



## Gopher State Postseason Classic Rules & Regulations



The following rules and regulations will govern play in the Gopher State Postseason Classic. The official rules will be the National Federation of State High School rules except where modified below. Any situations not covered here or in the National Federation rule book will be determined by the Tournament Committee, which consists of the Tournament Director, the Umpire in Chief, and the Tournament Host. ***It is your responsibility to read, understand, and adhere to the rules.***

**Check-In:** **Coaches:** You or an adult representative (e.g., team manager) must check in your team at the designated Tournament Headquarters prior to playing your first game. Teams will be withheld from competition until they have completed the pre-event check-in process.

**Team Eligibility:** All teams must be from a recognized bona fide baseball association or accepted school program to participate. The MYAS Baseball Board of Advisors reserves the right to review and rule on the eligibility of any team. No “Major/Club” teams will knowingly be allowed to participate. The MYAS organization and team classification guidelines are available to view at <https://myas.org/baseball/guidelines-for-organizations/>.

Team classification example: Teams that participate in an “AAA” level traveling baseball league must compete at the “AAA” level for the Gopher State Tournament of Champions.

**Player Eligibility:** Players in their respective age groups must not have reached the next age level before May 1, 2026. **You must have proof of age for all rostered players available throughout your tournament.** Should an eligibility protest be filed during the tournament, you must be able to prove the player's eligibility. If a player is found to be ineligible after a team's first game has started, both the player and the team will be disqualified. **Note:** A player may only be rostered on one team participating in the GSPC.

The following are examples of acceptable proof of age/Grade:

- A photocopy of their birth record from the state, county, or municipal bureau of vital statistics on the place of birth; or a photocopy of the delayed registration of birth if the athlete's birth was not recorded on the day of birth, issued by the same bodies
- Valid passport or driver's license
- Consular Service form FS-240, “Report on Birth” issued by the U.S. State Department
- Immigration and Naturalization forms I-151 and I-25 and form number 43-R311-7 issued by the U.S. Department of Justice
- School letterhead document showing player's date of birth, signed by a school official
- Electronic platforms such as “Schoolview” showing current student records and birthdate

**Grade Level Exception:** Players ARE eligible to play at the age level that corresponds to their grade level.

- 10U – Players who turn 11 years old prior to May 1<sup>st</sup>, 2026 are not eligible unless they are 4<sup>th</sup> Grade. **Players may NOT turn 12 years old before August 1<sup>st</sup>, 2026**
- 11U – Players who turn 12 years old prior to May 1<sup>st</sup>, 2026 are not eligible unless they are 5<sup>th</sup> Grade. **Players may NOT turn 13 years old before August 1<sup>st</sup>, 2026**
- 12U – Players who turn 13 years old prior to May 1<sup>st</sup>, 2026 are not eligible unless they are 6<sup>th</sup> Grade. **Players may NOT turn 14 years old before August 1<sup>st</sup>, 2026**
- 13U – Players who turn 14 years old prior to May 1<sup>st</sup>, 2026 are not eligible unless they are 7<sup>th</sup> Grade. **Players may NOT turn 15 years old before August 1<sup>st</sup>, 2026**
- 14U – Players who turn 15 years old prior to May 1<sup>st</sup>, 2026 are not eligible unless they are 8<sup>th</sup> Grade. **Players may NOT turn 16 years old before August 1<sup>st</sup>, 2026**

Proof of Grade Level – the following are acceptable to prove a player's eligibility based on grade:

- School letterhead document showing player's Grade Level, signed by a school official
- Electronic platforms such as “Schoolview” showing current student records/Grade Level
- School Report Card with Grade Level

**\*NOTE\*** - the age level exception applies to 2026 ONLY. The rule will be revisited after the 2026 event to determine if it should continue.

**Ejections and Penalties:** Any player, coach, manager, or spectator ejected from a game will be suspended for the following tournament game. These penalties may carry over to future MYAS events.

The MYAS Protest Committee may impose penalties against any association, team, coach, manager, player or spectator for unsportsmanlike conduct or other actions considered detrimental to the MYAS baseball program. Notification of any disciplinary action may also be shared with other Minnesota baseball event operators.

