



## TOURNAMENT RULES

ADOPTED JUNE 2025

**HALTOM YOUTH BASEBALL (HYB) DOES NOT ACCEPT CHECKS, DEBIT CARDS OR CREDIT CARDS FOR TOURNAMENT GATE OR ENTRY FEES. ENTRY FEES MUST BE PAID IN FULL VIA CASH ONLY AT CHECK IN FOR THE EVENT.**

## **GAME BASEBALLS – TEAM RESPONSIBILITY**

HYB **does not supply game balls** for tournament play. Each team is responsible for providing its own game balls.

- All baseballs must be **genuine leather**.
- Game balls are **subject to inspection** by tournament officials prior to or during games.

Teams should ensure they have an adequate supply of approved baseballs available at each game.

## **AGE ELIGIBILITY FOR HYB TOURNAMENTS**

For all HYB tournaments, a player's age group will be determined based on their age as of **February 28, 2025**. This means players will compete in the division that matches the age they are on that specific date.

- **Example:** If a player turns 12 on or before February 28, 2025, they must compete in the 12U division or higher. If they turn 12 on March 1, 2025, they remain eligible for the 11U division.

Players are allowed to **"play up"** (compete in an older age division), but they are **not allowed to "play down"** (compete in a younger age division).

## **TOURNAMENT SCHEDULES**

Tournament schedules will be released **by 5:00 PM on Thursday prior to the event**. They will be:

- **Emailed to each coach** at the address provided during registration, and
- **Posted on our website** for public access.

Teams should plan to arrive **well in advance** of their scheduled game times. If earlier games finish ahead of schedule, we may start the next game early to stay on track.

Once officials take the field and are ready to begin, **both teams must be ready to play**.

Failure to be prepared at that time may result in a **forfeit**.

## **FIELD RULES**

HYB events will follow all **Haltom City ordinances**. The following rules apply while on park property:

- **Coolers, grills, and outside food and drinks** are allowed **if they comply with Haltom City regulations**.
- **Coolers are subject to inspection** at any time by HYB staff or event officials.
- Anyone who violates city ordinances may be **asked to leave the park**.

Please note: **All HYB events are "park at your own risk."** HYB and Haltom City **are not responsible for any damage, loss, or theft** that occurs on the premises.

# HYB TOURNAMENT UNIFORM & EQUIPMENT POLICY

## Uniform Requirements

- **Matching uniforms are not required** for players.
- **Duplicate jersey numbers are not allowed.** Each player must have a unique number.
  - Jerseys with **no number** are allowed, but **only one player per team** may wear a blank jersey and be consider player “blank”.
- It is the **coach or manager’s responsibility** to ensure all jersey numbers are unique.
- **Final rosters must include accurate player names and jersey numbers.**
  - If two players are listed with the same number—even if the roster is posted online—it will be considered an illegal roster and can result in a forfeit.
  - Jersey numbers are not verified by HYB, so accuracy is critical. Any mismatch between the final roster and jersey numbers will result in the player being ruled **ineligible**.

## Catcher Gear Requirements

- **All catchers in 6U Modified T-Ball and older** must wear **appropriate protective gear**.
- **Catchers in 8U Kid Pitch and older** must:
  - Wear a **catcher’s mitt** when playing the catcher position.
  - Wear a **protective cup**. Failure to do so may result in a **forfeit**.

## Glove and Footwear Regulations

- **First baseman gloves** may only be used by the player currently playing **first base**.
- **Metal cleats** are only allowed in the **13U division and above**.

## Pitcher Restrictions

- **Pitchers may not wear anything on their wrists**, including batting gloves, while pitching.
- **Long red or white sleeves** are not allowed for pitchers. These must be **rolled up** if worn.
- **Necklaces are permitted**, but anything **reflective must be tucked inside the jersey**.

## Fielding and Batting Rules

- All players on defense must **wear a cap** while in the field.
- **Batting helmets must be worn** by:
  - The **on-deck batter**
  - The **"in-the-hole" batter** (next in line)

- For safety, the on-deck batter may stand **behind the current batter**, if preferred.

