



GROUNDHOG DAY TOURNAMENT 2026

BASEBALL RULES AT A GLANCE

The following rules are supplemental to South Florida Travel Baseball League. These rules are to be used as a quick reference. For the complete South Florida Travel Baseball League tournament rules, download them at leaguelineup.com

Home Team

- Home team determined by coin toss in pool play games.
- Highest seed is Home Team in bracket play.

Game Start Time

- Official start time of game is when the umpire calls "Play" after the plate meeting.

Time Limit/Innings

No new inning after time limit has been hit

- 8u: 1 hour, 30 minutes /6 innings
- 9u-12U: 1 hour, 45 minutes /6 innings
- 13u-14u: 1 hour, 50 minutes /7 innings

Tied Games

- Only pool play games can end in a tie **AFTER** the regulation amount of innings have been played or the time limit has expired. No playoff games will end in a tie.
- **Playoffs will use the Kansas City Tie Breaker Rule:** Begins with the last out of the previous inning starting as a runner on 2nd base with 1 out.

Balks

- 9u division: Pitchers will be issued one warning in the game. Balks will be called after the warning. Only one warning per game per pitcher.
- 10u-14u divisions: No warnings
- The penalty for a balk is a one base advancement for each runner and the ball is dead, unless of course the pitcher throws the ball. If the pitcher does throw the ball, the play is live and the balk is ignored as long as all players advance at least one base.

Mercy Rule

- 6 inning games – 15 runs after 3 innings, 8 runs after 4 innings.
- 7 inning games – 15 runs after 3 innings, 12 after 4 innings, 8 runs after 5 innings.

Designated Hitter and/or Extra Hitter

- In all age divisions, an Extra Hitter (EH) and/ or a Designated Hitter (DH) will be allowed.
- You can bat the entire lineup if you choose or have subs. Free defensive substitutions.

Courtesy Runners

- If a team uses a Continuous Batting Order, the courtesy runner for the pitcher/catcher will be the player making the last recorded batted out.
- Teams with substitutes in their lineup will utilize a player who is not currently in the game as their courtesy runner.

Pitching Restrictions

- No Pitching restrictions. Managers, we trust you will do the right thing. **NO WIN IS WORTH HURTING YOUR PLAYER!**

Players

- You may start the game with 8 players, but the penalty for such is that an out will be recorded each time the 9th batting position comes to an at bat. However, if at any time the 9th batter enters the game then the penalty is removed.

Bunting Rule:

- No Butcher-Boy play in 7u –14u division.
- 7u/8u refer to divisional rules below

Cleats:

- 7u-12u: Plastic molded cleats.
- 13u+: Metal cleats allowed.

Field Sizes:

- 7u-10u: 46/60
- 11u-12u: 50/70
- 13u+: 60/90

Protests:

- Protests must be made at the time of the play. Coach calls time to make protest. If new pitch is thrown, no protest is allowed.

Rain Situations:

- Rain can play a role in any tournament. If rain comes into play, we will try to play every game. If that is impossible we will play as many games as possible and play the most important games first. Please remember that this is a fundraising tournament.
- A complete game is 3 innings completed in a 6 inning game.
- A complete game is 3 1/2 innings in a 7 inning game as long as the home team is winning.
- Restarted/rescheduled rain delayed games will pick up where the game left off.

Playoff Seeding Tie Breaker:

- Head-Head (if only 2 teams tied), then Runs Against, then Runs For, then Coin Flip.

7u/8u Division

- Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline.
- Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat. A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- The batter shall receive a maximum of five (5) pitches or three (3) swinging strikes. (The bat is extended if the last pitch is hit foul)

- Teams may use free substitution on defense, but the batting order shall remain the same.
- No time outs
- Play will end when forward progress of lead runner is stopped
- No intentional walks allowed
- 5 runs per inning with 6th inning being unlimited runs
- You can use sling machine (sling machine must be at 42ft or you can use coach pitch (must be 30—42 ft from plate arc cannot be higher than 8ft).
- If ball hits the machine or coach, it is a dead- ball, it's a redo no one advances.
- The infield Fly Rule shall not be in effect at any time
- No butcher boy
- No drop 3rd strike
- No bunting in the 7u-8u if there is a runner on 3rd, even if attempt is made batter is out
- Only one bunt attempt per inning is allowed