by 10pm before the tournament.
    i. Teams who drop after the schedule has been posted are subject to a $100 fine.
    ii. If a team does not show for a tournament, SWATourneys will make every attempt to adjust the schedule to allow all present teams to play an equal number of pool play games. If no other opponents are available, the score will be recorded as a forfeit. Repeat no-shows will be banned from future tournaments.

B. Age Determination Date

a. The age determination date for competitors will be May 1 of the current season and will be his/her participation age for that season. The player's age on May 1st determines the player's eligible age division for the current season. All teams will "move up" in age on August 1 of each year.

i. 7u - Cannot turn 8 prior to May 1st, of current season
ii. 8u - Cannot turn 9 prior to May 1st, of current season
iii. 9u – Cannot turn 10 prior to May 1st, of current season
iv. 10u – Cannot turn 11 prior to May 1st, of current season
v. 11u – Cannot turn 12 prior to May 1st, of current season
vi. 12u – Cannot turn 13 prior to May 1st, of current season
vii. 13u – Cannot turn 14 prior to May 1st, of current season
viii. 14u – Cannot turn 15 prior to May 1st, of current season
ix. 15u – Cannot turn 16 prior to May 1st, of current season
x. 16u – Cannot turn 17 prior to May 1st, of current season

C. Grade Exception Rule

a. Each team is allowed only 2 grade exemptions
b. Players playing under the grade exception rule must have legal documentation to prove that they are eligible to play in that age division. Acceptable documents are
    i. School report card
    ii. Written documentation from the school system on official letterhead
c. Division Specific Grade Exception Rules:
    i. 7u Division: Players who turn 8 prior to May 1 of the current season are not eligible unless they are in the 1st grade. Any player turning 9 prior to August 1 is not eligible. Players who are 7 are eligible for the division regardless of their grade.
    ii. 8u Division: Players who turn 9 prior to May 1 of the current season are not eligible unless they are in the 2nd grade. Any player turning 10 prior to August 1 is not eligible. Players who are 8 are eligible for this division regardless of their grade.
    iii. 9u Division: Players who turn 10 prior to May 1 of the current season are not eligible unless they are in the 3rd y player turning 11 prior to August 1 is

not eligible. Players who are 9 are eligible for this division regardless of their grade.

iv. 10u Division: Players who turn 11 prior to May 1 of the current season are not eligible unless they are in the 4th grade. Any player turning 12 prior to August 1 is not eligible. Players who are 10 are eligible for this division regardless of their grade.

v. 11u Division: Players who turn 12 prior to May 1 of the current season are not eligible unless they are in the 5th grade. Any player turning 13 prior to August 1 is not eligible. Players who are 11 are eligible for this division regardless of their grade.

vi. 12u Division: Players who turn 13 prior to May 1 of the current season are not eligible unless they are in the 6th grade. Any player turning 14 prior to August 1 is not eligible. Players who are 12 are eligible for this division regardless of their grade.

vii. 13u Division: Players who turn 14 prior to May 1 of the current season are not eligible unless they are in the 7th grade. Any player turning 15 prior to August 1 is not eligible. Players who are 13 are eligible for this division regardless of their grade.

viii. 14u Division: Players who turn 15 prior to May 1 of the current season are not eligible unless they are in the 8th grade. Any player turning 16 prior to August 1 is not eligible. Players who are 14 are eligible for this division regardless of their grade

ix. 15u Division: Players who turn 16 prior to May 1 of the current season are not eligible unless they are a freshman in high school. Any player turning 17 prior to August 1 is not eligible. Players who are 15 are eligible for this division regardless of their grade

x. 16u Division: Players who turn 17 prior to May 1 of the current season are not eligible unless they are a sophomore in high school. Any player turning 18 prior to August 1 is not eligible. Players who are 16 are eligible for this division regardless of their grade

D. Proof of Age

a. Proof of age is required for participation in SWATourneys. Coaches should, at all times, have a copy of birth certificates or other legal records proving player age. Only the following documents are acceptable:

i. A photocopy of the player's birth record from the state, county, or municipal bureau of vital statistics of the place of birth. HOSPITAL RECORDS ARE NOT ACCEPTED.

ii. A photocopy of the delayed registration of birth, if the athlete's birth was not recorded on the day of birth, issued by the same bodies.

iii. Consular Service Form FS240, "Report on Birth", issued by the U.S. State Department.

