



Fargo Youth Baseball Tournament Rules

Fargo Invite, Roger Maris, & Liam G. Medd

General Information

- **Playing Rules:** The tournament follows Babe Ruth Rules and Regulations unless otherwise specified. Teams are responsible for understanding these rules; for clarification, contact the tournament director.
- **Tournament Packet:** Coaches will receive a tournament packet via email before the tournament. This packet includes FM area information and specific tournament details.
- **Age Restrictions:** All teams must adhere to the Cal Ripken / Babe Ruth or Little League age chart.
- **Approved Bats:**
 - **Ages 9-14:** USA, USSSA, and BBCOR bats are allowed.
 - **Age 15:** Big Barrel Bats (2 5/8" or 2 3/4") - NFHS RULE
 - Rule 1-3-2: the bat which may be a wood or non-wood product shall be a smooth implement, from the top of the cap to the top of the knob. All non-wood bats shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be labeled with a silk screen or other permanent certification mark.
 - Official bat rules can be found at: <https://www.myas.org/bat-standards>
- **Baseballs:**
 - **Ages 9-12:** Each team must supply one new baseball per game.
 - **Ages 13-15:** Each team must supply two new baseballs per game.

Rules

1. Game Length:

- **Ages 9-12:** All games are 6 innings, except in cases of time limits.
- **Ages 13-15:** All games are 7 innings, except in cases of time limits.
- **All teams must be prepared to begin play 15 minutes before their scheduled start time.*

2. Time Limit:

- No new inning will begin after the time limit unless a winner needs to be declared. The umpire will track the official time, starting from the first pitch.
- **Ages 9-12:** 1 Hour and 30 Minutes
- **Ages 13-15:** 2 Hours

Home Team Clarification:

- If the home team is winning or losing *before* the time limit is reached, the offensive inning must still be completed.
- If the home team starts an offensive inning before the time limit is fully reached, that inning must be completed as normal.
- If the home team is leading *after* the away team's offensive inning has concluded and the time limit is reached, the game ends immediately, and the bottom half of the inning does not need to be played.

California Rule:

- 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).

Additional Examples:

- If a winner must be declared due to contingent matchups, games will not end early due to time limit rules. (W vs W), (L vs L), (W vs L), or bracket play.
- Playoff games will still adhere to the time limit, except for the Championship game in the highest bracket, which has no time limit.

3. Team Size and Lineups:

- A game can start with 8 players. However, if a team drops to seven or less, the game will become an automatic forfeit.
- A forfeit score will be scored 6-0.
- **Extra Player (EP):**
 - ❖ Bat 10 players and can rotate positions freely with the other 9 players in the field. Normal substitution and re-entry rules apply.
- **Continuous Batting Order (CBO):**
 - ❖ Players bat in a fixed order set before the game.
 - ❖ If a player becomes ineligible, they count as an out only the first time through the order, after which they are removed without penalty.
 - ❖ CBO allows you to bat your entire roster with free defensive substitutions.
- There is no DH allowed for the pitcher or any player.
- Teams must have at least 8 players to start. The 9th batter will count as an out if unavailable.

4. Home Team Determination:

- **Pool play:** Determined by coin flip. Please disregard Exposure Events when it is displayed home/away.
- **Bracket play:** The higher seed is the home team. If seeds are tied, a coin flip decides.

5. Mercy Rules:

- 15 runs after 3 innings
- 10 runs after 4 innings
- 8 runs after 5 innings

6. Warm-Up:

- IO will not be allowed before your game. Teams are encouraged to warm up in the outfield or green space outside of the fields where applicable.
- Maximum of 5 warm-up pitches between innings.
- New pitchers get 8 warm-up pitches (additional pitches at umpire discretion for injury, weather, etc.).

7. Pitch Counts and Rest Requirements: Babe Ruth official pitch count and rest period rules apply. This differs from MYAS Rules.

- A pitcher cannot pitch 3 consecutive days in a row.
- Coaches are allowed one mound conference per inning, on the second conference, the pitcher must be removed.
- Teams must submit pitch count forms after each game to scores@fargoareasports.com.
- Pitching limitation protests must be filed and ruled on before the next pitch if during a game, or before umpires leave the field if after a game. If an illegal pitcher is used, the other coach is

instructed to alert the umpire as soon as possible. The use of an illegal pitcher will result in the head coach being ejected from that game and the next scheduled game. The tournament director and committee reserve the right to issue a forfeit for the game if an illegal pitcher was used. Pitch count rules and mandatory rest periods are:

Age	**Daily Max <i>(Pitches in a Game or Day)</i>	*** 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+
13-15	95	1-45	46-75	76+

For pitchers aiming to limit their rest period to **1 day**, there is a **hard stop at 75 pitches**—the pitcher may not finish the batter. Similarly, for **0 days rest**, there is a **hard stop at 45 pitches**.

