



## Youth Baseball Rules

1. IHSAA rules with modifications. In the 9U, 10U, 11U & 12U divisions, runners may not leave the base until the ball leaves the pitcher's hand. If the runner leaves early, the runner is ruled out. No steel spikes will be allowed in the 9U, 10U, 11U & 12U divisions.
2. If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. When using the continuous line-up and a player has to leave the game for any reason, that position in the line-up becomes an out when at bat comes around.
3. In all Divisions, pitchers may pitch a **maximum of 8 innings** in the tournament. **One pitch is considered 1/3 inning for ALL pitchers. All coaches will receive a pitching card at the tournament check-in. Following each game the card must be turned in to the tournament director or site supervisor.**
4. 9U, 10U, 11U & 12U divisions will play on fields with 60' bases, while 14U will play on fields with 90' bases. 9U, 10U, 11U & 12U will play with pitching distance of 46'. 14U will play with a pitching distance of 60'6".

5. A run rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the listed run differential in the table to the right.

LENGTH OF GAME (see Rule 10)	RUN DIFFERENTIAL	INNING
9U, 10U, 11U & 12U 6 Innings   90 Minute	15	3 <sup>rd</sup> Inning
9U, 10U, 11U & 12U 6 Innings   90 Minute	8	4 <sup>th</sup> Inning
14U – 7 Innings   105 Minute	15	3 <sup>rd</sup> Inning
14U – 7 Innings   105 Minute	12	4 <sup>th</sup> Inning
14U – 7 Innings   105 Minute	8	5 <sup>th</sup> Inning

6. **BAT RULE:**  
 All bats for age divisions 14U and younger must be permanently stamped with the new USSSA 1.15 BPF Mark, BBCOR Certified Mark or USA Baseball sticker.
  - a. 14U – bats may not exceed 34 inches and/or 2 3/4" barrel
  - b. 12U and younger – bats may not exceed 33 inches and players may use a 2 1/4" or 2 5/8" barrel

**Illegal Bat Penalty:** A batter is out if the batter enters the batter's box with one or both feet with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter's box. The illegal bat will be removed from play. For a team's 2<sup>nd</sup> violation, the head coach will be ejected from the game.

7. In the event of inclement weather, tournament officials reserve the right to change the tournament format to ensure completion of the tournament. Tournament Officials also reserve the right to change field assignments.
8. In all divisions on a dropped 3<sup>rd</sup> strike:
  - If there are two outs or first base is not occupied, the batter becomes a batter-runner who may advance to first base.
  - If there are less than two outs and first base is occupied, the batter is out.
9. A team winning by forfeit prior to the start of a game receives credit of one run for each inning offensively (six runs in the 9U, 10U, 11U & 12U divisions, seven runs in the 14U division) and allows zero runs defensively. In case of a forfeit during a game, the winning team receives runs equal to the difference in score at the time of forfeit offensively, subject to a cap of ten (10) and a minimum of six (6) in 9U, 10U, 11U & 12U divisions, seven (7) in 14U division and allows the number of runs scored against it up until the forfeit defensively. This assumes the team winning a game would not forfeit while ahead.

10. **In all games excluding Gold/Silver or Bronze Medal games**, no inning may begin after the 90 minute mark for the 9U, 10U, 11U & 12U divisions and 105 minutes for the 14U division from the beginning of the game except in the case of a tie, in which case additional innings will be played as necessary to declare a winner. The inning in progress at the 90 minute mark for 9U, 10U, 11U & 12U and 105 minute mark for the 14U may be completed unless the home team is ahead by eight (8) or more runs at the halfway point of the inning.

***If the tournament gets behind, the Iowa Games reserves the right to enforce a hard stop on game time limits in Pool Play only.***

11. There will be no suspensions of the time limit for any reason. The clock runs continuously. The time limit is necessary to assure that all games are completed within the established period.
12. Once a player has been removed as a pitcher, that player may not pitch again in that game.
13. If all bench players are used and starters re-entered; in the event of an injury to a player on the field the opposing manager can choose one of the subs off the bench to replace the injured player allowing the game to continue.
14. Protests involving playing rules (not judgments) must be resolved before the next pitch or play. The umpires may, but shall not be required to, call for a tournament official. Judgment calls may not be protested.
15. The home team scorebook will be the official score. Visiting team scorekeepers are encouraged to compare with the score after each complete inning.
16. Due to the tight schedule, there will be no pre-game infield practice (this includes the first game of the day).
17. Before each game, a meeting at home plate will be held involving managers, coaches and umpires to review ground rules and answer questions.
18. In the case of re-entering a player, that player must assume their original position in the batting lineup.
19. **Bracket Seeding:** 1. Wins 2. Fewest Runs Allowed 3. Total Runs Scored
20. In bracket play the higher seed will be the home team

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**PLEASE TREAT ALL UMPIRES, COMMITTEE MEMBERS, AND VOLUNTEERS WITH RESPECT**

**SPORTSMANSHIP IS EXPECTED FROM ALL COACHES, PLAYERS AND FANS!!!**

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