iv. Immigration and naturalization forms I151 and I25 and Form No. 43R3117 issued by the U.S. Department of Justice.
v. A valid passport, driver's license, or Homeland Security card.
vi. Current School year report card

E. Team Requirements

a. All teams are required to register and provide team insurance, as outlined in the Eligibility section above, to be eligible to participate in any SWATourneys event.
b. All rosters can consist of no more than 20 eligible players.
c. All players participating in a SWATourneys event must be on the participating team's online roster. Players' first and last names and dates of birth should be online at swatourneys.com prior to the team's first game.
d. Teams can drop players at any time during the season. Teams have unlimited drops.
e. A Player may only participate with 1 team per tournament, regardless of division.
f. A team cannot add players once an event has started. Once a team starts their first game of the weekend, their roster is frozen until the end of that tournament.
g. Rosters freeze once a pitch has been thrown in a team's first game.
    i. If a player does not appear on the online roster and the player is protested, the player will be considered "illegal" and the Head Coach and player will be ejected from that game. If the team is roster batting or there are no available substitutes, the player will be recorded as an out each time their spot comes up to bat.

F. Player Requirements

a. SWATourneys baseball season will run from August 1 – July 31st. The player's age on April 30th determines the player's eligible age division for the current season that includes April 30th. Players can play up an age division but never play down.
b. A player is eligible to compete in a SWATourneys event as long as the player follows the rules listed in the SWATourneys Handbook and is included on the team's online roster.
c. A player who is in violation of the guidelines and rules is considered an illegal player.
d. If an illegal player is discovered during a game, the Head Coach and player will be ejected from that game. If the team is roster batting or there are no available substitutes, the player will be recorded as an out each time their spot comes up to bat.

G. The Playing Field

a. The below table describes the rubber-to-plate and base-to-base distances for each age division. The pitching distance is measured from the rear of home plate to the front of the pitching rubber or coach's pitching plate.

Age Division	Pitching Distance	Base Distance
7U	40'	60'
8U	40'	60'
8U Kid Pitch	46'	60'
9U	46'	65'
10U	46'	65'
11U	50'	70'
12U	50'	70'
13U & up	60'	90'

H. Uniforms and Equipment

a. Uniforms cannot be protested. Only the tournament director can make rulings on uniform legality.

b. Participating players must be uniformed with proper and safe baseball attire.

c. All offensive players participating in a SWATourneys event must wear a double-ear flapped legal helmet while on the playing field. This includes bat boys/girls while performing their duties. Youth coaches under 18 years of age must abide by this rule too.

d. The catcher must wear a head protector, body protector, protective cup, shin guards, and a mask with a throat protector. The throat protector, which is part of or attached to the mask, must adequately protect him. The helmet must have full ear protection. The head, face, dual ear flaps, and throat protector must be one piece.

e. Age divisions 12U and below cannot wear metal cleats.

f. Pitch communication devices are permitted ONLY for use between the catcher and coach, if they are 1-way communicators, and can only be used on defense.

- **i.** If it is found that the device is used on offense for any reason, the device will be banned for the remainder of that tournament and the manager/head

coach will be ejected for that game only.

ii. If it is found that the device is being used by players other than the catcher, the device will be banned for the remainder of that tournament and the manager/head coach will be ejected for that game only.

g. Bat Rules:

i. All bats must be made of an approved material, and they must be smooth and round.

ii. For age division 12U and below, there are no bat size restrictions.

iii. The 8U through 13U age groups shall not be limited by the National Federation of State High Schools (NFHS) regarding bat specifications. However, SWATourneys reserves the right to ban any bat at its sole discretion and without prior notice.

iv. 13U Division only a -5 or heavier is required.

v. 14U Division and above must use NFHS rules (National Federation of State High School Associations) limitations. All bats must be -3 BBCOR stamped.

vi. Any team that wishes to “play up” must adhere to the bat rules of the division in which they are participating. (Ex. 13U team wishing to play 14U must use BBCOR).

vii. A batter using an altered or banned bat is declared out and all runners return to the base occupied at the time of the pitch. A batter is deemed to have used or attempted to use an illegal bat if the player brings such a bat into the batter’s box. Any out or outs made during the play stand.

viii. The following bats are illegal regardless if they comply with the above requirements: **Re-tooled models of these bats MAY be used. They must have the orange end cap and sticker from the manufacturer indicating the corrected performance.

