



Fargo NIT International Rules (9-10 year olds)

TOURNAMENT RULES

- Each team will supply one new baseball per game.
- Cal Ripken/Babe Ruth Rules and Regulations 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 6 innings (exception – time limit).
- There is no max number of runs that can be scored in an inning.
- 15 run rule after 3 innings and 10 run rule after 4 innings.
- Time limit will be enforced. No new inning will start after 1 hour and 30 minutes. The umpire will have the official time. 1st place game will not use a time limit.
- Field Dimensions: 46' x 60'
- 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. You are allowed to use the continuous batting order option if you would like to choose this option. In a continuous batting order, you may not change the order that your players bat once it is set prior to the game. However, if a player would become ineligible to bat, they would be considered an out for only the first time through the order. After that, they're removed from the batting order and will not be considered an automatic out. With CBO, the defense is allowed "free substitution" meaning players can be entered or removed as desired. There are no required equal playing time rules in the NIT.
- NO HEAD FIRST SLIDES! Exception, head first slides are legal if going back to a base.
- You must have 8 players to start the game. An automatic out will be given to the 9th batter the first time the 9th spot in the order comes up. After that, the 9th spot will be passed over with no out.

- **9 & 10 year division:**

- There is no stealing, no bunting, and no leading off. Runners must have one foot or both feet on base until the pitch crosses home plate.
- There will be NO coaches pitch after 4 balls or anytime throughout the tournament. Normal baseball count/walk/hit by pitch rules apply.
- Batters shall not run on a dropped third strike. The batter is out even if the pitch is not caught.
- Runners shall not advance on a wild pitch or passed ball.
- Runners shall not advance on an overthrow from the catcher to the pitcher.
- 9U DIVISION ONLY: On a batted ball in play, runners may advance one base on a overthrow. On the same play, a second overthrow, a runner cannot advance.
- 10U DIVISION ONLY: On a batted ball in play, runners may advance at their own discretion on any overthrow.

- A maximum of 5 warmup pitches will be allowed between innings.
- A new pitcher will be allowed 5 warmup pitches.
- Official Cal Ripken pitch counts and mandatory rest periods will be followed. Each team is required to keep pitch count in their book in the event we need to go back and check it. **NO PITCHER IS ALLOWED TO PITCH 3 CONSECUTIVE DAYS!!**. 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
9-10	75	1-40	41-65	66+
11-12	85	1-40	41-65	66+

****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.**

- No infield will be allowed prior to any games. Teams are asked to complete the majority of their warm ups using the green space outside of the fields.
- 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:
 - Record
 - Results of the head to head competition
 - Run differential in Total Pool Play (maximum 8 plus/minus per game)
 - Least number of runs allowed in Total Pool Play
 - Most total runs scored in Total Pool Play
 - 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 INFO

1. Batting cages are available for all teams to use. Please be considerate when using the batting cage and work with other teams to ensure all teams have an opportunity to use the batting cage. Teams are able to use the ATTIC (indoor facility). Please contact the tournament director to schedule a time. No cleats, no seeds, and no gum while in the ATTIC. \$100 fine will be enforced.
2. 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).
3. Gate fees will be charged for anyone 7th grade and older. Gate fees will be \$5 per day.
4. Please be on your best behavior and HAVE FUN.