

Brandon Valley Baseball Tournament Rules – 9u -12u

- Fraternal Order of Police Slugfest Tournament
- Pizza Ranch Gold Glove Tournament
- Sunshine Foods Silver Slugger Tournament
- Marlins Family Restaurants Field of Dreams Tournament

** When not specifically addressed, NFHS rules will be utilized. **

Eligibility -

1. January 1st of the current year will determine the players eligibility age for the tournament. If a player has a birthday on January 2nd of the current year, their eligibility age will be their age on January 1st.

Example – Player A is nine years old on January 1st and turns 10 on January 2nd the player is eligible to play on the 9u team.

2. Please carry birth certificates to settle any age disputes.

Field Dimensions -

1. 9u & 10u – 46' Pitching Rubber and 60' bases.
2. 11u & 12u – 50' pitching rubber and 70' bases.

Game Length -

1. 6 innings games.

2. No new inning after 1:40 minutes of play. The time limit is in play for all pool play games and bracket games through the semifinals. The umpire will announce the starting time after first pitch and will announce when the game hits the 1:30 mark.

** All Championship Games will be played to their entirety. 6 innings or run rule. Whichever comes first **

3. If the time limit expires and the home team is batting with the lead the game will end and the final score will be determined at the time limit.

4. One extra inning will be allowed in pool play, if six innings are completed under 1:40.

Tournaments that have a bracket format, will move into extra innings, and will complete the game. If a bracket game is in the 5th inning and the time limit occurs, the extra inning rules will be used for the 6th inning and all extra inning rules will apply.

5. In extra innings the final out of the previous inning will start on second base with zero outs. The inning will be completed with regular baseball rules. After the visiting team has completed their at bat the home team will have the same opportunity. This rule applies to all pool play, bracket, and championship games.

5. Due to weather issues the time limit can be adjusted by the Tournament Director as needed.

Run Rules -

1. 15 run lead after 3 innings
2. 10 run lead after 4 innings.
3. 8 run lead after 5 innings.

Bat Requirements (ALL AGES) -

1. *Wood bats, USA bats and USSSA bats are allowed.*
2. If an illegal bat is used the bat will be removed from play and that player is out. Each time that player comes to bat thereafter in that game an out will be recorded and the player will be allowed to bat.

Line-Up Options -

1. Roster Bat – All players are in the batting order and free defensive substitutions are allowed.
2. Straight Nine – Substitutions are allowed in the batting order. Players can substitute in and out of the order as much as you like. The players are married to each other in the batting order and the order of the lineup cannot change. Only one player can be married to the original starter. Little League substitution rule.
3. NFHS DH – A DH is allowed for any player. These two players are married to each and can go in and come out of the game as many times as you like. If the player in the DH's spot in the batting order, enters the field they must stay in the same spot in the batting order. All other players are subject to the substitution rules explained in the Straight Nine batting order.
4. Courtesy Runner – You can courtesy run for the pitcher and catcher at any time. The courtesy runner must be a player not in the lineup at that point of the game or the final out made by your team.

Pitching Rules -

1. All Divisions – Six innings for the tournament. You can distribute these innings however you like. No limits per game if six innings for the tournament aren't exceeded.
 2. One pitch = One inning.
 3. The umpires will track innings each game. Please sign the scoresheet at the end of the game. Once the sheet is signed it's final.
 4. One appearance per game per pitcher.
 5. Any team exceeding the innings pitched rules will be disqualified from the tournament.
- These rules are put in place for the arm safety of your players. We highly encourage you to follow pitch count guidelines set by many of youth baseballs governing bodies.

Base Running & Batting Rules -

1. 9u and 10u – Stealing is allowed once the ball crosses home plate. Home plate is closed on a play that start with a steal attempt. Players can only score from third base on a batted ball or when forced home by a walk or hit by pitch. The NFHS dropped third strike rule is not active. All dropped third strikes the batter is out.

Example 1 – Runners on third base and first base. If the trail runner attempts to steal second

base, a play can be made on either the runner stealing second or the runner on third base. The runner stealing second base is allowed to advance. The runner on third base, is not allowed to advance home, even if the catcher attempts a play on the runner at 3rd base. Home plate is closed on all plays that start with an attempted steal.

Example 2 – Runner on first or second base only. The runners successfully steal the next base, and an attempt is made by the catcher on either runner. The lead runner cannot advance beyond 3rd base. 3rd base is the final base that can be obtain through a steal attempt.

Example 3 – A play starts with a batted ball. Once the play starts with a batted ball, home plate is open. Regular baseball rules apply.

Example 4 – Runner on third base and the pitcher throws a wild pitch the backstop. The runner from third is not allowed to score. Runners are always allowed to take 2nd or 3rd base on a wild pitch.

REMINDER – ON A BATTED BALL HOME IS OPEN. STEAL OR PASSED BALL HOME IS CLOSED.

2. 11u – Stealing is allowed once the ball leaves the pitcher’s hand. Home plate is open. The dropped 3rd strike is NFHS rules – active.

3. 12u – Leading off is allowed. Home plate is open. The dropped 3rd strike is NFHS rules – active.

Concerning balks - All balks will be given a warning on the first infraction and the runner will go back to their previous base. The umpire will explain the balk to the player and play will continue. If the same balk occurs, then all balk rules will apply.

4. Bunting is allowed at age levels (9u-12u) but no encouraged.

Pool Play Tie Breakers -

1. Win Percentage

2. Wins

3. Losses

4. Head-to-Head – Unless we have a three-team tie in a pool where all the teams don’t play each other. The we will revert to least runs allowed. **IN A 3 TEAM TIE WHEN ALL 3 TEAMS HAVEN’T PLAYED EACH OTHER LEAST RUNS ALLOWED WILL BE USED.**

5. Least runs allowed

6. Run Differential – Capped at 10 runs

7. Most shutouts

8. Coin flip

Ejections – All ejections will carry a plus one penalty. The player or coach is out for that game plus. The umpire will record the player or coach that was ejected and will report it to the Tournament Director.

Official Book – Each team oversees an official book. If the two teams don't agree the game will stopped along with game clock until the dispute is solved.

Cleats – Rubber Cleats only.

Slide Rule – NFHS slide rule in effect. Players must go directly into the bag and no barreling into any player at any base. Headfirst slides are allowed.

Pre-game infield/outfield – Is not allowed. You may warm up and take ground ball in the outfield or in foul territory on the infield.

Gate Fee – A \$5.00 per adult gate fee will be charged on Saturday and Sunday of our tournaments. No gate will be charged on Friday evening. An adult is any person who has graduated from high school. No Sr. citizen discounts are allowed. Two coaches per team are allowed in for free. Please sign in at the gate. Once two coaches are signed in for your team all the other adults are expected to pay the \$5.00 admission fee. These tournaments are fundraisers for our association, so we greatly appreciate your support.

6/2/2024 – Brandon Valley Baseball Association