

# ANTIGO DUGOUT CLUB TOURNAMENT RULES (4-21-2022 )

All rules are consistent with the Official Babe Ruth (13u-15u) and Little League (9u-12u) Tournament rules for the appropriate age group in which your team is participating except for the following:

- 1) First and foremost, proper sportsmanship is expected by all players, coaches and fans. Chatter is a part of the game, but unsportsmanlike conduct will not be tolerated. Only the manager may discuss a decision with the umpire, and all umpires are to be treated with respect.

## GAME PLAY

- Time limits for 14u & 15u games are 1 hour, 45 minutes. Time limits for 9u-13u games are 1 hour 30 minutes. No new inning may begin after the 1 hour 45 minutes, or the 1 hour 30 minutes time limit (respectively) unless the score is tied.
  - Extra Innings as well as games tied after the time limit is reached will be completed using a modified version of the California rule. The last recorded out will begin the extra inning on 2<sup>nd</sup> base with no outs. Each new batter will come to the plate with a count of 2 Balls & 1 Strike. If still tied, continue play with this rule until decided. Championship games will be played out and will not have a time limit if weather/conditions permit. This will be decided on by field director and umpires.
  - There will be a three minute time limit between innings. The time will start once the third out is made.
  - Games may start earlier than scheduled, so teams should be available 35 minutes prior to the scheduled start time. Any team which does not take to the field within 15 minutes of any starting time will forfeit the game upon the opposing team taking the field and throwing the first pitch.
- 2) Innings to be played in a game:
    - 14U-15U - 7 innings
    - 9U-13U - 6 innings
  - 3) A Mercy Rule of a 10-run lead after 4 innings or 8 runs after 5 will be used. Championship games will be played to completion by innings and will not have a time limit.
  - 4) HOME TEAM – The team with the better seed will have the option to select home or away in any seeded games. Example. A #1 Seed will have the option of being home or away over a #2 seed. In any unseeded games, a coin flip will determine who has the option of home or away.
  - 5) Players ages are determined by their age on April 30<sup>th</sup> of current year.

Proof of age may be requested and must be available. Acceptable proof is original or certified copy of a public record of birth. Violation of this rule results in forfeiture of game(s) and awards. No player may play on more than one team during the tournament weekend.
  - 6) Antigo Baseball is not liable for injuries occurring during the tournament. Proof of insurance is required.
  - 7) Antigo Baseball tournament director reserves the right to change the format of the tournament. Any protests or rule violations must be reported to the tournament or bracket director during a game and prior to the first pitch of the next scheduled contest in that age group. All decisions are correct and final.
  - 8) Pool placement and tiebreakers will be determined in the following order:
    1. Win/loss percentage.
    2. Head to head match-up
    3. Lowest runs allowed.
    4. Most runs scored
    5. Coin flip
  - 9) Two adult base coaches are allowed.
  - 10) **Reporting scores results and innings pitched.** All scores and innings pitched must be recorded on the game summary sheets hanging in a folder on the fence at each field by a coach from each team.

### **Pitching Rules**

- 10) One pitch constitutes an inning pitched. Once a pitcher is removed from the pitching mound, they may not return to pitch in that game. Maximum of 1 mound visit per inning per pitcher allowed. Innings pitched is limited to:
- 15u – No maximum innings per game, 12 total innings for the tournament
  - 13-14u teams - 4 innings per game max, 12 total innings for tournament
  - 9-12u teams – 3 innings per game max, 9 total innings for tournament
  - Pitcher innings must be reported after each game and confirmed by a coach from both teams signing off on Game Summary Sheet. Games in which an ineligible pitcher was used shall be declared a forfeit.
  - A pitcher may not stop his motion once it has started or the pitch will be called a ball. This is to prevent a pitcher halting the motion in the case of a batting squaring to bunt. In 9u-12u no other balk rules apply. 13-15u all balk rules apply.

### **Batting Rules**

11) Teams in the 14U & 15U bracket may bat 9 players or 10 with an extra hitter or choose to bat their entire order with free substitution (no DH allowed). Players must remain in the same batting order. Substitutions must be reported prior to the substitute entering the game. Both a starter and non-starter may re-enter the game once, and then in the same batting order.

