

PEWAUKEE JUNIOR PIRATE BASEBALL

TOURNAMENT RULES

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.

ROSTERS

Teams must participate in an organized league, and their team roster must contain only those players listed on their league roster. Team rosters will consist of a maximum of 15 players. Rosters may be changed up to the first pitch of the first game. After that, the rosters are frozen.

ELIGIBILITY

May 1st cut-off birth date for all ages (Proof of age may be required).

CHECK IN

All coaches must check in with the tournament director 45 minutes before their team's first game of the day and provide signed team waivers.. All teams are to be at their assigned field 30 minutes before game time for every game.

FORFEITS

Any team that does not show up for their game or any team quitting the field of play before its conclusion will be automatically disqualified from the tournament. Teams must have seven (7) eligible rostered players to start any game; any fewer will result in a forfeit and a disqualification from the tournament.

PROTESTS

No protests will be allowed! In all cases, the ruling of the umpire is final!

HOME TEAM

For pool play games, and bracket play games where team slots are randomly assigned, home team is determined by coin flip. For bracket play games where seeds are based on pool play results, the higher (better) seed is the home team.

GAME RESULTS-The WINNING team is responsible for submitting the game final score to the tournament director or concession stand at the conclusion of each game.

FIELD DISTANCES

U7	Pitching @ 40ft // Bases @ 60ft
U8	Pitching @ 43ft // Bases @ 60ft
U9 + U10	Pitching @ 46ft // Bases @ 60ft
U11 + U12	Pitching @ 50ft // Bases @ 70ft
U13 + U14	Standard High School field dimensions including the raised mound

TIME CHANGES

The Tournament Committee reserves the right to make changes to game times and length of games based on changes in the weather or other conditions.

PITCHING RESTRICTIONS

One pitch constitutes an inning pitched. One out (e.g., pitcher enters and picks off a runner without throwing a pitch) also constitutes an inning pitched. There is NO pitcher re-entry within the same game. Violation of any of the pitching restrictions will result in forfeiture of the game.

U7 – U8	Limit of 2 innings per game and 6 innings for the tournament.
U9 – U12	Limit of 3 innings per game and 6 innings for the tournament.
U13 - U14	6 innings total for the tournament (no inning limit per game)

BALKS

U7-U10	- no Balks will be called
U11	- one balk warning per pitcher
U12	- one balk warning per team
U13/U14	- no warnings will be given

COURTESY RUNNERS

Courtesy runners may be used for the Pitcher or Catcher OF RECORD (last defensive inning).For a team using a continuous batting order, the courtesy runner must be the last player to make an out. If a team is not using a continuous batting order, then a bench player must serve as the courtesy runner

WARM-UP PITCHES / INFIELD BASEBALLS / PACE OF PLAY

- Pitchers are allowed a maximum of 5 warm-up pitches per inning.
- Infield/outfield warm-up balls will be permitted.
- Once a batter has entered the batter's box, he should remain with at least one foot in the box for the remainder of his at bat.
- Once warned by the umpire, repeated offenses may result in a strike being called.

GAME DURATION AND TIME LIMIT

- Games are **6 innings** with a **1 hour and 40 minute** time limit. No new inning will start after 1 hour and 40 minutes. If past the time limit, full inning will be completed. **NO drop dead time**. If a game is tied at the conclusion of 6 innings or once the time limit has expired, the California Rule Tiebreaker Format will be used (as outlined below).
- If any game is stopped because of weather or darkness, it will be considered complete after 4 innings of play (or if the HOME team is ahead after 3 ½ innings).
- The CHAMPIONSHIP GAME is the only game that will be played without a time limit. The game will still be 6 innings, and the California Rule Tiebreaker Format will be used (as outlined below) if the game is tied after 6 innings.

ROUND ROBIN STANDINGS

- Round Robin format will use following criteria to determine standings Overall Record, Head to Head, Runs Allowed, Runs Scored

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:

1. Batting order remains the same.
2. All pitching rules remain in effect. Pitchers will be allowed 3 warmup pitcher per inning.
3. The last out of the previous inning will be placed on second base.
4. The inning will begin with 1 out.
5. Batter will begin with a 0-0 count
6. The top half of the inning is played out as normal from that point.
7. The Home team will repeat the same process in the bottom half of the inning.
8. 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.
9. 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.

RUN-RULE

The following run-rule will be in effect for all games:

15 runs after 3 innings

10 runs after 4 innings

In all cases, if the HOME team is trailing, they will get their last at-bat, regardless of score or time.

EQUIPMENT

ALL players must be legally and properly equipped, and the umpire will confirm with both coaches at the start of each game.

- **U7 – U12** No metal spikes are allowed.
- **U13 – U14** Metal spikes are allowed.

BAT RESTRICTIONS-There are no bat restrictions at any age level.

AGE-SPECIFIC RULE MODIFICATIONS

U7-Rules will be identical to the MAJOR YBL U7 League (except for the pitching rules, which are outlined above). Baserunners may only advance on batted balls, walks, and HBP's. No dropped 3rd strikes. No infield fly rule. No slash bunts.

U8 / U9 / U10

- No leading off. U8 and U9 baserunners may leave once the pitched ball has crossed home plate. U10 baserunners may leave once the pitched ball has left the pitcher's hand. One warning per team per game before being called out.
- Infield fly rule IS NOT in effect for U8. Infield fly rule IS in effect for U9 and U10.
- No dropped 3rd strikes for U8, U9, and U10 (batter is out whether catcher controls ball or not).
- U8 baserunners at 3rd base may not advance home unless a play is attempted on a runner. No advancing home on stolen bases, passed balls, wild pitches, or throws back to the pitcher. If the defense attempts to throw a runner out stealing second base, pick a runner off any base, etc., then the runner from 3rd base may advance home.
- U9 and U10 baserunners may attempt to advance home on any play where the ball is live.
- No advancement on walks for U8, U9, and U10. The batter/runner may not advance to second base if the ball is returned directly to the pitcher. Batter/runners attempting to advance to second base when the ball is returned directly to the pitcher will be called out without warning. If there is a play on another runner, or a passed ball, the ball is live and the batter/runner and all other runners can advance at their own risk.
- Slash bunts are prohibited for U8, U9, U10, U11, and U12. Any player attempting a slash bunt will be called out by the umpire.

U11 / U12 / U13 / U14

Games will be played with real baseball rules, subject to the modifications outlined above. Infield fly rule is in effect. Dropped 3rd strikes are in effect. All bases are open and runners can advance at their own risk