



QYBA Tournament Rules

General

Team / Roster

- Player Eligibility
 - 8U Tournament – kids may NOT be 9 before May 1, 2019
 - 9U Tournament – kids may NOT be 10 before May 1, 2019
 - 10U Tournament – kids may NOT be 11 before May 1, 2019
 - 11U Tournament – kids may NOT be 12 before May 1, 2019
 - 12U Tournament – kids may NOT be 13 before May 1, 2019
- Each team must submit a roster of a maximum of 14 players along with providing proof of insurance coverage prior to their first game. Copies of birth certificates must be available upon request.
- Players must have been a full-time player in the applicant's league (or equivalent intramural program) during the year. All players on a team must be from the same intramural program. No AAU or multi-community travel teams (except in Memorial Day Wood Bat Tournament.)
- Only rostered players, a bat boy, a score/ book keeper, and up to 5 adult coaches may occupy the dugout / bench area during tournament games

Tournament Format

- Pool Play-Teams will be split into two four team divisions and will play each of the other teams in their division once. The first and second place teams in each division will advance to the finals, with the first place team in division A playing the second place team in division B, and the first place division B team playing the second place A division team. The winners will play for first place, and third place will be awarded to the team with the highest Tiebreaker Standings not in the final game.
- Round Robin- each participant plays every other participant once. The first place team will play the fourth place team and the second place team will play the third place team. The winners of these games will play for first place and third place will be awarded to the team with the highest Tiebreaker Standings not in the final game.
- 2 Game Pool Play- (Memorial Day Weekend Tourney only) Teams will play 2 randomly scheduled pool play games and then will be seeded for a Playoff round. Playoff round will be determined by number of teams. All teams will be guaranteed 3 games.
- Tiebreaker and Standings Rules:
 1. Head to Head (if 3-way (or more) tie goes to Least runs allowed)
 2. Least runs allowed
 3. Run differential (maximum of 6 per game)
 4. Most runs scored (maximum of 6 per game)
 5. Coin flip

- Should less than 8 teams participate, tournament format will be announced a few days prior to the start date.

Games

- A coin flip will determine the home teams for the pool play games. The top seed in each division will be the home team in the first round of the finals. Home teams for the first and third place games will be the highest seed. If the seeds are the same for each team, a coin flip will determine the home team.
- A complete game will be 6 innings. If the home team is ahead by 10 or more runs at or after the 4th inning, the game is complete.
- No new inning may start after the 1 hour 50 minute mark from the start of play, however the current inning must be finished. If it is the bottom of the inning and the home team is batting and winning the inning it does not need to be completed. The home plate umpire will record the start of each game and will notify the teams when the time limit has been reached.
- In order to control the length of games, for 8U & 9U, a limit of 6 runs will conclude an inning, except that the 6th inning is unlimited. In elimination/playoff round no run limit for any inning.

Playing Time

- 8, 9, and 10 year olds
 - Each player must play at least 6 outs in the field, otherwise, free substitution is permitted. If the innings requirement is not met due to a shortened game, any players not meeting the minimum playing requirement will start the next game
- 11 and 12 year olds
 - No minimum mandatory playing time

Sportsmanship

- Harassment of opposing players will not be tolerated. This includes:
 - Catchers talking to batters
 - Rattling dugout screens
 - Attempting to distract the pitcher. Once a pitcher comes to the set position, all cheering, yelling, or distractive action must stop. Intentionally trying to rattle or disturb a pitcher or batter is considered unsportsmanlike conduct and will not be permitted. A team will be given one warning. If it occurs a second time, the head coach will be ejected from the game.
- Arguing umpire calls will not be tolerated. Players, coaches, or fans will be warned once. If a second violation occurs, ejection from the game and the remainder of the tournament will occur.

Awards

- Individual trophies will be awarded to 1st and 2nd place teams.