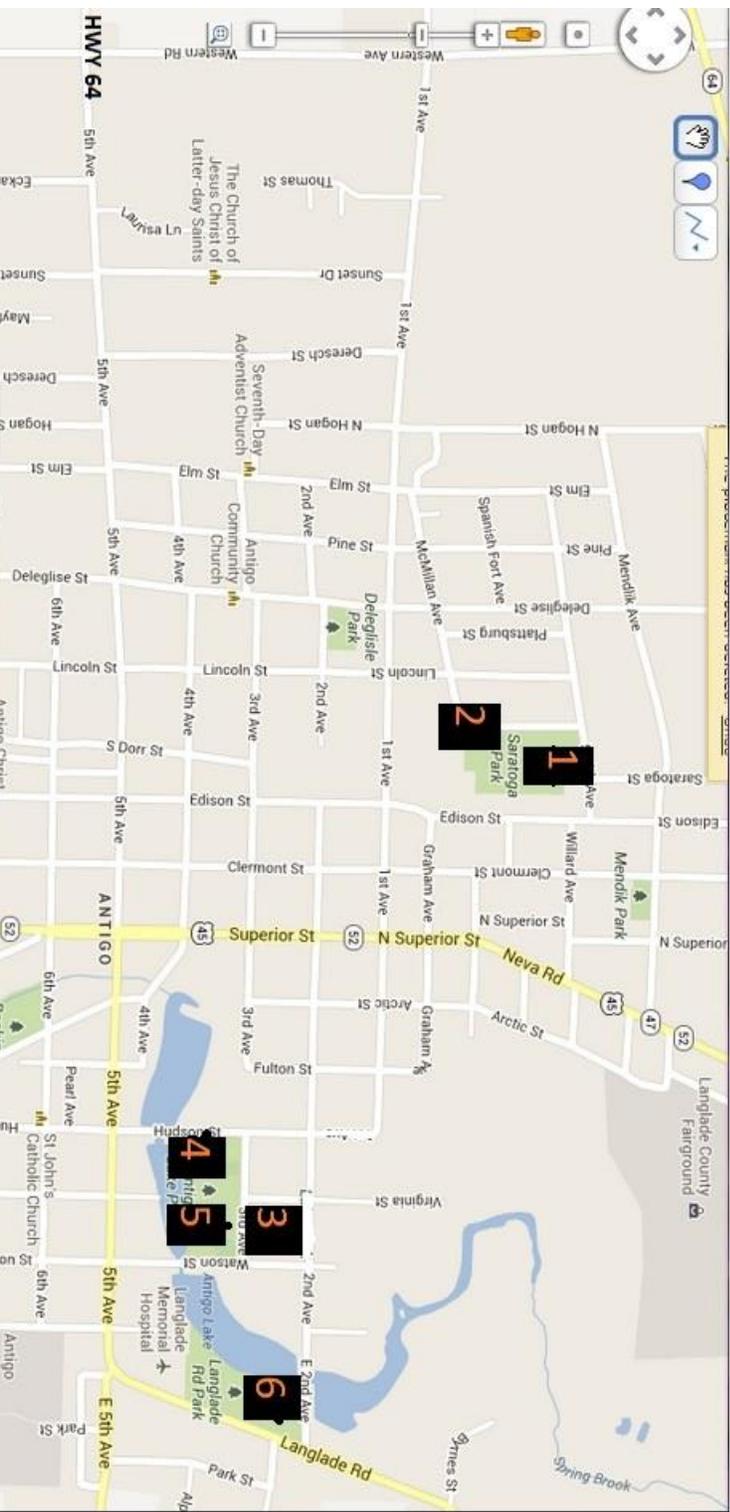
9U – 13U teams will use a continuous batting order and open field substitutions for both teams. Mirror Rule: When teams have a different number of players on their rosters, the team with a greater number of players may choose to match an equal amount of players in their batting order of the team with fewer players. Extra players may be substituted and re-entered into the batting order and field multiple times, but all players must remain in the same batting order spot. Batting substitutions must be reported to umpire and the other team prior to entering. In 9u-12u a batter may not square to bunt and pull back and swing on the same pitch - Automatic out.

### **Fielding & Base Running Rules**

- 12) 9 & 10u can play 10 fielders with 4 players playing in the outfield and no infield rovers.
- 13) Infield Fly Rule is in effect for all ages. Must be less than 2 outs with runners on 1<sup>st</sup> & 2<sup>nd</sup> or bases loaded. Called when a fair fly ball can be caught by an infielder with ordinary effort.
- 14) For 11-15u teams only, the batter can run on a dropped third strike unless first base is occupied with less than 2 outs. 9u-10u dropped 3<sup>rd</sup> strike is an automatic out.
- 15) A pinch runner is mandatory for the catcher with two outs in the inning. The previous out in your batting order will be your pinch runner. In 13-15u games courtesy runners may be used for the pitcher or catcher at any time. This will be the last out recorded when there are no bench players.
- 16) There is no appeal on a missed base—the call is an automatic out called by the umpire.
- 17) Base stealing is allowed, including home:  
In 13-15u games, runners can lead off.  
In 9u-12u games, runners can only lead off after the ball crosses home plate. A player leaving early will be called out.
- 18) Base running: Runners must avoid contact or slide any time there is a play being made at a base. Runners that initiate contact with a fielder during a play will be called out. If an umpire believes that a baserunner initiates malicious contact with a fielder the player will be ejected for the remainder of the game and the following game. 9u-12u must slide feet first on every play with the exception of returning to a base in which they can slide head first.

### **Equipment & Bats**

- 19) Proper gear is to be worn at all times. All batters and runners must wear helmets with ear flaps.
- 20) Metal spikes are allowed for 13-15u teams, but 9u-12u teams cannot wear metal spikes, only rubber spikes are allowed.
- 21) 15u bats need BBCOR certification with 2 5/8 barrel size (-3).  
9u-12u bats need Little League Certification USSSA stamped maximum of 2 1/4 barrel size or 2 5/8" USABAT stamped (new for 2018).  
13u & 14u no bat restrictions other than 2 5/8 barrel size.



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