1. 2015 Demarini CF7 (-5)
2. 2015 Easton XL1 (-5)
3. 2016 Demarini CF8 (-5)
4. 2016 Demarini CF8 (-8)
5. 2016 Demarini CF8 (-10)
6. 2017 Demarini CF Zen Balanced (-8)**
7. 2017 Demarini CF Zen SL 2 3/4" (-10)**
8. 2017 Demarini CF Zen Zero Dark 2 3/4" (-10)**
9. 2017 Demarini CF Zen - Balanced (-5)
10. 2017 Demarini CF Insane - Endloaded (-5)
11. Louisville Slugger Blue Meta Composite (33/30 model only)
12. 2018 Dirty South Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)
13. (Easton) Ghost X (30/20 only - USA Baseball Marked)

14. 2022 Stinger Missile 2 - (33/30 model only)

ix. Wooden bats are always approved for all age groups

l. Game Rules

a. Home/Visitor team: Pool Play is determined by a coin toss; Bracket play will always have the higher seed as the home team, including championship games.

b. Batting

   i. Teams can bat a lineup with any number of players, with EH's (Extra Hitters) and/or substitutes (min. 9) Or they may roster-bat all present uniformed players as EH. Example: A team could choose to bat 11 players and have 2 subs. The two additional players in the batting lineup will be considered as EH's and the other two outside the lineup will be substitutes.

   ii. EH is considered a starting defensive position.

   iii. If the coach chooses to roster-bat he must bat all legal players at the game.

   iv. If a team chooses to roster-bat, then all players other than the 9 defensive position players are extra hitters and can move freely in defensive positions.

c. For teams that are not roster batting, the starting players can be withdrawn for a sub and re-enter once, provided that they re-enter in their original position in the batting lineup. Once a pitcher is removed from the pitching position, he or she cannot return to the pitching position during a game but can re-enter to any other position.

d. Teams can play an official game with an 8-player lineup. If a team plays with an 8-player lineup, an out is declared for the ninth position in the batting lineup at each turn at-bat.

e. Teams must have a minimum of 8 players to start a game. Any number less than 8 and the game is declared a forfeited game and is not rescheduled. Only the tournament or site directors can declare a game a forfeit. No

f. If a team has a ninth player arrive after the game has started, the player is announced to both the plate umpire and the opposing team and is placed in the ninth spot in the batting order. The game resumes as if he or she was there at the start of the game.

g. If a team drops below 9 eligible players for any reason, an out is recorded for the existing player's position in the line-up. The exiting player will not be eligible to return to the game once the penalty out is recorded.

h. If roster batting, player(s) arriving after the game has started are added to the bottom of the batting lineup. If the batting lineup consists of subs, players arriving after the game has started are added to the lineup as legal substitutes. All players who arrive late are to be used as substitutes and must be listed on the line-up card BEFORE the game begins. If a player arriving late is not listed on the card as a

substitute, the player arriving late is ineligible for that game. If a player is present at the start of the game and is simply left off the lineup card as a substitute, it is up to the Tournament Director or SWAT staff to determine if that player should be eligible or not. The decision regarding this matter is final and cannot be protested.

i. A player who enters the game as a substitute, and is removed from the game, is no longer an eligible player. However, this player may be used only as a courtesy runner for the pitcher or catcher of record, at any time.
j. The designated hitter rules below apply to divisions 15U and older. There is no designated hitter in ages 14U and below.
k. A hitter can be designated (not mandatory) for any one starting player and all subsequent substitutes for that player.
l. A starting defensive player cannot be listed as the designated hitter in the starting lineup.
m. Failure to declare a designated hitter before the game precludes the use of the designated hitter during the game. The role of the designated hitter is terminated for the remainder of the game when either of the following occurs:
    i. The defensive player or any previous defensive player for whom the designated hitter subsequently bats, pinch-hits, or pinch-runs for the designated hitter.
    ii. The designated hitter or any previous designated hitter assumes a defensive position.
n. Batters are not allowed to fake bunt and swing (slashing) and will be called out. No exceptions and no warnings will be issued.
o. **Injury and Illness:** Once a player has left the game due to illness or injury, he or she may not return.
    i. Line-Up with Substitutes: If a player has to leave the lineup during the game due to illness or injury, then an out will be recorded for the injured/ill player's place in the lineup unless there is an eligible substitute/player available.
    ii. Roster Batting with more than 9 players: If a player has to leave the lineup during the game due to illness or injury, then an out will be recorded for the injured/ill player's place in the lineup at the next plate appearance. Once this penalty out is recorded, this position in the order will be skipped with no penalty for the remainder of the game.
    iii. Roster Batting & dropping below 9 players: If a team drops below 9 eligible players, an out is recorded for the player's position in the line-up. The player will not be eligible to return to the game once the penalty out is recorded.
p. **Courtesy Runner:** If eligible, a courtesy runner can be used at any time for the pitcher or catcher of record. A courtesy runner is defined as a player not currently active in the lineup. An ineligible sub may still act as a courtesy runner. If roster

batting, the courtesy runner is the player with the last recorded out. No skipping outs for courtesy runners will be allowed..

