**2019 OREGON YOUTH BASEBALL 9U TOURNAMENT RULES**

1. Age limit is 9 years of age or under. Age as of April 30, 2019 is the determining date. If you are 10 years old before May 1, 2019, you are too old for this tournament. Tournament will use the honor system; however, please have birth certificates available upon request.
2. The roster maximum is fifteen (15) players. Please submit your roster to tournament personnel before your first game. They can be emailed to [oybtourneydirector@gmail.com](mailto:oybtourneydirector@gmail.com) in advance as well.
3. Cal RIpken Baseball rules apply unless modified by the following:
   1. Games are six (6) innings in length or 1 ½ hours. *Playoff games will have no time limit*. No new inning may start after that time. Pool play games that are tied at the time limit will end in a tie and will count toward standings and determination of playoff teams. If the home team is ahead at the time limit and is at bat, the game is over. The score at that time is the final score. If the game is tied and has not yet reached the time limit, teams will play until the time limit. If an inning starts before reaching the time limit, that inning will be completed unless the home team wins.
   2. Games shortened due to weather are complete if four (4) innings have been completed (3 ½ innings if the home team is ahead). The score at the end of the last complete inning will be the official score regardless if the visiting team has taken the lead in the top of an inning when the game was called.
   3. Oregon Youth Baseball reserves the right to change the rules and structure of the tournament due to weather related issues such as but not limited to time limits, tournament schedule, playoff structure, etc.
   4. A coin flip will determine the home team in pool play. In the playoffs, the higher seeded team will be the home team.
   5. The home team will be the official scorekeeper and will keep the visiting team and the umpires up to date. Some games may have official scorers from tourney personnel.
   6. The following system will be used for advancing and seeding out of pool play.
      1. We use a traditional scoring system for tournament play where teams will receive:
         1. 3 points for a win
         2. 1 point for a tie
         3. 0 points for a loss
         4. The top team from each pool will advance to the playoffs along with one wild card team. The #1 overall seed will play the wild card in semifinal #1, and the #2 overall seed will play the #3 overall seed in semifinal #2. The two semifinal winners will meet in the finals. The highest seeded team will be the home team for all playoff games.
      2. Tiebreakers and seedings will be determined by:
         1. Most tournament points accumulated during pool play
         2. If two (2) teams are tied--the head-to-head result will be used (if there was no head-to-head, move to #4)
         3. If three (3) teams are tied--if one team has defeated the other two teams, that team advances (if not, move to #4)
         4. Fewest runs allowed in pool play
         5. Most runs scored in pool play
         6. Total runs allowed subtracting the game with the most runs allowed in pool play
         7. Total runs allowed subtracting the two games with the most runs allowed in pool play
         8. Coin flip
   7. Pool play games will use special rules in extra innings if the time limit has not been reached. Teams will start with a player on second base to start the extra inning and with players on second base and third base to start any inning after that. The last out(s) will be the runner(s). Batters begin with a 1-1 count. *This rule will be eliminated for playoff games.*
   8. Run rules for all games are:
      1. 15 runs after three innings (2 ½ innings if the home team is ahead)
      2. 10 runs after four innings (3 ½ innings if the home team is ahead)
      3. 7 runs after five innings (4 ½ innings if the home team is ahead)
   9. Field dimensions are a 46-foot pitching distance and 60-foot base paths.
   10. Pitchers are limited to a maximum of two innings pitched per game. One pitch thrown in an inning will constitute one inning pitched. Tournament officials will be tracking pitch counts for each pitcher for the tournament as we hope in the future to institute a strict pitch count rule. We challenge coaches to limit pitchers to a maximum of 75 pitches for the entirety of the tournament including playoffs. We hope to institute this rule in the future in an attempt to attempt to limit the strain and stress on the arms of young players. WE WELCOME YOUR FEEDBACK FOLLOWING THE TOURNAMENT ON THIS NEW IDEA.
   11. A second visit to the mound in the same inning results in the pitcher’s removal from the mound. Pitching changes must be reported.
   12. Once a pitcher has been removed from the pitching position, he may not return to the pitching position during that game.
   13. Three warm-up pitches between innings are allowed. Six warm-up pitches are allowed for new pitchers.
   14. No balks will be called.
   15. The ball must go directly back to the pitcher after an out with nobody on base. With runners on base, the ball is dead when it is caught by the pitcher upon completion of play or return throw from the catcher. *If, in the judgment of the umpire, the baserunner is not actively moving toward the next base at the time the catcher releases the ball back to the pitcher, the runner will not be allowed to advance to the next base. No delayed steals are allowed.*
   16. No leading off until the ball crosses the plate. The umpire will call the runner out if they leave early.
   17. One base maximum is allowed on a passed ball or wild pitch unless a throw on the runner is made.
   18. **Stealing second and third base is allowed; however, there is no stealing of home at any time unless a play is made on the lead runner at 3rd. Home is closed at all other times. In the situation of runners on 1st and 3rd and the runner on 1st attempts to steal 2nd and the ball goes into center field, home is still closed. Home is only open if an attempt is made on the lead runner at 3rd. If a runner is attempting to steal third base and the ball goes into left field, home remains closed since the runner had not yet achieved third base prior to the throw. This rule is in place to encourage catchers to make throws on opposing baserunners.**
   19. Free substitution is allowed in the field except at the pitcher position.
   20. Four outfielders are allowed.
   21. Infield fly rule is in effect. Fake bunts followed by a swing are not allowed.
   22. Batting order will consist of the entire tournament roster.
   23. Batter is out on a dropped third strike.
   24. The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat). It shall not be more than 33 inches in length; nor more than 2⅝ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30″) at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end. Solid one-piece wood barrel bats do not require a USA Baseball logo.
   25. No metal spikes are allowed.
   26. No bat weights are allowed for the on-deck hitter.
   27. Runners must slide on all close plays. The runner may be called out for not sliding at the umpire’s discretion. Head first slides are only allowed when returning to a base.
   28. A courtesy runner must be used for the catcher with two outs. The player that made the last out will be the runner.
   29. No infield or batting practice before the game on the playing field.
   30. You must provide your own insurance.
   31. No harassment of a team or player will be allowed at any time. No harassment of umpires by coaches, players, or fans will be tolerated at any time. The umpire’s or tournament personnel’s discretion will be used, and ejection from the field and surrounding area will be the result.
   32. Three games are scheduled for each team in the tournament. We will do our best to guarantee two games in the case of inclement weather.

