

## 10U Tournament Rules

### General Rules:

1. **The team must carry birth certificates. If age is challenged and proof is not verifiable, the team will forfeit all games played.**
2. No pregame infield or batting practice. Warm-up areas will be provided and 2 batting cages are available.
3. Home team will be decided by a coin flip. In the semi-final/Championship games the home team is the #1 seed or team with the best record.
4. Game time is forfeit time. You may start with 8, taking an out in the 9th spot.
5. **Adverse Weather:** The Tournament will be played in adverse weather conditions. The format may be changed to lesser time limits or fewer innings to complete the tournament. Coaches and players accept these conditions when entering the tournament.
6. **Scoring:** Home team is responsible for the "official book". Teams are urged to check every inning with their opponent to confirm the score.
7. **Safety:** No steel cleats, no head first slide unless back to the base, must slide or avoid contact.
8. Only the adult manager, 2 adult coaches, 1 adult scorekeeper and a maximum of 15 players will be allowed in the dugout. (No batboys )
9. Managers will be responsible for the orderly conduct of their players and coaches on the bench and playing field. Cheering or shouting from the bench will be allowed only if it is directed at their own team. **NO** harassing of the other team will be allowed or tolerated (such as "Swing Batter"). The umpire in charge will have control of any problems, in the game or stands, with the assistance from tournament officials. Any problem with either team should be reported to the umpire in charge.
10. **BATS:** All bats must 2 ¼ and stamped BPF 1.15 NO BIG BARRELS ALLOWED.
11. The manager and/or coaches are responsible to see that any player catching must wear complete safety equipment, including cup and helmet.

### Game Rules:

12. Cal Ripken Minor League rules except what is modified by the following.
13. **EH/DH:** Teams may bat a maximum of 11 batters in their line-up. Therefore teams may use 2 EH's and a DH if they prefer
14. **Re-Entry Rule:** A starter who is replaced may re-enter the game only once and must re-enter in the same spot in the line-up. A substitute who is replaced cannot re-enter.
15. **Courtesy Runners:** Teams may run for their catcher ONLY, when there are 2 outs ONLY. If utilizing the courtesy runner please have a runner ready immediately. Courtesy runners can only be a player who has not entered the game.
16. **Time Limit:** Pool Play Games are limited to the following 1 hour 45 minutes, semi-final and championship games will not have a time limit.
17. **Scoring:** Home team is responsible for the "official book". Teams are urged to check every inning with their opponent to confirm the score.
18. Dropped third strike is in effect.
19. **Mercy Rules:** 10 runs after 4 innings; 15 runs after 3 innings.
20. **Pitching Rules:** There are no pitching restrictions. It is the coach's/team's responsibility of ensure a pitcher's health in regards to pitch counts, # of innings pitched, or pitching on consecutive days.
21. **3 conferences per game. After the third conference each subsequent conference the pitcher must be replaced.** Pitchers once removed may not be re-entered as pitchers in the same game.
22. **Tie Breaker System**
  - a. If at the end of regulation the game is tied, the International Tie Breaker System will be put into place. The scheduled last hitter for that inning will be placed on second base and the inning is played out. Both teams do this until there is a winner.
23. **Decisions:** Tournament Director shall have the final decision on all tournament questions.