### General Appearance

- Players are **encouraged** to keep their **jerseys tucked in** as a sign of respect for the game, though this is **not a requirement**.

## EXTRA INNINGS POLICY

### POOL PLAY GAMES:

- There are **no extra innings** during pool play.
- If the game is **tied when time expires**, and the current inning is completed, the game will **end in a tie**—no additional innings will be played.

### BRACKET PLAY GAMES:

- If a bracket game is tied at the end of regulation, it will proceed to **extra innings**.
- The **Zombie Runner rule** will be used starting in the **first extra inning**:
  - The **last recorded out** from the previous inning will start the next inning on **second base**.
  - The inning will begin with **no outs**.
- Extra innings will continue using this format until a winner is determined.

## TIME LIMITS & GAME LENGTHS

### Official Game Time:

- The **umpire is responsible** for keeping the official game time.

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### Game Lengths by Division

Division	Pool Play	Bracket Play
6U & Below	5 innings or 75 minutes	5 innings or 75 minutes
8U Coach Pitch & Kid Pitch	5 innings or 75 minutes	5 innings or 90 minutes
10U & Up	7 innings or 75 minutes	7 innings or 90 minutes

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### When Time Expires

The following rules apply **once the game time limit has been reached**:

- **If the outcome is already determined** (e.g., one team cannot catch up due to run limits), the game is **over immediately**, and the remaining play is not completed.
- **If the home team is batting and ahead**, the game ends immediately when time expires. **No further play**.
- **If the home team is batting and losing**, and still has a chance to tie or win:

- The game continues **until one of the following happens**:
  - The home team **ties** the game (using the max runs allowed per half-inning), or
  - The home team **takes the lead**.
- Once either occurs, the game **ends immediately**. The inning does not need to be finished.
- If the home team **fails to tie or take the lead**, the game ends.
- **If the visiting team is batting and losing**, and still has a chance to tie or take the lead:
  - The inning will **continue until their at-bat is over**.
  - If the visiting team **fails to tie or take the lead**, the game ends.
  - If they **tie or take the lead**, the home team will get a chance to bat and **attempt to win** in the bottom half of the inning.
    - If the home team **regains the lead**, the game ends immediately.
    - The rest of the inning is not played.
- **If the visiting team is batting and ahead**, and the home team **can still tie or take the lead**, the game continues:
  - If the visiting team scores and the **home team no longer has a mathematical chance** to tie or win (based on the run limits), the game ends.
  - If the half-inning ends and the home team **still has a chance**, they will bat.
    - The game ends when:
      - The home team **ties or takes the lead** (game ends immediately), or
      - The inning ends and the **visiting team remains ahead**.

## SCOREKEEPING & DISPUTES

- Teams are **strongly encouraged to keep an accurate scorebook** with lineups and score tracking.
- In the event of a **score dispute**:
  - If the **umpire has the correct score**, their score is final.
  - If the umpire is unsure:
    - The umpire will refer to the team(s) with a scorebook.
    - If **only one team** has a book, that book will be used.
    - If **both teams** have books, the umpire will choose the one that **matches their record**.
    - If **neither team's book matches**, the umpire will defer to the **home team's book** as the final decision.

## TEAM ELIGIBILITY

- Only teams that **do not include banned individuals** are eligible to participate in HYB events.
- If a **banned player or parent** is associated with a team (including as a coach, player, or in any official capacity), that team will be **ineligible to compete**.
- The team may become eligible **only if they agree to participate without the banned individual**.

## PLAYER ELIGIBILITY

- **Banned or Ineligible Individuals:**
  - Any player on the **HYB banned list** or in **bad standing** with HYB is **not allowed to participate** in HYB events.
  - All other players are welcome to compete.
- **One-Team Rule:**
  - Players are **not allowed to play on more than one team** during a tournament weekend.
  - This applies even if the teams are in **different age divisions**. A player may only participate with **one team** per tournament weekend.
- **Roster Requirements:**
  - Players must appear on the **official team roster** submitted to the tournament director prior to the event.
  - Any player **not listed** on that official roster is considered an **illegal player**.
- **Jersey Number Rule:**
  - A player's **jersey number must match** the number listed on both:
    - The **official team roster**, and
    - The **batting lineup** submitted for the current game.
  - If the jersey number does not match in both places, the player is **considered illegal for that game**.
- **Proof of Age:**
  - Teams are **strongly advised to bring copies of birth certificates** for all players in case of an age challenge.
- **Illegal Player Consequences:**
  - For rules and penalties regarding illegal players, refer to the **Challenges & Protests** section.