***NO CARRY-INS AND PLEASE, NO STOCKED COOLERS***

We will have concessions available. Water for the team is fine, but we ask that you please support our efforts to provide drinks, snacks, and sandwiches for the fans so that we may continue to hold tournaments. If you wish to bring an empty cooler (or one with ice) and fill it with our concessions, that’s fantastic.

Alcohol and tobacco use are prohibited in all Oregon parks.

Thanks for coming and have a great tournament.

If you have questions prior to the tournament, please contact Brian Osterhaus at (608) 279-7967 via phone call or text. He can also be reached via e-mail at [oybtourneydirector@gmail.com](file:///C:\Users\mark.w.wisinski\Downloads\oybtourneydirector@gmail.com).

**FIELD DIRECTIONS:**

From Madison’s Beltline (Hwy 12/14/18), take Hwy. 14 east toward Oregon. Take the first Oregon exit (Cty. Hwy. MM) to the right. Turn left at the third stoplight (Netherwood Street). Travel three blocks and turn right on Oak Street. Follow Oak Street for 6-7 blocks. Statz Field will be on the left. About a block down, Kiser Park Field 1 & 2 will be on the right.

* STATZ FIELD: located across the street (east) from Kiser Park. It is near a parking lot across from the village tennis courts.
* KISER PARK: located near 249 Brook Street in downtown Oregon. Kiser Park Field #1 is the field closest to the swimming pool. Kiser Park Field #2 is the field farthest away from the swimming pool.