q. **Base Running**
   i. A legal slide can be either feet first or head first.
   ii. Runners are not required to slide, but they must attempt to avoid contact when a tag play is imminent.
   iii. No player can initiate malicious contact. It is the umpire's judgment call that determines whether the contact is malicious.
      1. Penalty: Any player initiating malicious contact is called out and immediately removed from the game.

Time Limit and Official Games:

iv. A regulation game consists of 6 innings for age divisions 12 and below and 7 innings for age division 13U and above, unless the game is shortened due to time limit, mercy rule, weather or extended by extra innings due to a tie.

v. We strive to not cancel games due to weather. However, if a game is called due to weather or other hazardous conditions, the official score will be recorded as the last completed full-inning score. (Ex. The game is called due to weather while the game is in the top/middle/bottom of the 2nd inning. The score will revert to what the score was after the 1st

vi. inning was completed and this score will be considered final.)

vii. **Time limits for Weekend Pool Play & Bracket games** (excluding Championship) are outlined in the table below.

INNINGS	TIME LIMIT	AGE DIVISION
6	1 HR 15 MINS	7U – 8U
6	1 HR 45 MINS	9U – 12U
7	1 HR 45 MINS	13U –18U

viii. Time limits for Friday Night and Saturday Night Lights 7U-8U games are 1 hour.

Time limits for Friday Night and Saturday Night Lights 7U-8U Championship games are 1 hour and 15 minutes

Time Limits for Friday Night and Saturday Night Lights for 9U-12U are 1 hour and 30 minutes.

Time Limits for Friday Night and Saturday Night Lights 9U-12U Championship games are 1 hour and 30 minutes.

ix. Time limits for Weekend Championship games are:

7U-8U Gold Bracket: 75 minutes

7U-8U (all others): 75 minutes

9U-15U Gold Bracket: 120 minutes

9U-15U (all others): 105 minutes

x. Tie Games: If pool play games continue to be tied beyond regulation time or regulation innings, the game will end in a tie and the results will be used for seeding purposes.

xi. All bracket play games, including Championship, that continue to be tied beyond regulation time or regulation innings will continue with California Tie-Breaker Rules.

1. **California Tie Breaker Rules:**
    a. Each team shall begin their offensive half of the inning with the last 3 batters of the previous inning on base and 1 out. The last at-bat of the previous inning is placed on 1st base, second-to-last on 2nd, third-to-last on 3rd.
    b. This rule shall be used from this point forward until a winning team can be declared.
    c. Teams may use an eligible courtesy runner when the game is being contested under tiebreaker rules.

r. Mercy Rules:

i. Mercy rules for 7U and 8U Division games include
1. 20 runs after 3 innings or 2 ½ innings if the home team is ahead.
2. 15 runs after 4 innings or 3 ½ innings if the home team is ahead.
3. 8 runs after 5 innings or 4 ½ innings if the home team is ahead.

ii. Mercy rules for all other age groups 9u+ include:
1. 20 runs after 2 innings or 1 ½ innings if the home team is ahead.
2. 15 runs after 3 innings or 2 ½ innings if the home team is ahead.
3. 8 runs after 4 innings or 3 ½ innings if the home team is ahead.

s. Pitching Rules and Limitations

i. **1 pitch = 1 inning** - The pitch must be thrown to a legal batter. Warm-up pitches do not count as an official pitch.

ii. **Any player who pitches more than 3 innings on Saturday may NOT pitch on Sunday.**

DIVISION	MAX INNINGS (1 DAY)	WEEKEND MAX INNINGS (3 DAYS)
8U Kid Pitch	6	6
9U – 12U	6	8
13U – 18U	7	9

iii. The above table describes the maximum pitching limitations for any one player on a single day or weekend. SWATourneys highly encourages coaches to monitor the number of pitches thrown per pitcher to reduce the potential for pitcher fatigue and injury.

