

I-90 Baseball Tournament Rules

1) Game Rules

UPDATED 5/1/26

- a) 8u **Cal Ripken** Book – Machine Pitch (10 Fielders, Batters: 3 Swings (misses) or 5 pitch max (out))
- b) 10u **Little League Rules** apply for 10u age group (46/60) & with no bat restrictions
- c) 11u/12u **Cooperstown Rules** apply for 11u and 12u age group (50/70) with no bat restrictions
- d) 13u/18u **NFHS Rules** apply for 13u thru 18u age groups (60/90) & require BBCOR bat restrictions
- e) Special Rules
 - i) Bat nine (9), or 10 using an EH and/or a DH. 8u Bat Everyone (**Also 8u rules listed on page 3**)
 - ii) Bat entire roster which includes free defensive substitutions. **injury only is removed (no out)*
 - iii) Balk warnings will be given throughout the tournament for ages 10u-12u (1 warning per pitcher)
 - iv) Courtesy runner for both the pitcher and catcher may be used at any time
 - Mandatory for the catcher with two outs. The courtesy runner must be a player not currently in the lineup. If no player is available, you may run your last out
 - v) Mercy rule
 - 8u-12u will be 10 runs after four (4) innings for 8u-12u divisions
 - 13u-18u will be 12 runs after four (4) or 10 runs after five (5) for all 13u-18u divisions
 - Mercy rule is in effect for ALL games. Maximum of +10 run differential for tie breaker

2) Scheduling

- a) Original master schedule will provide all teams 4 games (weather permitting), can play up to 6 in playoffs
- b) Tournament games will begin on Friday, teams need to be available to play as early as 4:00pm
- c) Preliminary games played Friday & Saturday, with playoffs and consolation on Sunday
- d) No infield/outfield before games
- e) **ALL teams must be prepared 30 minutes prior to scheduled start time**, should the previous game end early games may start up to 30 minutes prior to scheduled start time

3) Pool Play Rules

- a) 8u/10u/11u/12u Games shall be six (6) innings with a 1:45 time limit (**Friday night games will be 1:30 limit**)
- b) 13u-18u Games shall be seven (7) innings with a 1:50 hour time limit
- c) **Time limits are in effect for all games** except the Championship final.
 - * If Home Team is winning (still batting) when time expires the game will STOP AT TIME LIMIT
 - * Games stopped (weather/dark) will revert to previous inning if home team has not batted
 - * If 1 inning complete the score will count in standings, **NO Friday games will be made up/added**
- d) Tie games in pool play are rendered a tie (**NO EXTRA INNING IN POOL PLAY**)
- e) Flip for home team. The higher seed will be home team during Championship round

4) Playoff Rules – Expired time or Extra inning will use “The Challenge Method”

5) Consolation Rules – All games will follow the exact rules from pool play (**Time limits & Ties are allowed**)

6) Any participant (player, coach, spectator, ect.) ejected from a game shall have the circumstances of his/her ejection reviewed by the Tournament Director, Site Supervisor, and/or Chief Umpire. A decision will then be made what additional penalty, if any, shall be applied to that person. The additional penalty most likely will include suspension from a subsequent game(s) or suspension from the tournament all together.

7) The umpires are in charge of the game. Excessive arguing or abuse will not be tolerated. The umpire’s decision on any judgment call is final. Rule interpretation can be discussed with the Tournament Director

8) Each team is responsible for their own insurance (listing Game Changer Solutions INC as an additional insured).

9) Pitching Restrictions:

- a) 10u-12u level - maximum of six (6) innings per day / 12 innings for the tournament for ages 10u-12u
- b) Coaches discretion for ages 13u-18u

10) Tie-Breaker Rules (*for seeding purposes; in order of use*) **Reminder Winning % is how teams are seeded*

1. Head-to-Head competition
2. Fewest runs allowed (overall)
3. Run differential (up to mercy rule “10”)
4. Coin flip

Tournament Play-Off Format Pool Play:

- Guaranteed **Originally** scheduled fourth game will be an elimination, play-off or consolation game.
- Championship play format will be specifically determined based on attending teams one week prior.

Playoff Tie Breaker / Extra Innings Format

System Used – “The Challenge Method”

THE HIGHER SEEDED TEAM (or HOME TEAM) WILL....

