

2026 WHITE SHEET RULES

The following white sheet rules supplement the superseding rule book, NFHS.

For any unique scenario created by the “Banana Ball” style of play that is not directly covered in the following white sheet, the umpire crew on the field has the authority to make any ruling they believe best aligns with the spirit of the game. Their decisions will be final and may not be appealed.

Game Length

9U-12U will play 6 innings. 13U-14U will play 7 innings.

Spectators

Spectators will sit behind their team’s dugout or immediately behind home plate only. Spectators should not mix with the spectators from the other team (unless for field accessibility issues, such as those who may require the use of a wheelchair or walking aid).

Umpires may immediately eject aggressive and/or unsafe spectators, or move the spectator beyond the outfield fences. Game will not resume until the spectator has moved to the umpire’s designated location. If they refuse to move in a timely manner (umpire judgment), the game will be forfeited and recorded as a 6-0 loss.

Fishing nets and other props are not allowed to be used for foul ball recovery, and adults are discouraged from wearing baseball gloves to catch foul balls of the bats of children.

Dugouts

Pool Play: Home teams will have their choice of dugout on the first game of the day, or if two new teams are moving onto the field. Teams playing in consecutive games will not be required to move dugouts between games.

Consolation game: First-come first serve.

Semi-Finals: Higher seed will have their choice of dugout.

Championship: The winner of the semi-final game immediately preceding the championship game will remain in the same dugout. They will not be required to move between games.

Scorekeeping

Coaches should not vacate the field without completing the official score submission sheet.

Rule One: Win the inning, get the point

Every inning is worth one point. The team that gets the most runs in an inning gets the point for that inning, EXCEPT in the final inning, where every run counts.

As soon as the home team scores an inning-winning run, the inning ends immediately. There is no need to get all 3 outs.

“Final Inning” must be declared by the umpire prior to the first pitch of the inning. If “Final Inning” is not declared, there is NO every-run-counts inning.

Pool Play: Games may end in a tie.

Seeding Tie-Breakers: “Final innings,” regardless of runs scored, are not factored into innings won/lost. (If home team is winning the game, they would not bat, making it impossible for them to win the inning)

Rule Two: Time limits

No new inning can start after 1 hour and 45 minutes. Two-hour drop-dead time limit.

If the 2-hour drop dead time limit is reached mid-inning, the inning will be scored 0-0.

Sunday: If there is no winner at the two-hour mark, the game will go into a Showdown Tie-Breaker (Rule 10).

Rule Three: No stepping out

If the hitter **intentionally** steps out of the box, a strike will be awarded to the pitcher.

Umpires may call timeout for issues such as injuries, fixing safety gear or equipment, etc. Timeouts are at the umpire’s discretion for those issues only - not for batters to regain composure.

There is no penalty for a hitter clearing the box for a play at the plate for the catcher to make a play/throw, or after a batted foul ball (instinct is to run on contact).

There is no penalty for falling off balance after a swing or for dodging an inside pitch.

9U-12U: 1 warning per team.

Rule Four: No bunting

If a hitter bunts, they are ejected from the game.

Rule Five: Batters can steal first base

On any pitch of an at bat, the batter can try to steal first base. This can happen on a passed ball, wild pitch, or any time the hitter chooses.

As soon as a batter steps out of the box (in the direction of 1B) in an attempt to steal first base, they have declared their intent to steal first base and the play is “live.” Once the ball is considered “live,” traditional baseball rules apply in regards to force vs tag out plays on batters and all runners.

Rule Six: No walks allowed

If a pitcher throws ball four, it becomes a sprint. The hitter will take off running while the following defensive players on the field must touch the ball before it becomes “live.” The hitter can try to advance as many bases as they want.

Once the ball is considered “live,” traditional baseball rules apply in regards to force vs tag out plays on batters and all runners.

There is no requirement for the fielders to “possess” the ball, only to touch.

13U-14U: After the umpire calls “Ball Four,” 1B, 2B, SS, 3B, LF, CF, RF must touch the ball. Runners already on base may advance at their own risk.

9U-12U: After the umpire calls “Ball Four,” 1B, 2B, SS, 3B, and Pitcher must touch the ball. Runners already on base may advance at their own risk. Lead runners may only advance as far as 3B, **regardless** if the ball is mishandled. Only when bases are loaded may a runner on 3B advance to score.

Rule Seven: No mound visits allowed

No mound visits from the coach, the catcher, or any other player.

Umpires can approve a mound visit in case of injury or in the interest of player safety.

If a coach visits the mound (unless signaled by the umpire for injury), the pitcher must be removed from the game.

Rule Eight: If a fan catches a foul ball, it’s an out

Ball must be caught in the air, not off trees, safety nets, fences, sheds, or dugout structures. Fishing nets and other props are not allowed to be used for foul ball recovery, and adults are discouraged from wearing baseball gloves to catch foul balls of the bats of children.

Coaches are not considered fans.

Fans using unsafe or unsportsmanlike means to catch foul balls will be moved to the outfield or ejected from the game at the umpire's discretion.

Rule Nine: Golden Batter

One time per game, a team may send any hitter in the lineup to bat. The Golden Batter is inserted into the lineup (does not replace the scheduled hitter), and lineup order will resume following the at bat.