## ROSTER SUBMISSION:

- All teams must submit a **printed paper roster** to the tournament director during **check-in** for the event.
- The **final roster must include:**
  - Player's **First Name**

- Player's **Last Name**
- Player's **Jersey Number** (for that weekend)

### **Roster Accuracy & Responsibility:**

- It is the **coach or team manager's responsibility** to ensure:
  - **No duplicate jersey numbers** on the roster. Two players with the same jersey number is considered **illegal** in HYB events.
  - All player **names and jersey numbers match exactly** on:
    - The official roster submitted at check-in
    - The **game lineups** used during the tournament
- Any mismatch in player name or jersey number between the final roster and game lineup will result in the team being considered as **playing illegally**.
  - **Award Note:**
    - HYB provides awards based on a maximum of **12 players per team**.
    - If your team has **more than 12 players**, additional awards must be **purchased separately**, if available.

## **EJECTIONS & SPORTSMANSHIP**

### **Umpire Authority**

- Umpires have full discretion to issue **warnings or ejections** to players, coaches, or spectators for any behavior deemed **unsportsmanlike**.

### **Player Ejections**

- Any player who is **ejected from a game** for any reason will:
  - Be **ineligible for the remainder of that game**, and
  - **Must also sit out the team's next game**.

### **Coach Ejections**

- Any coach who is **ejected**:
  - Must leave the **field area immediately**.
  - Will be suspended for the **rest of that game**.
  - The **Tournament Director** will review the situation and determine if the coach is allowed to return for the team's next game.

### **Spectator and Assistant Coach Behavior**

- **Head coaches are responsible** for the behavior of:
  - Their players
  - Assistant coaches
  - Team spectators

- If a **spectator or assistant coach** displays **unsportsmanlike behavior**, the **head coach will receive a warning**.
  - The head coach is then responsible for **immediately addressing and correcting** the behavior.
  - If the behavior continues:
    1. The **head coach will be ejected**.
    2. If it continues, the **assistant coach will be ejected**.
    3. Continued misconduct will result in the **game being forfeited** by the umpire.
    4. The **Tournament Director will determine** if the team may continue in the tournament.

### Ineligible Teams

- If a team is declared **ineligible to continue** in a tournament for any reason (e.g., repeated misconduct, use of banned individuals), they will **not receive a refund** of any kind.

## CHALLENGES & PROTESTS

### General Guidelines

- **Challenges** may only be made regarding a **player's age**.
- **Protests** may only be made regarding:
  - **Pitching limit violations**, or
  - **Illegal players** (name or jersey number not matching between the official roster and game lineup).
- To protest either scenario:
  - The coach must call a timeout and inform the umpire of the protest.
  - A **\$50 fee** (cash only) is required at the time of the protest.
  - If the challenge is **successful**, the \$50 will be **refunded**.

### Age Challenges

- Coaches may **challenge only one player's age per game**.
- To challenge a player's age:
  - The coach must call **time out** and inform the umpire of the challenge.
  - A **\$50 fee** (cash only) is required at the time of the challenge.
  - If the challenge is **successful**, the \$50 will be **refunded**.
- If a player is found to be **overage**, the team will be **disqualified from the tournament** immediately—**no refund** will be issued. This applies to both **pool and bracket play**.
- **Age challenges may not be made** with **less than 30 minutes remaining** in the game.