**Ejections and Penalties:** Any player, coach, manager, or spectator ejected from a contest for **flagrant unsportsmanlike conduct will be ejected for the remainder of the tournament and will not be permitted to remain within the tournament facility.** Some examples of “flagrant unsportsmanlike conduct” include but are not limited to cheating (use of a declared ineligible player), fighting, repeated use of profane language, etc. The Protest Committee may review the disqualification only if the situation merits further consideration. Any ruling by the Protest Committee is final. The Protest Committee consists of the Tournament Director, the Tournament Host and the Head of Officials.

**Gate Fee:** Each team must pay their pre-tournament gate fee prior to playing their first game. Any team failing to pay the pre-tournament gate fee will not be eligible to participate in the tournament. This fee eliminates any on-site gate (spectator entrance or parking) fee. The gate fee is \$200 per team and is paid directly to the **Tournament Host.**

**Home/Visitor:** For all **Pool Play** games, the home team will be determined by a coin flip.  
In **Bracket Play games featuring two pool winners**, the higher seeded team (from the initial tournament seeding process) will have their choice of Home/Visitor.  
In **Bracket Play games where one team is a pool winner and the other is a pool runner-up or wildcard**, the pool winner will have their choice of Home/Visitor.  
In **Bracket Play games where no team is a pool winner**, the higher seeded team from the initial tournament seeding process will have their choice of Home/Visitor.

**Note: In schedules where Pool A and B are combined, the Pool A/B 1st & 2nd Are BOTH Considered Pool Winners When Determining Home and Away in Bracket Play**

**Infield Practice:** “Taking infield” will not be allowed prior to tournament games. Our host organizations would appreciate all pre-game warm ups be done in the outfield or in the infield foul territory only.

**Game Length:** 9-12U: 6 innings 13-15U: 7 innings

**Pool Play Time Limits:** 9-12U: 1 hour 45 minutes 13-15U: 2 hours

**Note:** The “stop watch” for pool play games does not begin until the actual start of the game (the first pitch) and not necessarily the time listed on the tournament schedule. No new inning will begin after time has expired.

A new inning begins immediately after the 3<sup>rd</sup> out of the previous inning is recorded.

If a game is tied at the end of regulation and the time limit has not been reached, extra innings will be played. Extra innings will be played until a winner is determined or the time limit is reached. Pool Play games may end in a tie.

**Bracket Time Limits:** 9-12U: 2 Hours 13-15U: 2 hours 15 minutes

**Note:** The “stop watch” for bracket play games does not begin until the actual start of the game (the first pitch) and not necessarily the time listed on the tournament schedule.

When a game is tied at the end of 6 innings for 9U-12U and 7 innings for 13U-15U, or if the time limit has been reached, the International Rules will apply(detailed below).

**International Rules:** **For Bracket Games Only;** When a game is tied at the end of 6 innings for 9U-12U and 7 innings for 13U-15U, or if the time limit has been reached, the International Rules will apply

**9U-15U:** Each inning will begin with zero outs and a runner is placed on second base. The runner that is placed on second base will be the last batter from the previous inning. At least one full inning will be played. If the score remains tied, the same process will be used in each inning until the winner is determined.

**Pitching/Base Distances:** 9-10U: 46 feet / 60 feet  
11U: 46 feet /60-65 feet  
12U: 52 feet / 75 feet  
13U: 52-54 feet / 75-80 feet  
14-15U: 60 feet, 6 inches / 90 feet

**Note:** Portable or temporary pitching mounds may be used in the 9U-13U divisions.

**Pitching Restrictions:** **9U, 10U:** A player may pitch a maximum of 100 pitches total for the three-day tournament, but no more than 75 in any one day.

**11U, 12U:** A player may pitch a maximum of 110 pitches total for the three-day tournament, but no more than 85 in any one day.

**13U:** A player may pitch a maximum of 120 pitches total for the three-day tournament, but no more than 95 in any one day.

**14U, 14/15A, 15U:** A player may pitch a maximum of 130 pitches total for the three-day tournament, but no more than 95 in any one day.

**Note:** If a pitcher reaches their maximum number of allowed pitches during an at-bat, they may finish pitching to that batter but then must immediately be removed from the pitching position. Pitchers' pitch counts will be posted at the Tournament Headquarters.