iv. Maximum innings in any 1 day: This is the maximum number of innings a player can legally pitch in one (1)day. Example: In the 9U – 12U age divisions, a player may legally pitch a maximum of six (6) innings in one (1) day. In the 13U – 15U age divisions, a player may legally pitch a maximum of seven (7) innings in one (1) day.

v. Maximum innings in 3 days: This is the maximum number of innings a player can legally pitch in three (3) consecutive days. Example: In the 9U–12U age divisions, a player may legally pitch a maximum of eight (8) innings in three (3) consecutive days. In the 13U – 18U age divisions, a player may legally pitch a maximum of nine (9) innings in three (3) consecutive days.

vi. Once a pitcher is removed from the pitching position, they cannot return to the pitching position during that game but can re-enter at any other defensive position.

vii. When a pitcher takes their position at the beginning of each inning or when they relieve another pitcher, they are permitted warm-up pitches, not to exceed eight (8) preparatory pitches to the catcher or coach.

viii. A second visit to the same pitcher in the same inning causes the pitcher's automatic removal from the mound (not the game).

ix. Pitching limitations stop for the day when play has stopped and the park is closed for the night.

x. All pitching totals will be counted even when a game is not official or when the final score reverts to the previous inning.

xi. For purposes of pitching limitations rules, a pitcher violates the rule if they record any inning above the legal pitching limits according to these rules.

1. Penalty: **A protest must be filed after the pitcher in violation records an inning count beyond the legal limit AND while the pitcher in violation is in the game AND in the pitching position.** Violation of the pitching limitation shall result in the pitcher being removed from the pitcher position, and the Head Coach being ejected from the remainder of the tournament. All protests for an illegal pitcher that are made after the violating pitcher has been removed from the game, or after the game has been concluded, are null and void.

xii. Each team's manager must protest pitching violations by stopping the game and requesting the tournament director or site director.

t. Balks

i. In age divisions 10U – 18U, balks shall be strictly enforced without warning.

ii. In age division 9U balks are instructional.

iii. A pitcher, while in contact with the pitching rubber, is permitted to fake a throw to third base and then turn and throw or fake to first base as part of the same continuous motion. This move shall be considered a legal play and will not be ruled a balk.

iv. SWATourneys uses NFHS rules for balks. A balk is an immediate dead ball once called no matter if the pitch is thrown or the outcome of said pitch.

u. Seeding Rules

i. The following rules determine how teams are seeded for bracket play:

1. Win-Loss Record
2. Head to Head (2 teams only)
3. Fewest Runs Allowed
4. Highest Run Differential (Total runs scored minus Total runs allowed)
5. Highest Total Runs Scored
6. Coin Flip by Tournament Staff

ii. When three or more teams are tied in pool play, head-to-head is thrown out and the next tie-breaker (fewest runs allowed) is used in determining all three places. If there is still a three-way tie, the next tie-breaker (highest run differential) is used to determine all three places, and so on. We never revert to previous tie-breakers when resolving a 3+ team tiebreaker.

iii. Once a 3+ team tiebreaker is completed, all other seeds will be determined via regular seeding and tiebreakers if needed.

iv. Weather Policy Seeding

1. Any pool play games canceled due to weather, or any other reason, will report the score of the last completed inning as final. Teams will be seeded into brackets based on the following order of records and

tie-breakers during canceled pool play games.

a. 2-0 Record - Least runs allowed, highest run differential, most runs scored, coin flip
b. 1-0 Record - Least runs allowed, highest run differential, most runs scored, coin flip
c. 0-0 Record – If multiple teams are 0-0 a coin flip will determine seeding order
d. 1-1 Record – Head-to-Head (2 teams only), Least runs allowed, highest run differential, most runs scored, coin flip
e. 0-1 Record - Least runs allowed, highest run differential, most runs scored, coin flip
f. 0-2 Record - Least runs allowed, highest run differential, most runs scored, coin flip.