## Illegal Player Rules

- A player is considered **illegal** if:
  - They are **not listed on the team's official roster**, or
  - Their **jersey number does not match** between the **official roster** and the **batting lineup** for that game.
  - There are **duplicate jersey numbers** on the lineup or roster.
- A player may appear on two rosters **online** by mistake, but if they **only play for one team** in the tournament, it will be treated as a **roster error**, not an illegal player.
- If a player is found to have **played for more than one team** in a weekend:
  - **During pool play:** The player will be **removed from both teams**, and the **head coaches of both teams** will be **ejected for the remainder of the tournament**.
  - **During bracket play:** **Both teams will be forfeited** from the tournament.
- Teams must submit **batting lineups** to umpires **prior to each game** (during the plate meeting or before the first pitch). Umpires will turn in lineups with scorecards to the director for verification if needed.

## Protesting Pitching Limits

- A coach may protest **pitching limits** at any time during the tournament.
- The Tournament Director will review the **umpires' scorecards** to verify pitching outs.
  - If the player **has not exceeded** their allowed outs, play continues.
  - If the player **has exceeded** the limit, the team will **forfeit the game**.
- Coaches are encouraged to **review the umpire's scorecard** before signing it after the game to ensure accuracy.
  - Once signed and submitted, the umpire card is **final**—no changes will be made.

## Protesting Illegal Players in Lineups

- A protest regarding illegal players in the game **can only be made after lineups are exchanged** and the game has started.
- No protests may be made with **less than 30 minutes remaining** in the game.
- The coach must notify the umpire who will deliver the protest and lineup to the Tournament Director for review.
- A **\$50 fee** (cash only) is required at the time of the protest.

## Outcomes for Illegal Player Protests

During Pool Play (Non-Elimination Games) if a player is not on the official roster:

- The player is **ineligible for the remainder of the tournament**.

- The **head coach is ejected** from the current and next game.
- The player remains in the batting lineup as an **automatic out** every time they come up regardless of number of batters remaining.

If a player is on the official roster, but the jersey number does not match:

1. The player is **ineligible for the current game only**.
2. The **head coach is ejected** for the rest of the current game.
3. The player remains in the lineup as an **automatic out** for the remainder of the game regardless of number of batters remaining.
4. The player may return in future games if the jersey issue is corrected.

### During Bracket Play (Elimination Games)

- **Any player found to be illegal** (not on roster, incorrect jersey number, or duplicate number) will result in the team **forfeiting the game—no exceptions, no refunds**.

## GAME PLAYING RULES

- **HOME/VISITOR:** All pool play games will be determined by coin flip. All bracket games will have the top seed as home team.
- If during a game it is discovered that the bases have been placed on the incorrect base path, the inning will be finished, and the bases will be adjusted to the correct base path.

### Batting Lineup

**Lineup Options** - Coaches have **two options** for setting their batting lineup:

- **Bat the entire lineup (Round Robin)** with **free defensive substitutions** (except for pitchers in Kid Pitch divisions). This format is the only option given for 8U coach pitch and below.
- **Traditional lineup** with standard substitution rules (if allowed in that age group).
- **Teams must declare their chosen batting lineup option before the game begins.**

### Pitcher Substitution Rule (Kid Pitch Only)

- In **Kid Pitch divisions**, once a pitcher is **removed**, they **may not return** to pitch again in the same game.

### Minimum Players & Adding Late Arrivals

- A team may start a game with **as few as 8 players**.
- They must take an **automatic out** for any missing players up to the **9th spot** in the batting order.

- There is **no automatic out for a 10th batter in 6U and 8U**, as those divisions are required to **bat the full lineup** and playing with 10 fielders is optional.

If a team starts a game with fewer than their full lineup:

- Players who arrive late may be **added to the bottom** of the lineup **until the lineup bats around**.
- Once the lineup **returns to the leadoff hitter**, **no more players may be added**, and the team must finish the game with the current players.

**Courtesy Runners** - A courtesy runner may be used in the following situations:

- For the **catcher or pitcher of record** (in kid pitch only) from the previous defensive inning.
- For an **injured player** who is unable to continue running.
- A courtesy runner may be used **at any point during the game**, regardless of the **number of outs in the inning**.
- The **most recent player to make an out** must serve as the courtesy runner.
- If that player is the **catcher or pitcher of record**, then the **next most recent player to make an out** shall serve as the courtesy runner.

