

Pewaukee Jr. Pirates Baseball Tournament Rules

Welcome to the Pewaukee Jr. Pirates Baseball Tournament! We are committed to providing a safe, organized, and competitive environment for youth baseball teams. This document outlines the rules and policies that will govern gameplay and conduct throughout the tournament. Please read carefully. While many of our rules are based on the Official MLB Rulebook, we also include age-specific modifications and tournament-specific guidelines.

General Tournament Information

- **Roster Limits:** Teams must participate in an organized league, and their team roster must contain only those players listed on their league roster. Teams may have a maximum of **15 players** on their official tournament roster.
 - **Rosters & Waivers:** All rosters and waivers must be submitted **prior to your first game**. No player may be listed on more than one roster in the same tournament.
 - **Refund Policy:** Full refunds will only be given if a team withdraws at least **30 days prior** to the tournament start date. Within 30 days, only partial or no refunds may be available, depending on timing and circumstances.
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Weather Policy & Game Guarantee

- **Game Guarantee:** Teams are guaranteed a minimum of **3 games**.
 - **Weather Interruptions:**
 - If **1 game** is played: 50% refund
 - If **2 games** are played: No refund
 - **3 games:** Game guarantee met
 - **Rain Delay Protocol:** Pewaukee Jr. Pirates staff reserve the right to modify game lengths, start times, or brackets in response to weather to maintain the schedule.
 - **Lightning Delays:** A 30-minute delay will be enforced with every visible lightning strike or audible thunder. Delay timer resets with each strike/thunderclap.
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Age & Roster Eligibility

- **Age Cutoff:** Players must meet age guidelines as of **May 1st** of the current year.
 - **Birth Certificates:** Teams must have a copy of each player's birth certificate on hand in case of age verification.
 - **Dual Roster Participation:** A player may not appear on multiple rosters in the same tournament.
 - **Roster Freezing:** Rosters are considered frozen at the start of the team's first game.
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Field Rules

- No food or drink except water is allowed in the dugouts.
- Absolutely no seeds or gum

Please help keep our new turf fields in great condition for years to come.

Game Rules

NFHS rules will be used. Any modifications of NFHS rules are outlined below. All divisions may use a Continuous Batting Order, but it is not mandatory. You must inform the umpire of your intentions and provide a lineup card to the opposing team. If a team does not use a continuous batting order, normal NFHS substitution and re-entry rules apply

Game Length

- **Pool Play & Bracket Games:** 6 innings or:
 - **1 hour, 40 minutes** – No new inning after time limit.
 - Once time limit is reached, the inning in progress will finish.
 - Games may end in a tie during **pool play**.
- **Championship Games:** 6 innings, no time limit.
- **Run Rules** (applies to all games in the tournament, including the championship):
 - 15 runs after 3 innings
 - 10 runs after 4 innings
 - 8 runs after 5 innings

Start Times & Forfeits

- Teams must be ready to start 15 minutes before scheduled game time.
- A **10-minute grace period** will be granted before a forfeit is declared if a team is not present.
- Minimum of **8 players** required to start a game. A 9th spot may be left vacant and treated as an out.
- Forfeits are scored as a 0-6 result.
- Forfeits could result in the inability to qualify for bracket play. Tournament director discretion.

Players

- There may be no more than 9 players in the field at one time.
- **Continuous Batting Order**
 - Teams at any level may choose to use a continuous batting order and bat their entire team.
 - If a team uses a continuous batting order, then they may also freely substitute their players.
 - If a player leaves the game due to an injury or illness, there is an automatic out for that player the next time his spot comes up in the batting order. His spot is then skipped on subsequent at bats. Once the out is taken, this player may NOT return to this game.
 - If a player leaves the game for any other reason than injury or illness, there is an automatic out for that player every time his spot comes up in the batting order.
 - If a team is using a continuous batter order and a player arrives late, the late player may be inserted at the end of the lineup provided the team has not yet batted through the lineup at least once. If the team has gone through the line up at least once, then the player must be used as a sub and normal NFHS substitution rules will apply.
- **Extra Player**
 - The extra player (EP) is optional for all age divisions. The Extra player is then free to rotate in and out of the field defensively.

- **On Deck Batters**

- In the interest of safety, on-deck batters may loosen up behind the batter rather than being restricted to their own side of the field

- **Slash Bunts**

- For safety reasons, slash bunts are prohibited at in the U7 through U12 divisions. A slash bunt is when the batter shows a bunt then pulls back and swings away or slaps at the ball. Penalty – Batter is called out and no runners may advance.

- **Double First Base**

- Some fields use a double first base and do not have a choice to use a single base. In these cases, the double base should be considered one big base, allowing the runner or the fielder to touch either the white or the orange portion of the base. There will be no penalty for the runner or the fielder if they touch either color.

- **California Rule Tiebreaker Format**

- In the event of a tie after 6 innings of play, or a tie once the time limit has expired, the California Rule Tiebreaker Format will be used. Details are outlined below:
 - Batting order remains the same.
 - All pitching rules remain in effect. Pitchers will be allowed 3 warmup pitcher per inning.
 - The last out of the previous inning will be placed on second base.
 - The inning will begin with 1 out.
 - Batter will begin with a 0-0 count
 - The top half of the inning is played out as normal from that point.
 - The Home team will repeat the same process in the bottom half of the inning.
 - If the score remains tied after one complete inning, the process will be repeated ONE TIME, this time with the runner beginning at 3rd base and 1 out.