v. 7U Coach Pitch Rules

1. The Coach pitching just needs to be inside the circle when pitching.
2. There is a circle drawn with a 16’ diameter with the pitching rubber or line in the middle. This is a safety area for the player in the pitching position. The defensive “pitcher”, must have at least one foot within the circle and must remain adjacent or behind the pitching rubber until the ball is hit.
3. If the defensive “pitcher” leaves the pitching circle or moves in front of the pitching rubber prior to the batter making contact, and the pitcher fields the ball, all base runners will be protected 1 base.
4. Teams can use either nine (9) or ten (10) defensive players. One (1) player must be a pitcher and one (1) player must be a catcher.
5. Teams must have a minimum of eight (8) players to start and finish a game but must take an out for the ninth player. With less than eight players, the game may be declared a forfeit by the tournament or site director.
6. All teams must roster-bat.
7. Because teams must roster-bat, there is free substitution on defense. The batting order must remain the same.
8. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All present players on the roster shall bat before returning to the top of the batting order.
9. Each batter is allowed six (6) pitches or three (3) strikes. If a batter hits a foul ball on the sixth (6th) pitch, he or she is allowed to continue batting until he or she either does not make contact with the ball or puts the ball in play.
10. **There are a maximum of seven (7) runs or three (3) outs per half-inning except in the sixth inning ONLY where both teams can score unlimited runs.**

11. A ball that strikes the adult coach pitch pitcher is dead and all runners return to their original base regardless if the coach pitcher attempts to move or not.
12. Umpires call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur. Time does not have to be called by the defense for the purpose of this rule.
    a. The lead runner stops attempting to advance.
    b. The ball is in the possession of a fielder in the infield.
    c. No defensive play is imminent.
13. The catcher must be located in the catcher's box, no more than four (4) feet behind home plate.
14. In 7U coach pitch, there are no:
    a. Stolen Bases
    b. Lead Offs
    c. Base on Balls
    d. Awarding a base for hit by pitcher
    e. Infield Fly Rule
    f. Intentional Walks
    g. Courtesy runners are allowed for the catcher only. The courtesy runner should be the last recorded out.
15. A coach who is in the pitching position is prohibited from coaching while in that position either physically or verbally.
16. Coaches are not permitted in the outfield at any time during play.
17. A runner shall be called out for leaving the base before the ball is hit or before the ball crosses home plate.
18. Teams can only bunt once per inning. Any fair bunted ball will be counted, regardless if the offensive player reaches base safely or not. Any additional bunt per inning will result in an immediate out and all runners may not advance.

w. **8U Coach Pitch Rules**

1. There is a pitching plate or line 40 feet from the tip of home plate from which the coach must pitch.
2. There is a circle drawn with a 16' diameter with the pitching rubber or line in the middle. This is a safety area for the player in the pitching position. The defensive "pitcher", must have at least one foot within the circle and must remain adjacent or behind the pitching rubber until the ball is hit.
3. If the defensive "pitcher" leaves the pitching circle or moves in front of the pitching rubber prior to the batter making contact, and the pitcher fields the ball, all base runners will be protected 1 base.
4. Teams can use either nine (9) or ten (10) defensive players. One (1) player must be a pitcher and one (1) player must be a catcher.

5. Teams must have a minimum of eight (8) players to start and finish a game but must take an out for the ninth player. With less than eight players, the game may be declared a forfeit by the tournament or site director.
6. All teams must roster-bat.
7. Because teams must roster-bat, there is free substitution on defense. The batting order must remain the same.
8. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All present players on the roster shall bat before returning to the top of the batting order.
9. Each batter is allowed six (6) pitches or three (3) strikes. If a batter hits a foul ball on the sixth (6th) pitch, he or she is allowed to continue batting until he or she either does not make contact with the ball or puts the ball in play.
10. **There are a maximum of seven (7) runs or three (3) outs per half-inning except in the sixth inning ONLY where both teams can score unlimited runs.**
11. A ball that strikes the adult coach pitch pitcher is dead and all runners return to their original base regardless if the coach pitcher attempts to move or not.
12. Umpires call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur. Time does not have to be called by the defense for the purpose of this rule.
    a. The lead runner stops attempting to advance.
    b. The ball is in the possession of a fielder in the infield.
    c. No defensive play is imminent.
13. The catcher must be located in the catcher's box, no more than four (4) feet behind home plate.
14. In 8U coach pitch, there are no:
    a. Stolen Bases
    b. Lead Offs
    c. Base on Balls
    d. Awarding a base for hit by pitcher
    e. Infield Fly Rule
    f. Intentional Walks
    g. Courtesy runners are allowed for the catcher only. The courtesy runner should be the last recorded out.
15. A coach who is in the pitching position is prohibited from coaching while in that position either physically or verbally.
16. Coaches are not permitted in the outfield at any time during play.
17. A runner shall be called out for leaving the base before the ball is hit or before the ball crosses home plate.
18. Teams can only bunt once per inning. Any fair bunted ball will be

counted, regardless if the offensive player reaches base safely or not. Any additional bunt per inning will result in an immediate out and all runners may not advance.