**Note:** If games are rescheduled or moved to a new day due to weather, the daily pitch limit does NOT change. Example – a Friday game is moved to Saturday and a pitcher throws 75 pitches. Those pitches are NOT applied to Friday (allowing the player to throw 25 more pitches on Saturday).

**Pitching Restrictions:** **Note on Pitch Count Tracking:** Coaches/bookkeepers are to continuously check pitch counts for accuracy in between innings with the umpire(s) to ensure all parties agree. When the game is complete, both teams should verify pitch counts with the umpire's score card before being reported to the Tournament Director.

**PENALTY for violations of pitching restrictions:** The head coach will be ejected from that game and the next scheduled game. The offending pitcher will be suspended from the pitching position for the following game. The **second** offense during the same tournament results in suspension of the coach for the remainder of that tournament, as well as possible imposition of further sanctions subject to the review of the MYAS Board of Advisors.

**Curve balls are not allowed in the 9U-11U age divisions. First offense** – warning (pitch is declared a "no-pitch"); **second offense** – ejection from the pitcher's position.

**Balk Rule:** **9U-11U ONLY:** The only balk that will be called will be a fake pitch; this balk will result in a dead ball and all baserunners advancing one base.

**Umpires:** **9U-13U:** One MYAS registered umpire will be used in all games except the semifinals, championship, and third place games; for those games two MYAS/Trusted Officials and/or MSHSL registered umpires will be used (whenever possible).

**14-15U:** Two MYAS/Trusted Officials and/or MSHSL registered umpires will be used in all games (whenever possible).

**Metal Cleats:** Metal cleats are prohibited for **9U-12U**. However, metal cleats may be worn in the 13U and older age divisions (unless otherwise noted below).

**10-Run Rule:** **9U-12U:** The game will end at the conclusion of 4 innings (3½ if the home team is ahead by 10 or more runs).

**13U-15U:** The game will end at the conclusion of 5 innings (4½ if the home team is ahead by 10 or more runs).

**15-Run Rule:**

The 15-run rule will apply after three innings (2½ if the home team is ahead). This rule applies to all ages and divisions.

**Continuous Batting/  
Free Substitution:**

**9-13U** will use continuous batting and free substitution. **No Exceptions.**

**14AA** will have the option to use continuous batting and free substitution. This must be declared to the umpire and the opposing head coach prior to the start of the game and will continue for the remainder of that game.

**NOTE for Continuous Batting:** An injured batter or runner who cannot continue to participate will be replaced by the last player to be put out. This will end the injured player's participation for the remainder of that game. This will **NOT** be recorded as an out unless it drops the batting line-up below nine players. Each team's lineup must list a minimum of nine players to start a game. A game will be forfeited to the offended team when a team is unable to provide nine players to start the game or cannot provide eight players to finish the game (NFHS Rule 4-4-1f). A "rostered" player may be placed at the end of your lineup if they are not present at the start of the game (this applies to teams that start a game with nine players).

**Base Running for 9-11U:**

**9U** – A runner may lead off/and or steal after the ball crosses the plate. **Exception:** On a passed ball from a pitcher, runners occupying any base may not steal home.

**9U:** A runner occupying 3rd base at the start of a play may only advance to home on a batted ball or an attempted play on the runner on 3rd base. Otherwise, the runner on 3rd may only advance on a batted ball, a bases loaded walk or hit by pitch.

**10U** – A runner may lead off/and or steal after the ball crosses the plate.

**Note for 10U:** On a passed ball from a pitcher, runners occupying any base may steal home.

**11U** – A runner may lead off and/or steal after the ball leaves the pitcher's hand.

**9U-11U:**

**A1.** A batter/runner that is awarded 1st base on a base on balls ("walk") may not lead off 1st base or advance to 2nd base until a pitch leaves the pitcher's hand/crosses the plate to the next player in the batting order. Other runners occupying a base when the batter/runner is awarded 1st base on a ball four may advance at their own risk if the pitch is a passed ball.

**A2.** Runners must be on their base when the pitcher has control of the ball on the rubber and is set to make their next pitch.

**B.** A base runner may NOT leave the base early.

1st offense: Dead ball – umpire issues a warning, and the pitch is declared a "No Pitch"

2nd offense: Dead ball – runner will be called out

**C.** A batter may NOT attempt to advance to 1st base on a dropped third strike. Runners already on base may advance at their own risk.

