

# DUEY WILLIAMS BASEBALL TOURNAMENT

## TOURNAMENT RULES

All rules follow the Seven Rivers Athletic Association Rules and the National High School Rules with the following additions:

### Dimensions:

9u & 10u Divisions: 60 ft. bases, 46 ft. pitchers mound

12u Lower Division: 65 ft. bases, 50 ft. pitchers mound

14u Lower Division: "LIVE" baseball 80 ft. bases, 55 ft. pitchers mound

### Game Balls:

Each team must provide one game ball in good condition for each game.

### Home Team:

Determined by a coin flip before the game with both coaches and the field umpires. The home team will be responsible for keeping the official score book for that game.

### Time Limit:

1 hour and 20 minutes for all Divisions (80 minutes)

New inning begins once the 3<sup>rd</sup> out is recorded in the previous inning (1 min. half inning)

Pool play games can end in a tie

Modified International Rule will be utilized when games reach extra innings or time limit

\* Teams start with runner on 2<sup>nd</sup> base & 1 out (last man out starts at 2<sup>nd</sup> base)

### Game Duration:

All divisions will play 6 inning games

### Mercy Rule:

8 run rule after 5 innings. 10 run rule after 4 innings. 15 run rule after 3 innings.

### Infield Fly Rule:

This rule is applied in all divisions except 9u & 10u Divisions.

### Pitching Restrictions:

7 innings for the tournament for all divisions

### Courtesy Runner:

A courtesy runner may be used for the pitcher and catcher at any time, but must be used for a catcher with 2 outs.

### Substitution:

9u & 10u Divisions: All players must be in the batting order, and free substitution allowed in the field.

12u & 14u Divisions: Team may choose to have all players in the batting order or utilize the E/H rule (*individual teams may choose either option*). If all players are in the batting order, free substitution is allowed in the field.

### Metal Cleats:

Permitted only in the 14u division only

### Rain Delay Procedure:

Any game that is interrupted for at least 30 minutes due to field conditions (rain, wind, lighting, etc.) will be considered complete if the team that is behind has been to bat, at least, four times. If the score is tied, fewer than four innings played, or the interruption is less than 30 minutes, play will resume from the exact point of interruption.

### Base Stealing:

9u Division: Can't steal until there are 2 outs in the inning & the ball crosses the plate. No advancement on overthrow from catcher to the pitcher. No delayed steal, runners may advance 1 base on an overthrow & can only steal 1 base at a time unless a play is made on them. Home is closed unless a play is made on runner at 3<sup>rd</sup> base.

10u Divisions: Can't steal until there is 1 out in the inning & the ball crosses the plate. No advancement on overthrow from catcher to the pitcher. No delayed steal, runners may advance 1 base on an overthrow & can only steal 1 base at a time unless a play is made on them. Home is closed unless a play is made on runner at 3<sup>rd</sup> base.

12u Lower Division: Can't steal until the ball leaves the pitcher's hand.

14u: "LIVE" Baseball

### "Walk Limit Rule":

All 9u & 10u Silver Divisions Only: After 3 walks in an inning (*not consecutive*), the walk limit rule is in play. Once there are 4 balls on the batter, the hitting team coach must come out & pitch. The strike count started by the pitcher continues. Coach must pitch from the mound & no bunting is allowed when coaches are pitching.

### Dropped 3rd Strike:

9u & 10u Divisions: Batter is automatically out on a dropped 3rd strike

12u – 14u Divisions: Batter can run on a dropped 3rd strike