x. **8U Kid Pitch Rules**
   i. **This division will play under modified 9u rules (3 outfielders), with only these exceptions:**
      1. 1:30 time limit
      2. Pitching distance is 46 feet.
      3. Bases are at 60 feet.
      4. 10 ft modified steal line
      5. **There are a maximum of seven (7) runs or three (3) outs per half-inning. There are no unlimited runs in the last inning for this division. 7 is the max!**
      6. **9u mercy rules are in effect**
      7. No stealing home. This includes passed balls, wild pitches, catcher's attempts to throw out base stealers, throws returned from catcher to pitcher or any base to pick off base runners. **Runners on 3rd base may only advance home on live plays where the ball is batted into play or base on balls.**
         a. Examples:
            i. Runners on 1st and 3rd. Runner on 1st steals 2nd base and catcher throws to 2nd. Runner on 3rd may not advance home on the throw.
            ii. Runner on 2nd steals 3rd base, catcher overthrows 3rd base. Runner may not advance home.
            iii. Catcher attempts to pick off base runner at 3rd and overthrows the base. The runner may not advance home on the throw.
      8. All teams must roster bat.
      9. Pitching Limitations - 6 innings max per day and per weekend.
         a. If a pitcher throws more than 3 innings in one day, they may not pitch the next day.

y. **9U Modified Stealing Rules**
   i. **All SWATourney rules apply except those indicated below:**
      1. A dropped 3rd strike is an out.
      2. Bases are at 65 feet.
      3. There is a 10-foot hash mark placed off first (1st), second (2nd) and third (3rd) base.
      4. The runner can take a lead, but cannot cross the ten (10) foot hash mark until the ball crosses home plate.
      5. The runner must be stationary at the time of the pitch and can only steal when the pitch crosses home plate.

6. If the runner gets a running start in an attempt to steal before the ball crosses home plate, the following will apply:
7. It is an immediate dead ball and the pitch will not count. Nor will a play stand if the pitch is batted into play.
8. The umpire will call time and the play is dead as soon as a runner is declared to be leaving early.
9. One warning shall be given to the offensive team for the first violation, and the runner shall be returned to their base.
10. All subsequent violations for runners crossing the 10ft lead line will be called out.
11. Passed balls/wild pitches do not excuse runners for leaving early. They must be returned back to their base with the official warning, or shall be called out if warning was already given.

J. Protest

a. Protest fee is $100 in cash. If a team protests, the manager must notify the home plate umpire. That umpire summons the tournament director who is on-site to the field to address the protest. The protest fee is returned if the protest is ruled in favor of the protesting team. Note: Judgment calls cannot be protested.
b. Protests must be made verbally with the umpire and the fee paid to the tournament director by the offended team before the next pitch is made in the game.

K. Ejections

a. When a manager, assistant coach, player, or scorekeeper is ejected from the game, he or she can take no further part of the game. The individual must leave the park.
    i. If a manager, coach or player is ejected from a game, there will be a mandatory one game suspension. The tournament director may increase the length of the suspension based on the incidents of the ejection. The tournament director's decision will be final.
b. If a player is ejected, a legal substitute may enter the game in his/her spot. If there are no legal substitutes, or the team is roster batting, this player's position in the order will be declared an out for the remainder of that game.

L. Suspension and Dismissal

a. Any player competing under an assumed name or illegal birth certificate or ID card may receive a suspension or permanent dismissal. This rule also applies to

coaches and managers who have previous knowledge of such infractions.

b. Submitting an insufficient check to an event director or league official can result in suspension or dismissal of the team and if payment cannot be settled within a reasonable time frame SWATourneys reserves the right to turn it over to collections.
c. Any member of SWATourneys behaving in an unsportsmanlike manner can be subject to dismissal or suspension.
d. Any verbal or physical attack on any SWATourneys participant or member during or after a SWATourneys event can result in suspension or dismissal.
e. Any suspended member of SWATourneys is not allowed to participate in any SWATourneys event until such suspension is lifted. This rule applies to players, umpires, coaches, fans, and directors.
f. Head coaches are solely responsible for the actions of their assistant coaches, players, and fans.