**D.** A batter/runner that is awarded 1st base on a base on balls ("walk") may not advance past 1st base including a passed ball on ball four.

**Sliding:** are never required to slide but if a runner elects to slide, the slide must be legal. Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. Diving over a fielder is illegal (NFHS rule 8-4-2-b-2).

**A headfirst slide into home plate is permitted, provided the slide is legal and in compliance with all applicable rules.**

**Interference** (NFHS Rule 2-21): Offensive interference is an act (physical or verbal) by the team at bat:

1. which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play; or

2. which happens when a runner creates malicious contact with any fielder, with or without the ball, in or out of the baseline; or
3. which happens when a coach physically assists a runner during playing action.

**Obstruction:** (NFHS Rule 2-22): 1. Obstruction is the act (intentional or unintentional, as well as physical or verbal) by a fielder, any member of the defensive team or its team personnel that hinders a runner or changes the pattern of play. 2. A fake tag is considered obstruction.

**Base Running  
for 12U-15U:**

**A.** A runner may lead off and/or steal at any time (NFHS rules apply).

**B.** Interference (NFHS Rule 2-21): Offensive interference is an act (physical or verbal) by the team at bat:

1. which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play; or
2. which happens when a runner creates malicious contact with any fielder, with or without the ball, in or out of the baseline; or
3. which happens when a coach physically assists a runner during playing action.

**C.** Obstruction (NFHS Rule 2-22):

1. Obstruction is the act (intentional or unintentional, as well as physical or verbal) by a fielder, any member of the defensive team or its team personnel that hinders a runner or changes the pattern of play.
2. A fake tag is considered obstruction.

**D.** Runners are never required to slide but if a runner elects to slide, the slide must be legal. Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. Diving over a fielder is illegal (NFHS rule 8-4-2-b-2)

**Starting Pitcher:**

**This rule applies for all ages (9-15U):** The starting pitcher may NOT be withdrawn and re-enter (at pitcher). Relief pitchers may not re-enter pitching position.

**Re-Entry:  
(NFHS Rule 3-3)**

**Starting Players:** Any of the starting players may withdraw and re-enter once, including a player who was the designated hitter, provided said player occupies the same position in the batting order whenever they are in the lineup. A substitute who is withdrawn may not re-enter. **(Does not apply if 14AA opts to use free substitution and continuous batting).**

**NOTE FOR 14U:** The Extra Hitter (EH) option will **NOT** be used in tournament play.

**Exception:** Replacement of injured players and/or courtesy runners. If an active player sustains an injury that requires them to leave the game and their team has used all of their available substitute players, the coach may substitute for the injured player with the first player on the bench who had previously lost their eligibility via the re-entry rule.

**Courtesy Runner:**

**9-13U:** A courtesy runner (the last runner to be put out) will be allowed only for the catcher and **only** when there are two outs.

**14-15U:** The NFHS courtesy runner rule (NFHS Speed up Rules) will be used. The team at bat may use courtesy runners for the pitcher or catcher at any time.

**Courtesy Runner:**

Projected substitutions are not allowed. Courtesy runners are only allowed for the catcher/pitcher of record.

**Baseballs:**

Two MYAS/Gopher State baseballs will be provided for all games. If additional baseballs are needed, teams should supply them alternately.

**Equipment:**

All bats, helmets, catcher's gear, footwear, and other equipment must conform to National Federation rules and regulations.

**Bat Rule:**

All bats must comply with the current legal bats in USSSA OR USA bat regulations. All regulations are posted under the Baseball portion of the [www.myas.org](http://www.myas.org) website.

*Drop Rules:* The 15U age division will use the “-3” drop rule. The 14U age division will use the “-5” drop rule. The 12U-13U divisions will use the “-10” rule. The 9U-11U divisions may use any drop size they desire.

Penalty for Using Illegal Bat – refer to NFHS Rules

**Uniforms:** Team jerseys should be of **identical** color and should have at least a six-inch number on the front and/or the back.

**Forfeits:** Tournament officials will administer the rule so that any team that intentionally causes a forfeit will **NOT** benefit and will **NOT** advance to the championship round unless the Tournament Committee determines there were extenuating circumstances causing the forfeit.