- 1) Select to play Defense
OR
- 2) Select to play Offense

STARTING FORMAT

- 1) Offense will start with a runner on 1st Base
- 2) Defense will start with Zero Outs

HOW TO DETERMINE THE WINNER

- 1) If the offense SCORES 1 run (they win)
- 2) If Defense shuts out the offense (they win)

NO ALCOHOL PERMITTED in the parking lots or fields at any time!

Tournament has a “zero tolerance” for any physical confrontations by players, coaches, or fans. Upon the first violation, the violating party shall be removed from the facility and the tournament.

CANCELATION REFUND POLICY

- a) Inclement Weather
 - i) If no games are played 100% Credit or 75% Refund
 - ii) If 1 game is played 50% Credit (no refund)
 - iii) If 2 or more played NO Credit or Refund
 - ii) No refunds will be issued after the tournament game play has started.
- b) Extenuating Circumstances
 - i) There will be a \$200 administrative fee
 - ii) That fee will be used as credit toward a future event
- c) Withdrawal Policy
 - i) Notice received 90 days prior will incur a \$200 administrative fee
 - ii) No refunds will be issued less than 90 days to tournament schedule

Any rulings and/or situations not covered within these rules will be decided by Tournament Officials/Umpires

8U Rules listed on Page 3

I. GENERAL RULES AND REGULATIONS:

A. Bat Rule: Any youth USSSA/BPF bat and/or any youth USA bat of any size barrel or weight can be used. Players CANNOT use BBCOR bats. Any action with an illegal bat will be ruled a dead ball.

B. You MUST field a minimum of 8 players at the start of any game, or the game will be considered a forfeit.

C. Each team will field 10 defensive players, with a standard infield and 4 outfielders.

D. A team **MUST** use a continuous batting order of all players present in uniform (up to 15 players).

E. If a player gets hurt, sick or has to leave, then that player is just removed from the lineup and no out is awarded during that spot. Lineup continues without that player and that player may not return to the game.

F. Any rules of play not specifically addressed here will follow Babe Ruth Rule Book

GAME RULES

A. The pitching machine will be set up by the umpire/Tournament officials. If the speed/accuracy of the machine needs to be changed during play, either coach can work with the umpire/Tournament director to change or re-calibrate the machine during play. Any ball hit by batter that contacts the machine or its operator is considered a dead ball and the hitter gets 1st base and the runner(s) advances one base. Each team shall provide one coach to operate the pitching machine. Machine is 35 feet away & set at a MPH of 32-35

B. Each batter will receive 5 pitches. A batter can strike out. A batter can only record a strike by a swing resulting in a foul or miss. If the 5th pitch is fouled off or an errant pitch (umpire judgment), the batter is still alive for another pitch. Foul balls keep the batter alive.

C. No walks (intentional or otherwise) will be allowed.

D. No infield fly rule in effect. No bunting. No Stealing. Must stay on base until bat/ball contact

E. No advancing (tagging up) on a caught fly ball.

F. Runners can advance at their own risk until the ball is in the infield and under control by a defensive player. Runners must be beyond the advancement line that will be on each baseline when a defensive player gains control of the ball in the infield in order to advance. Runners may not advance beyond the base they were running towards when a defensive player gains control of the ball in the infield. If it is determined by the umpire that the runner was not beyond the advancement line, the runner will be sent back to the preceding base. On any overthrow where the ball stays in play, the runner may advance one base at their own risk; however, the runner cannot advance any further on a second overthrow. On an overthrow where the ball goes out of play, the runner will get the base they are going to plus one more base.

G. Assists from outfield positions are allowed at all bases except 1st base. Outfielders may NOT make putouts at any bases or make infield plays. Outfielders must start at a minimum of 10 feet beyond the infield dirt.

H. A complete game shall be six (6) completed innings unless the home team leads 5½ innings of play.

I. No inning shall start after 1 hour and 45 minutes from the start of each pool play game. All pool play games have a 2-hour HARD STOP time limit. If the HARD STOP time limit is reached, the score reverts to the last FULL inning.

J. There is a 5-run limit for each inning. No run limit for the 6th inning.

K. All 8U Tournament games will use real baseballs provided