



## Fargo NIT Rules (13-15 year olds)

### TOURNAMENT RULES

- Each team will supply one new baseball per game.
- Babe Ruth Rules and Regulations along with official playing rules will be used unless specifically addressed below. **Specific rules that may be different than other youth leagues are the bat rules, interference rules, obstruction rules and contact rules.** Each individual team is responsible for understanding all rules. If clarification is needed on rules, please contact the tournament director.
  - a. **Official bat rules can be found at:**  
<https://www.fargoareasports.com/rules>
- All games will be 7 innings (exception – time limit).
- Time limit will be enforced. No new inning will start after 2 hours. The umpire will have the official time. 1st place games will not use a time limit.
- All divisions play the field with 9 players. An extra player (EP) may be used in the lineup and can rotate positions freely with the other 9 players in the field. Normal substitution and re-entry rules apply if batting 9 or 10. Teams also have the option to bat everyone. If this is the option chosen, the team does not need to report subs or re-entry since everyone is in the line-up.
- You must have 8 players to start the game. An automatic out will be given to the 9th batter if the team is unable to bat 9 players by the time the 9th player is up to bat.
- 15 run rule after 3 innings and 10 run rule after 5 innings.
- A maximum of 5 warmup pitches will be allowed between innings.
- A new pitcher will be allowed 5 warmup pitches.
- **13 year old division:** 80' bases and 54' pitching mounds, leading off is allowed.  
**14/15 year old division:** 90' bases and 60' pitching mounds, leading off is allowed.
- Official Babe Ruth pitch counts and mandatory rest periods will be followed. Each team is required to submit the official tournament pitch count form to the tournament director immediately following each game. This form will be given to the team at tournament check in. Failure to follow the pitch count rules and/or mandatory rest period will result in forfeiting all games if an illegal pitcher was used. Pitch count rules and mandatory rest periods are:

Age	Daily Max (Pitches in a Game/Day)	Mandatory Rest Period		
		0 Days	1 Day	2 Days
13-15	95	1-45	46-75	75+
**If a pitcher reaches the maximum pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out. This counts for DAILY MAX ONLY, NOT the Mandatory Rest Period.				

- Pitcher Balks will be enforced.
  - Courtesy runners may be used for catchers/pitchers. Courtesy runners can be anyone who is not currently in the game, but is still eligible to enter the game. If no players are eligible to enter, there will be no courtesy runner allowed.
  - Infield will be allowed prior to your FIRST game of the day. Teams will be given 8-10 minutes of infield prior to the game. Home team first, 25 minutes prior. Visiting team 15 minutes prior to game. Failure to do so at that time forfeits your right to taking pre-game infield.
  - Tie-Breaker System: If a game is tied after regulation innings have been completed during pool play or straight bracket play, the "California" tie breaker rule will go into effect. The last out in the previous inning will begin on 2nd base and there will be one (1) out. This will continue until a winner is declared or the time limit has been reached (where applicable).
  - Pool Play and Bracket Seeding Tie Breakers will be broken with the following format:
    - a. Record
    - b. Results of the head to head competition
    - c. Run differential in Total Pool Play (maximum 8 plus/minus per game)
    - d. Least number of runs allowed in Total Pool Play
    - e. Most total runs scored in Total Pool Play
    - f. Coin Flip
- \*\*\*\* For a three-way tie, first break the three-way tie by these rules and then start all over with the two remaining teams

**ADDITIONAL INFORMATION:**

1. All pool play games will have a coin flip to determine the home team. When brackets with seeding are used the team with the highest seed will be the home team (unless same seed, then coin flip will determine home team).
2. Gate fees will be charged for anyone 7th grade and older. Gate fees will be \$5 per day.
3. Please be on your best behavior and HAVE FUN.