A game will be considered a forfeit when a team is unable to provide at least nine players to start the game or cannot provide eight players to finish the game.

A 10-minute grace period will be allowed for a team’s first pool play game. All other tournament games will be considered a forfeit at the scheduled game time.

**Fine:** If any team forfeits a game, they will be assessed a fine.

**First Offense:** \$100

**Second Offense:** \$200 and the team will be suspended from MYAS events for one year pending appeal to the MYAS Baseball Board of Advisors.

**Roster/Bench Personnel:** Teams may roster up to **18 players**. Once your team qualifies for or is offered a spot in the **GSPC**, your roster is **frozen**. In the event of injuries, roster additions may be permitted but must be approved first by your **home community association** and then by the **MYAS Baseball Office**. All changes must be submitted using the [Roster Policy & Substitution Form](#) and emailed to [eric@myas.org](mailto:eric@myas.org). **Do not assume** players can be added without justification. Players may appear on **only one GSPC roster**. Complete **Rosters must** be entered through **RegisterPlay** before participating in the GSPC. Teams are allowed **1 Head Coach, 2 Assistant Coaches**, and **1 Scorekeeper** to be on the bench.

**Tournament Seeding:** Participating coaches will seed the tournament based on information provided by each team.

**Tournament/Weather:** Any weather-related updates regarding postponements, rescheduling, or any other tournament schedule change will be posted on the [GSPC web page in RegisterPlay](#) under “Event Info”. Instructions will be sent to coaches prior to the tournament on how to access this information.

In the event of inclement weather during the tournament, the MYAS Tournament Director and MYAS Baseball Team members reserve the right to alter the tournament format to assist with the progression of the tournament.

**Awards:** **1st Place:** Players will receive individual awards and a Team Banner will be presented on site.

**2nd Place:** Players receive individual awards.

#### **MYAS Refund Policy**

- If a team drops out of a tournament prior to the entry deadline, a full refund will be issued.
- Teams dropping out of a tournament after the entry deadline will **NOT** receive a refund.
- If a tournament should have to be cancelled due to unforeseen circumstances (i.e., weather, loss of electricity) a prorated portion of your entry fee will be returned based upon the number of games played. No Refund will be issued if a team plays 2 or more games.
- If a tournament is cancelled, with no games played, due to any of the above reasons, teams can elect a 75% refund of their entry fee or have 100% of their entry fee applied to a future MYAS event.

### **MYAS COACH & PLAYER CODE OF CONDUCT**

1. I will not berate the officials or "trash talk" to my opponent.
2. I will not use profanity.
3. I will encourage good sportsmanship by demonstrating positive support for all players, coaches, contest administrators, and officials at every game.
4. I will place the emotional and physical well being of my teammates and opponents ahead of my personal desire to win.
5. I will treat other players, coaches, fans, and officials with respect regardless of race, gender, creed, or ability.
6. I will demand a sports environment that is free from drugs, tobacco, and alcohol, and will refrain from their use at all MYAS sporting events.
7. I will do my best to remember that youth sports are supposed to be FUN and that winning and losing are part of everyone's experience.
8. I will express my concerns through the proper channels in a dignified manner.
9. I will respect the volunteers who are assisting with the conduct of these events.
10. I will respect and adhere to the rules governing eligibility and competition.

### **MYAS PARENT/SPECTATOR CODE OF CONDUCT**

1. I will encourage good sportsmanship by demonstrating positive support for all players, coaches, contest administrators, and officials at every game.
2. I will place the emotional and physical well being of the athletes ahead of my personal desire to win.
3. I will demand a sports environment that is free from drugs, tobacco, and alcohol, and will refrain from their use at all MYAS sporting events.
4. I will remember that the game is for the kids – NOT the adults.
5. I will do my best to make sure that youth sports are a FUN and POSITIVE experience.
6. I will treat other players, coaches, fans, volunteers, and officials with respect regardless of race, gender, creed, or ability.

**7. I will not berate the officials.**

**8. I will not undermine the coaches' instructions or directions.**

**9. I will not use profanity.**

**10. I will communicate my concerns through the proper channels in a dignified manner.**