**Injuries & Illness** - If a player becomes **injured or ill** during the game and **cannot continue**:

- Their spot in the batting order will be **skipped without penalty** (no automatic out) unless lineup drops below 9 batters.
- The player is **not allowed to return** to the game once removed for injury or illness.

**Intentional Walks**

- In **10U and older**, a player may be **intentionally walked only once per game**.
- **Intentional walks are not allowed in 8U and under**, including **8U Kid Pitch**.

**Scorekeeping/ Score Disputes**

- **Umpires are responsible for tracking the official score** throughout the game.
- If a dispute arises and the umpire **has been tracking the score**, their record will be considered **official and final**.
- If the umpire **has not been tracking the score** or believes there may be an error, the following steps will be taken:
  - The umpire will review the **scorebooks from both teams separately**.
  - If **one team's book matches** the umpire's record, that score will be used.
  - If the umpire **does not have a score** and only **one team has a book**, the score from that team's book will be used.
  - If **both teams have books**, but neither matches the umpire's record, the umpire will use the **home team's scorebook** as the official score.
- A **Tournament Director** may be called in to assist in resolving the issue if needed.

# RUN LIMITS & RUN RULES

## Run Limits Per Half Inning

- **6U Modified, 6U, 7U, 8U Coach Pitch, and 8U Kid Pitch:**
  - **6-run limit** per half inning.
- **9U through 14U:**
  - **7-run limit** per half inning.

## Grand Slam Rule Exception:

If a player hits an *over-the-fence home run*, **all runs scored on that play will count**, even if the total exceeds the standard run limit for that half inning. This rule applies only to true over-the-fence home runs and does **not** apply to inside-the-park or error-assisted scoring during any inning of a game.

## Run Rule (Mercy Rule)

- **6U Modified, 6U, 7U, 8U Coach Pitch, and 8U Kid Pitch:**
  - Game ends if a team is ahead by:
    - **13 runs after 3 innings**
    - **7 runs after 4 innings**
- **9U through 14U:**
  - Game ends if a team is ahead by:
    - **15 runs after 3 innings**
    - **8 runs after 4 innings**

# SEEDING & TIE BREAKERS

Seeding for bracket play will be determined using the following criteria, in order:

1. **Win-Loss Record**
  - Teams with the best record will be seeded higher.
2. **Head-to-Head Result** (*only applies when exactly two teams are tied and played each other in pool play*)
  - If more than two teams are tied, this tiebreaker is skipped.
3. **Run Differential (RD)**
  - The total number of runs scored **minus** runs allowed, with limits applied if applicable.
4. **Runs Allowed (RA)**
  - The total number of runs given up in pool play.

## 5. Runs Scored (RS)

- The total number of runs scored in pool play.

## 6. Re-check Head-to-Head (for two-team ties only)

- In rare cases where the tie narrows down to two teams after other tiebreakers, head-to-head may be reapplied.

## 7. Coin Flip

- If all other tiebreakers are equal, a coin flip will determine final seeding.

# PITCHING RULES

## OUT LIMITS – 1-DAY TOURNAMENTS

- **8U Kid Pitch:**
  - Maximum of **15 outs** total in the event.
- **9U–12U:**
  - Maximum of **18 outs** total in the event.
- **13U–14U:**
  - Maximum of **24 outs** total in the event.
- **15U and Up:**
  - **Unlimited outs**, no pitch count.
  - Coaches are expected to use **good judgment** to protect pitchers' arms.