- **If the score remains tied after the second inning, that team that was ahead the last complete inning where the score was not tied will be declared the winner.**
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Pitching Rules

- 8U-12U: 3 Innings (9 outs) per game
 - 13U-14U: 4 innings (12 outs) per game
 - If a player is not removed immediately after reaching the innings (outs) limit, the team must forfeit the game.
 - There are **no rest-day requirements**, but coaches are strongly encouraged to protect their pitchers. PYB recommends following the MLB Pitch Smart Guidelines.
More information here: <https://www.mlb.com/pitch-smart/pitching-guidelines>
 - Once a player is removed as pitcher, they cannot return as pitcher in that game.
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Equipment

- No metal spikes allowed on turf
- Helmets must be worn at all times by any offensive player on the playing field for any reason. Batboys must wear helmets at all times he is on the field or in the dugout.

Bat Rules

- **8U-14U:**
 - Barrel size cannot exceed **2 ¾ inches**.
 - No other restrictions on bats
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Gameplay Rules

- **Leadoffs & Stealing:**
 - **7U:** No leadoffs. No stealing. Runner is allowed to leave the base once the ball crosses the plate, but is not allowed to steal.
 - **8U:** No leadoffs. Runners may leave once the ball crosses the plate. No dropped third strike. No stealing home.
 - **9U–10U:** Stealing allowed; Runners may leave once the ball leaves the pitchers hand. No leadoffs. No dropped third strike. Runners may advance at their own risk on overthrows.
 - **11U–14U:** Standard baseball rules apply.
- **Bunting:** Allowed at all levels
- **Infield Fly Rule:**
 - In effect for 9U and above.
- **Dropped Third Strike:**
 - Not in effect for 7U–10U.
 - In effect for 11U and above.
- **Courtesy Runners:** Allowed for pitcher and catcher at any time. Use last batted out.
- **Speed-Up Rule:** Between innings, pitchers get 6 warmup pitches. Limit mound visits to 1 per inning per pitcher. The pitcher must be replaced during the 2nd mound visit in an inning.
- Balks will be called in the U11 – U14 divisions. For the U11 and U12 divisions, there will be 1 warning per pitcher, per game. The U13 and U14 teams will not receive a warning.
- **Sliding Rules**
 - There is NO MANDATORY SLIDE RULE!
 - The sliding rules for the WSYBL are all the same as the NFHS book rules. There are two main points.
 - The Force Play Slide Rule
 - Any runner who is in a force play, must either slide directly into the base or run himself out of the play avoiding contact with the fielder. If

this is not done, this is considered interference and the runner is out and the B/R is automatically out for a double play, and all other runners must go back to the base they occupied at the time of the pitch. The runner may not “take out the fielder to break up the double play.” If the runner slides, it must be a legal slide according to book rule and if the second baseman is on the bag and the runner makes a legal slide into the bag and there is contact, interference should not be called.

- Plays at the plate: Summary of the NFHS rule.
- When there is a potential play at the plate, and the catcher has the ball, the runner must either make a legal slide or avoid contact. The catcher has the right to be in the base-path when he has the ball in his possession... If the catcher does not have possession of the ball and denies the runner access to the plate, then the catcher has committed obstruction and the runner may be awarded home. The runner has the right to reestablish his base path by running no more than 3 feet to either side of the base path to avoid contact. If the runner does attempt to avoid contact and there is incidental contact then this is a judgment call by the umpire. If the runner commits malicious contact, the runner is out and ejected. Remember, malicious contact supersedes obstruction.

Sportsmanship & Conduct

- **Ejections:**
 - Any coach, player, or spectator ejected must leave the field immediately and may be suspended for the next game, subject to review.
 - Physical confrontations, abusive behavior, or threats toward umpires, players, or staff will result in permanent removal from the tournament.
- **Protests:**
 - Must be lodged **before the next pitch** and will be resolved on-site by the tournament director or onsite coordinator.
- **Coaching Expectations:**
 - Coaches are expected to maintain a positive environment and demonstrate respect for officials, opponents, and staff.

Tournament Format & Tiebreakers

Pool Play Tiebreakers (in order):

1. **Overall Record**
2. **Head-to-Head** (if only two teams tied)
3. **Runs Allowed**
4. **Runs Scored**
5. **Run Differential** (max 10 per game)
6. **Coin Flip**
 - In multi-team ties, head-to-head is only used if **all tied teams** played each other.

Field Dimensions by Age Group

Age Group Base Paths Pitching Distance

7U	60 ft	40 ft
8U	60 ft	43 ft
9U-10U	60 ft	46 ft
11U-12U	70 ft	50 ft
13U-14U	90 ft	60 ft 6 in

Reporting

Winning team is required to report the scores (via text) to the tournament director at the concession stand after the conclusion of each game.

Miscellaneous

- **Game Balls:** Provided by the tournament. Must be returned at the end of each game.
- **Lineup Cards:** Should be exchanged before the game with names and numbers.
- **Music/Walk-up Songs:** Permitted at appropriate volume levels. Offensive lyrics are prohibited.

Contact & Questions

For any on-site issues or rules questions, please contact the Tournament Director or a member of the Pewaukee Jr. Pirates staff. We're here to ensure a smooth and enjoyable experience for everyone involved.