For pitchers that reach the Daily Max (age depending: 75, 85, 95), they can finish the batter if their pitch count isn't over before starting the at-bat.

8. Dropped Third Strike:

- **Ages 9-10:** The catcher does not have to catch a third strike, but the ball is live for all base runners.
- **Ages 11-15:** Dropped third strike is live for the batter and base runner.

9. Stealing

- **Ages 9-15:** Stealing is in effect and all ages have the option to steal home.
- **Ages: 9-10:** Players may leave the base once the ball crosses home plate.
- **Ages: 11-15:** Leading off and regular baseball will be played throughout.

10. Balks:

- **Ages 9-10:** Balks are not in effect. If a pitcher is doing something illegal, the umpire is encouraged to visit with the pitcher and or coach.
- **Ages 11-15:** Balks are in effect.

11. Intentional Walks:

- Head coach needs to inform the umpire of the intentional walk and the hitter will be awarded 1st Base. No pitches need to be thrown and this will not affect pitch counts.

12. Courtesy Runners:

- May be used for catchers and pitchers.
- Must be an eligible player not currently in the game.
- For CBO, the last player out may serve as the courtesy runner.

13. Metal Cleats:

- Metal cleats are prohibited for ages 8-12. However, metal cleats may be worn in the 13+ age group. Metal or rubber cleats are not allowed in any batting cages. Turf shoes only!

14. Pitcher Re-Entry:

- This rule applies for all ages: The starting pitcher may be withdrawn and re-enter once (at pitcher). Relief pitchers may not re-enter the pitching position.

15. Ejections:

- Minimum 1-game suspension for ejections to a player or coach.
- When a manager, player, or coach is ejected from a game, he shall leave the field immediately and take no further part in that game. He shall leave the park or take a seat in the grandstand well removed from the vicinity of his team's bench or bullpen.
- If a manager, coach or player is under suspension he may not be in the dugout or press box during a game. An umpire or tournament director can remove that individual from the complex. Parents ejected will be removed for the tournament's remainder.

16. Illegal Bat Penalty:

- It is the responsibility of each team's head coach to monitor bats that are in play. If a player uses an illegal bat. The umpire must be notified prior to the first pitch of the next batter or before all defensive players leave fair territory.
- If the bat is found illegal, the batter will be ruled out and runners will not be allowed to advance.
- Using an illegal bat is defined as stepping into the box.
- If a team has three illegal bat rule infractions throughout the tournament, the Head Coach will be ejected for the rest of the tournament and the team will receive a forfeit for the game when the 3rd infraction took place.

17. Skunk in the Outfield Play:

- Play where the runner on 1st creates his own path in the baseline by backing up in the outfield WILL NOT BE ALLOWED. Runner must take a lead with a direct line from 1st base toward 2nd base.
- First Offense, the umpire will call time and issue an official team warning putting all players back to their starting base.
- Second Offense, Runner will be declared out, and any pitch or action by other runners will be nullified.

18. Complete Games and Extra Innings:

- In the event of inclement weather, all rainout games may not be made up due to time constraints and/or field availability.
- If rain or weather suspends a game in a 6 inning contest, 4 innings (3 1/2 innings if home team is winning) could be considered a complete game.
- If rain or weather suspends a game in a 7 inning contest, 5 innings (4 1/2 innings if home team is winning) could be considered a complete. The host facility and tournament director will make the final decision on all complete games.
- In the event of a delay, games that cannot be resumed within 1 hour will be considered an official game. The tournament director can extend the 1 hour deadline if there are extenuating circumstances - working on the fields, lightning delay, etc.

19. Tie Breakers:

1. Record
2. Head-to-head results
3. Runs Allowed
4. Runs Scored
5. 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

- **Field Dimensions:**
 - **Ages 9-10: 60' bases, 46' pitching mound**
 - **Ages 11-12: 70' bases, 50' pitching mound**
 - **Ages 13-15: 90' bases, 60' 6" pitching mound**
 1. *For the 13U AA division for the Liam G. Medd, the dimensions are 80' bases, 54 pitching mound.*
- **Gate Fees:** \$5/day or \$10 for a tournament wristband. Free admission to players, coaches, and any fan under 12 years old. Gate Fees are non-refundable. Fargo Youth Baseball will do everything we can to play all scheduled games.
- **Sportsmanship:** Please demonstrate good behavior and enjoy the games! Remember – it's about the kids!