



General Rules 9U

Policies and Procedures

1. 5 Tool Academy tournament management will treat all teams with fairness. If questions or disputes arise about policies and procedures, coaches shall bring to the attention of the Tournament Director to be dealt with. *Any interpretation and decision of the Tournament Director shall be final and judgment calls by Tournament Director are final. Rule interpretation will be decided by the Tournament Director. On field calls by Umpires are final, no protests to on field calls.*
2. Professional umpires have been assigned to each game. Coaches should treat them with respect. With regard to on-field calls, the decision of the umpires shall be final.
3. 9U Division Players who turn 10 prior to May 1 of the current season are not eligible unless they are in the 3rd grade. Also, any player turning 11 prior to August 1 will not be eligible. Players who are 9 are eligible for this division regardless of their grade. Teams shall have player birth certificates readily available upon request of the Tournament Director. Questions of age eligibility shall be brought to the attention of the Tournament Director. Such matters will be investigated and resolved as quickly as possible. A team found using an ineligible player will forfeit all games that ineligible player played. The forfeit score shall be 7-0 for tiebreaker purposes.
4. Teams shall arrive on site 45 minutes prior to scheduled start time. If the previous game finishes early, teams may be asked to begin play earlier than scheduled. If a team fails to field 9 uniformed players at game time, the Tournament Director may issue a forfeit victory. The team that wins the game by forfeit will be credited with a 7-0 victory for tiebreaker purposes.
5. A coin flip will be used to determine home team for pool play and Round Robin games.
6. If a tiebreaker is needed to determine playoff teams (wildcards, etc.), the following tiebreakers shall be used:
 - a. Overall won-lost record
 - b. Least number of runs allowed throughout the tournament
 - c. Run differential
 - d. Total runs scored
 - e. Coin flip
7. The Tournament Director may modify the number or length of games when necessary due to weather, field, or scheduling issues. This includes modifying the time limit if games get backed up.
8. There are no bat restrictions. Players are welcome to the bat of their preference.
9. There will be a "zero tolerance" policy for any alcohol or tobacco anywhere within the confines of the tournament venues.

Playing Rules

1. Lead offs are not permitted but steals are once the ball crosses the plate.
2. Dropped third strike rule will not apply.
3. Infield fly rule applies.
4. There is a six run max per inning until the sixth inning. Runs are unlimited in the sixth inning.
5. Game will play 6 innings.

6. A one (1) hour thirty (30) minute time limit is in effect for all pool play games. A one (1) hour forty five (45) minute time limit is in effect for elimination games.
7. A new inning cannot start after the time limit has expired. Once an inning starts, it must be completed. The official time is ended when the third out of the bottom of the inning is recorded. If the home team is ahead when the time limit is reached, the game is over and the bottom half of the last inning shall not be played.
8. There is no time limit on championship games (unless the Tournament Director deems it necessary due to weather or scheduling issues).
9. Game time will stop (5 minutes max) for any serious injury.
10. The Tournament Director reserves the right to modify the time limit for games in the event of weather or scheduling issues.
11. The start time shall begin when the pre-game meeting is completed. The home plate umpire or his designee shall monitor the official time.
12. When three (3) innings have been completed or the visiting team has completed three (3) innings and the home team is ahead and the game is halted due to weather, it will be considered an official game.
13. Teams may use a nine (9) player line up, a ten (10) player lineup with an Extra Hitter, an eleven (11) player line up with two (2) Extra Hitters or a continuous batting order.
14. There is a free substitution of the players listed on the batting order. There is no designated hitter.
15. Players may use the bat of their choice. There are no bat restrictions/requirements.
16. Slash Rule - A player may not square to bunt, pull back, and swing. Batter will be called out for doing so. If a player shows bunt, he must either bunt the ball or pull back and "take" the pitch.
17. **Mercy Rules**
 - 15 runs after 3 innings
 - 10 runs after 4 innings
 - 8 runs after 5 innings

18. **Pitch Counts** Pitch Smart Guidelines will be used:

AGE	DAILY MAX PITCHES IN GAME	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+

If a pitch count limit is reached, the pitcher may complete the batter without being considered over the limit. You can learn more by visiting: <http://m.mlb.com/pitchsmart/pitching-guidelines-ages-9-to-12>

While our expectation is that pitch counts will be self-monitored and self-enforced, they are **mandatory** for all teams. If it is brought to the attention of the tournament director that a pitcher is ineligible under the pitch count requirements, the pitcher will be removed from the mound. In the interest of good sportsmanship and athletes' health, all coaches are required to strictly follow this rule.

18. Pitcher must be replaced on the 2nd trip to the mound per inning.
19. **Intentional Walks** There will be no pitches thrown to intentionally walk a batter. Notify the umpire, and the batter will be awarded first base.

20. **Base Distances and Field Dimensions**

Every effort will be made to make sure base distances, pitching distances, and field dimensions are accurate. As with many different public and private facilities, dimensions are sometimes slightly off. So long as the field dimensions are reasonable and the same for both teams, play shall not be stopped to reinstall bases or pitching rubbers. This tournament will use 46/65 diamonds.

21. **Metal Spikes** Metal spikes are not allowed in age groups 7-12.

22. **Tie Games**

Pool play games: Pool play games - tie breakers - Games will end in a tie at the completion of inning after time has expired. Games that have completed their designated innings for the game prior to the expiration of time will play 1 inning of the tiebreaker using the California rule noted below. If after one inning of the tiebreaker results in a tie, game will end in a tie and no further tiebreaker innings will be played.

Elimination Rounds: Elimination games may not end in a tie. If the time has expired or 6 innings are completed, and the score is tied, the California rule will be used for extra innings. The team at bat will start with a player on second, no outs. The player on second will be the last batter out in the previous inning. Runs are unlimited in additional innings.

23. **Courtesy Runners**

Courtesy runners are optional at any time for the pitcher and catcher. The courtesy runner shall be a player not currently in the lineup OR the last batted out. The pitcher or catcher for this rule is the pitcher or catcher of the previous inning. If this situation arises in the first inning and no outs have been recorded, the pitcher or catcher shall remain on the bases until an out is recorded.

24. **Ejections**

If a player is ejected during a game, the name of the player will remain in the batting order and count as an out when the batting order reaches that player. If a player or coach is ejected from a game, he will serve a one game suspension. The suspension must be for the next game the team plays. If a player or coach is ejected he must leave the field and adjacent area in a timely manner. If this does not occur, the player or coach in player can be barred from the facility at the discretion of the Tournament Director.

25. **Injuries and Early Departures**

If a player becomes injured (as ruled by the umpire) and is unable to continue playing, his spot in the batting order shall be skipped with no penalty. Once the injured player leaves the batting order, he may not reenter that game.

RAINOUT POLICY

In the event the tournament is shortened due to weather, the following refund policy will be honored by 5 Tool Academy:

- 0 Games Played – 100% Refund for tournament registrations fees, less a \$30 administrative fee..
- 1 Game Played – 50% Refund for tournament registration fees.
- 2 Games Played – 0% Refund for tournament registration fees.

Game played is defined as 3 innings or 2~1/2 if Home team is winning when they come to the plate for the third time. Any games shortened by weather, teams must submit their scores at the time the game was called.