The last batted out will be sent as a pinch runner to accommodate (1) a baserunner that you want to take a golden at bat, and (2) a golden batter that's on base when his scheduled at bat is to occur.

Rule Ten: Showdown Tie-Breaker (Sunday Only)

If the game is tied at the end of the two hour time limit, the game will go into a showdown tie-breaker. Tie-Breaker is sudden death. The tie-breaker will only move to the next round if the previous round ends in a tie.

Round One: Pitcher, catcher and one fielder vs. One hitter

Round Two: Pitcher and catcher vs. One hitter

Round Three: Pitcher, catcher and one fielder vs. One hitter with bases loaded. (Every run counts)

In rounds one and two, the hitter must score. If they do, it's worth 1 point. If they get out, it's worth no points. A player may only hit in one round of the showdown.

If a pitcher throws 4 balls before an out is recorded, the count will be reset. The hitter will remain at bat. If a pitcher throws 4 balls for the second time, the at bat is over and the offense will earn one point. In the third round, this will result in all FOUR runs scoring (preventing intentional walks to limit runs scored).

If a home run is hit over the outfield fence during any round of the showdown tie-breaker, it's a walk off win and the game is over. Both teams are NOT guaranteed an offensive opportunity.

Seeding: Tie-Breakers

- 1) Most wins
- 2) Head-to-Head Result (2-team ties only)
- 3) Most innings won
- 4) Fewest innings lost
- 5) Coin Toss

During elimination play, the higher seed may defer their home-team seeding and choose to hit first.

Performance: Skits & Dances

Skits/Dances are encouraged between innings. Performances should be limited to 1 minute in length prior to your team's defensive half of the inning (during your pre-inning warmup).

Performance: Costumes

Just about anything goes... but the umpires will have the final say and may require the player to change/modify any costume due to safety concerns.

Registration & Rosters

A complete roster must be submitted prior to game 1. Birth certificates are not required to be submitted in hard format but a hard/electronic copy should be available to any opposing manager, umpire or tournament representative upon request.

All players must be division age or younger as of April 30th of the current year. Teams will forfeit any game in which an ineligible player has been used.

Lineups

Teams may bat 9 batters, the entire roster, or in between. Once the number of batters is declared, it must remain the same throughout the entire game.

Unlimited defensive substitutions. Pitchers may not return to the position once removed.

Courtesy runners (last batted out) may be used for pitcher and catcher of record AND must return to the position in the following half-inning.

As soon as a substitute (any player not in the original batting lineup) bats or runs for another player (except courtesy runners), the substitute and the original starter are locked into that batting lineup slot and either one may bat or run at any time (in that lineup position only).

Equipment

9U-12U: No bat restrictions. No metal spikes.

13U: No bat restrictions. Metal spikes are allowed.

14U: BBCOR bats are required. Metal spikes are allowed.

3 game balls will be provided for each game. If all game balls, and the umpire's reserves, are lost during play, teams will share the responsibility of providing a usable replacement.

Catchers must wear a protective cup. Two-piece masks are allowed.

Injury Substitutions

If a player is injured and no substitute is available, that spot in the lineup will be skipped with no penalty.

If an injury occurs during an at-bat and there is no substitute available, the next batter in the lineup will take over that at-bat and assume the count. If an injury occurs while on the base paths and there is no substitute available, the player that made the last recorded out will take the place of the injured player on the bases.

If an injured player is unable to complete an at-bat or run, the player is no longer eligible to play in the rest of the game offensively or defensively.

Infield Fly Rule

The infield fly rule is in effect for the 11U division and older.

Dropped 3rd Strike Rule

The dropped 3rd strike rule is in effect for the 11U division and older.

Balks

One warning per pitcher (11U-12U). No warnings (13U-14U).

Slash Bunt

The slash bunt is illegal in all divisions, and the player will be called out if this play is attempted. A slash bunt is defined as a player showing bunt at any time once the pitcher has engaged the rubber and then swinging at that same pitch.

Leads & Stealing (9U-10U)

Base runners shall not leave/lead off base until the ball has crossed home plate. Leaving early will result in the runner being called out. NO warnings.

Once the pitcher has engaged the pitching rubber with possession of the ball, runners will return to the previous base. If umpire/s determine that a team's runners are deliberately stopping between bases to force rundowns, the umpire/s may issue a Delay of Game warning (per team). All subsequent violations will result in the LEAD RUNNER being called out.

Traditional lead and stealing rules apply for the 11U division and older.

Ejections

Ejections will result in the following consequences:

Coach

1st Ejection: Game where incident occurs, plus 1-game suspension.

2nd Ejection: Coach will be disqualified from the tournament.

Player

1st Ejection: Game where incident occurs, plus 1-game suspension.

2nd Ejection: Player will be disqualified from the tournament.

Spectator

Umpire will issue 1 warning to the team's head coach.

A spectator ejection will also result in the ejection of the team's head coach (no additional suspension).

Ejections and Suspensions may not be appealed.

Additional ejections not stated above may be penalized at the discretion of the tournament director.

Any person who demonstrates / implies in any manner or form physical or other types of threatening behavior towards and/or at any umpire, tournament official, coach, player, etc. may be disqualified and restricted from all properties, games, events, activities, etc. for the remainder of the tournament.