Substitutions

- For 10, 11, and 12 year old, each team is allowed to decide before each game whether they want to bat 9, or bat 9 + EH, or bat the entire lineup. Official Cal Ripken substitution rules will govern batting less than the entire lineup. If you bat the entire lineup, than free substitution rules apply
- 8 and 9 year olds must bat the entire lineup
- If there is an injury after all available players have entered the game and a player cannot continue any player who has come out of the game may re-enter.
- If a team has only 9 or 10 players (and used an EH) and a player gets hurt and cannot continue, if no other player is available - that player's spot in the lineup will be erased, with no penalty (automatic out).

Miscellaneous

- The infield fly rule shall be in effect for 10u-12u. No infield fly rule for 8u and 9u.
- All batters, base runners, and batboys / batgirls must wear helmets
- No metal spikes are permitted.
- No players may be on the infield before games.

Batting

- Only USA Baseball approved bats may be used (Wood bats of any size are allowed. Wood bats must be natural wood, no composite wood bats in Memorial Day Weekend tournament).
- Once a player shows bunt on a pitch, they may not swing away on that pitch. Violators will be called out. No wiggling the bat when attempting a bunt will be tolerated. Violators will be given one warning. A second violation will result in the batter being called out.
- Dropped Third Strike
 - 8, 9, and 10 year olds Batters may not attempt to advance to first
 - 11 and 12 year olds Batters may attempt to advance to first on a dropped third strike if first base is unoccupied or there are 2 outs. Other runners may advance at their own risk.

Pitching

- A pitcher may pitch a maximum of 3 innings per game with no cap on innings for the tournament. One pitch in an inning is considered 1 full inning.
- Once replaced during a game, a pitcher may not return to pitch later in the game.
- There is one visit allowed by a coach (any) to the mound per inning and three visits overall in the game. On the second visit in the inning or third visit overall to the same pitcher in the game, the pitcher must be removed, and another pitcher must enter the game.
- Breaking Balls (any type of curve, slider, cutter, or any other breaking type pitch)

- 11 and 12 year olds... it is permitted
- 8,9, and 10 year olds.... it is NOT permitted
- **Balks**
 - 8, 9, and 10 year olds Not applicable
 - 11 and 12 year olds Pitchers will receive 1 warning per game by the umpires, who will review the balk call with both the pitcher and coach. Beginning with the second offense, runners will advance. Warning is per pitcher, not team.

Base running

- A runner is out when they do not slide or attempt to avoid contact on a fielder who has the ball and is waiting to make the tag. The runner must slide or avoid contact. Umpire's discretion in enforcing this rule is final.
- No head first slides are allowed, except to dive back into a base.
- A courtesy runner may be used for the pitcher or catcher with 2 outs in an inning. The courtesy runner must be a player not in the game at the time. If no bench player is available, the player who made the last out shall be used.
- **Stealing / Leads**
 - 8,9, and 10 year olds
 - Runners may not leave the base until the ball is past the batter.
 - Stealing of all bases is permitted.
 - When a pitcher is in contact with the pitcher's plate (rubber) and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base-runners shall not leave their bases until the ball has been delivered and has reached the batter. Once the pitcher and catcher have established position, a runner who is not on-base must return to their base. Any runner that taunts while off their base or leaves a base after their position is established has taken an illegal lead. As such, the team will be given one warning. If it occurs a second time, the runner will be called out.
 - 11 and 12 year olds
 - Stealing of all bases is permitted with unlimited leads.
 - Balks will be called after a pitcher has received one warning (per game).

Protest

- During Tournament Play, a team manager may protest any misinterpretation of a rule or regulation. Note: Protests of judgment calls (such as strikes, balls, out, safe, foul, fair, etc.) are not valid.
- When a manager wishes to lodge a protest, he/she must do so with the tournament coordinator within 10 min of the end of gameplay.

Forfeits

- Forfeits will result in a 7-0 victory against the team that forfeited (either involuntarily due to a rules infraction warranting a forfeit, or due to a voluntary forfeit).