



Warrenville 9U & 10U Tournament Rules

Revised single pool tournament rules

ROSTERS

- 1.1. Teams must provide their roster (player first and last names and uniform number) and proof of insurance to the field coordinator prior to their first game. Birth certificates must be immediately available for inspection in case of a challenge. If a birth certificate can not be provided, that player is ineligible to play until the birth certificate is available.
- 1.2. The team roster will consist of no more than 15 players.
- 1.3. The birthday cut-off is May 1. Regarding 9U, a player cannot turn 10 prior to May 1, 2010. Regarding 10U, a player cannot turn 11 prior to May 1, 2010.
- 1.4. A team found using an ineligible player will forfeit all games the ineligible player played in. The forfeit score will be 7-0 for tiebreaker purposes.

TOURNAMENT FORMAT

- 2.1 For this single pool tournament, teams will be given 3 pool games to be completed by Saturday. The top 4 seeds at the end of pool play will advance to the championship round on Sunday. Single pool specific seeding criteria as listed below.**
- 2.2 The semi-final games of the championship round will pair seed 1 vs seed 4 and seed 2 vs seed 3**
- 2.3 The winners of the semi-final game will advance to the championship game. The losers of the semi-final games will play in the third/fourth place game.

TOURNAMENT RULES

- 3.1 Pitching distance 44'. Bases 60'
- 3.2 Each game will be 6 innings or 2 hours in length, whichever is first. A new inning begins if the 3rd out in the previous inning is prior to the 2 hour time limit. (Example: official game time is at 1 hour and 59 minutes and the third out is made in the bottom of the fifth inning, new inning will be allowed to start.)

There will be no time limit for the semi-final, 3rd/4th or championship games.

The umpire will keep the official time and inform both teams of the start time.
- 3.3 If a game is tied at the end of 6 innings or tied if a time limit has expired, the following rules will be followed. A maximum of 1 extra innings will be played. Each team will start the inning with the player who made the last batted out in the previous inning on 2nd base. Each hitter will start with a 1-ball 1-strike count. If the home team goes ahead at any time in the extra inning, the game is over. If after the extra inning the game is still tied, it will be counted as a tie.
- 3.4 If a semi-final game or the championship game is tied after 6 innings, the game will continue under normal baseball rules until a winner is determined. Rule 3.3 does not apply to these games



Warrenville 9U & 10U Tournament Rules

3.5 In instances of rain, darkness or time constraints, a game will be considered complete after 4 innings or 3 ½ if the home team is ahead.

3.6 There is a 10-run mercy rule after 4 innings or 3 ½ innings if the home team is ahead.

3.7 All teams must use a continuous batting order that includes all players present. Free substitution is allowed. A player arriving after the beginning of the game will be inserted into the last position in the batting order.

If a player leaves the game injured he must remain out of the entire game but he will not be considered an out when he would have come to the plate.

3.8 **At the 9U level the batter cannot advance to first base on a dropped third strike.** Some may have been forwarded an advance copy not stating this. No dropped 3rd for this 9u tourney.

3.9 Lead off after the ball crosses home plate. A player can steal any base.

3.10 Bunting is allowed, but suicide squeeze plays are not allowed. Safety squeeze plays are allowed. If a suicide squeeze occurs, the batter will be declared out and all runners will be returned to the bases occupied prior to the pitch.

3.11 No fake bunt and slash. If a fake bunt and slash occurs, the batter will be declared out and all runners will be returned to the bases occupied prior to the pitch.

3.12 Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. If in the umpire's judgment the runner intentionally and/or maliciously makes contact with a fielder, that runner will be called out and ejected from the game.

3.13 No fake tags by defensive players. In the umpire's judgment a defensive player makes a fake tag with the intention of making an opposing player slide, that player will be ejected from the game.

3.14 Intentional walks are allowed. Pitchers must pitch the required amount of pitches.

3.15 Games may be played with 8 players. If 7 players or less are present and ready to play at the scheduled game start time, a 10 minute grace period will be granted. If a team fails to have 8 players at the end of the 10 minute grace period, the game will be declared a forfeit. The forfeit score will be 7-0 for tiebreaker purposes.

3.16 After each out the ball must be returned immediately to the pitcher. Throwing the ball around the infield is not allowed.

3.17 Infield and outfield balls between innings are allowed. However, the umpire can shorten or eliminate infield and outfield balls between innings if necessary due to time constraints.

3.18 A pinch runner for the catcher of the next half inning only when there are two outs. The last batted out will pinch run.

3.19 No run limit per inning.

3.20 All umpire decisions are final. No protests allowed.



Warrenville 9U & 10U Tournament Rules

PITCHING

- 4.1 No more than 2 innings pitched in one game. There are no other restrictions on the number of innings a player can pitch.
- 4.2 One pitch is considered an inning.
- 4.3 A pitcher removed from the mound may not return to pitch again in that game.
- 4.4 A violation of any of the above pitching rules will result in a forfeit of the game for the offending team. The forfeit score will be 7-0 for tiebreaker purposes.
- 4.5 No balks will be called.

GENERAL RULES AND REQUIREMENTS

- 5.1 A coin flip will determine the home team except for the semi-final games. In the semi-final games the team that finished first in their pool can selective if they will be home or visitor.
- 5.2 Home team is the official scorekeeper.
- 5.3 Home team head coach will report the final score to field coordinator.
- 5.4 No bat restrictions.
- 5.5 No metal spikes
- 5.6 Every reasonable effort will be made to keep the tournament going. In the event of inclement weather, the tournament director reserves the right to:
 - 1) Reduce the length of games
 - 2) Cancel games
 - 3) Reschedule games
- 5.7 In the event of game cancellations, the following refund policy will apply:
 - 1) 3 games played, no refund.
 - 2) 2 games played, \$100 refund
 - 3) 1 game played, \$200 refund
 - 4) 0 games played, \$275 refund
- 5.8 **Order of finish (seeding)** for this single pool tournament will be determined by:
 - 5.8.1 Won loss record
 - 5.8.2 Fewest runs allowed
 - 5.8.3 Run Differential (+8/-8 maximum/minimum awarded per game)
 - 5.8.4 Coin toss



Warrenville 9U & 10U Tournament Rules

- 5.9 No infield practice will be allowed before games in an effort to keep the tournament on time.
- 5.10 Bats can only be swung on the field of play. No swinging of bats allowed at any time off the field of play.

Behavior

- 6.1 Improper or abusive language and/or behavior will not be tolerated. Any improper language and/or behavior will result in an ejection.
- 6.2 If the ejection involves a player, an out will be declared every time that player comes up in the batting order.
- 6.3 Any player or coach ejected for improper language and/or behavior will be ineligible for the remainder of the current game and suspended for the next scheduled game in the tournament.
- 6.4 Anyone ejected from the game must leave the premises immediately. Failure to do so may result in the forfeiture of all remaining tournament games by the offending team with no refund of the team's entry fee.