## OUT LIMITS – 2-DAY TOURNAMENTS

To be eligible to pitch on **Sunday**, pitchers must not exceed the following outs on **Saturday**:

- **8U Kid Pitch:**
  - Up to **9 outs on Saturday** to remain eligible for Sunday.
  - If a pitcher throws **more than 9 outs** on Saturday, they are **ineligible on Sunday** and may not exceed **15 outs total** on Saturday.
  - If eligible, pitchers may throw up to **15 outs on Sunday**.
- **9U–12U:**
  - Up to **9 outs on Saturday** to remain eligible for Sunday.
  - If a pitcher throws **more than 9 outs** on Saturday, they are **ineligible on Sunday** and may not exceed **18 outs total** on Saturday.
  - If eligible, pitchers may throw up to **18 outs on Sunday**.
- **13U–14U:**
  - Up to **12 outs on Saturday** to remain eligible for Sunday.
  - If a pitcher throws **more than 12 outs** on Saturday, they are **ineligible on Sunday** and may not exceed **24 outs total** on Saturday.
  - If eligible, pitchers may throw up to **24 outs on Sunday**.

## Balks

- **8U Kid Pitch**

- Balks are not enforced.
- **9U–12U:**
  - Each pitcher receives **one balk warning**. Any further balks will be enforced.
- **13U and Up:**
  - **No balk warnings**. Balks will be enforced immediately.

### Double/Triple Plays & Exceeding Outs

- If a pitcher exceeds their limit **only because of a double or triple play, no penalty** will occur.
- However, if the pitcher records **any additional outs** after the double/triple play that pushes them over the limit, **that can be protested**, and the team is subject to forfeit.

### Scorecard Review & Accuracy

- **All outs are recorded by umpires** on the official scorecard.
- Coaches **must review the scorecard** at the end of the game for:
  - Final score
  - Pitching outs for both teams
- Once the coach signs the card and it is turned in, it becomes **official and cannot be changed**.

### Outs Inquiry

- Coaches may request **current pitching totals** for any player from the Director **at any point** during the tournament.
- Note: This information **does not include outs from ongoing games** that have not yet been recorded on an umpire's turned-in card.

## BAT RULES

- **Maximum barrel size:** 2 ¾ inches in diameter.
- **Bat certifications:** All bats must be **compliant with current USSSA or USA Baseball standards**. BBCOR allowed for 13U and up.
- **Wood bats:** Allowed for all age divisions.
- **T-ball bats:** Only permitted in the **6U division and below**.

## FIELD OF PLAY DIMENSIONS

### 6U (Coach Pitch)

- **Pitching rubber:** 36 feet from home plate
- **Base distance:** 55 feet
- **Coach pitcher rule:** Must have at least **one foot on the pitching rubber** and standing when delivering the pitch.

## 7U & 8U (Coach Pitch)

- **Pitching rubber:** 40 feet from home plate
- **Base distance:** 60 feet
- **Coach pitcher rule:** Must have at least **one foot on the pitching rubber** and standing when delivering the pitch.

## 8U (Kid Pitch), 9U, 10U

- **Pitching rubber:** 46 feet from home plate
- **Base distance:** 65 feet

## 11U & 12U

- **Pitching rubber:** 50 feet from home plate
- **Base distance:** 70 feet

## 13U & 14U

- **Pitching rubber:** 54 feet from home plate
- **Base distance:** 80 feet

## 15U & Up

- **Pitching rubber:** 60 ½ feet from home plate
- **Base distance:** 90 feet

# UMPIRES & JUDGMENT CALLS

## Pre-Game Responsibilities

- **Home Plate Meeting:**
  - The Umpires will conduct a meeting with both teams before each game.
  - They will review ground rules and conduct a **coin flip** (for pool play games).
  - Each team must designate **one head coach** during this meeting. Only the **head coach** may speak to the umpire during the game regarding:
    - Rules questions
    - Appeals
    - Protests
    - Challenges
- **Game Time Start:**
  - The **official game time** begins **immediately after the home plate meeting**.

## Umpire Game Duties

Umpires are responsible for:

- Tracking the **age group, team names, start and end time, score, and pitching stats** (outs per pitcher).
- Asking **both head coaches** to review and sign the **umpire card** at the end of the game.
- If a coach **refuses to sign**, the umpire must note it on the card to document that the coach was asked.

**Note:** Once the umpire card is turned in to the tournament director, it becomes **official** and **cannot be changed**. Coaches must carefully review and confirm its accuracy **before signing**.

### Judgment Calls

- Umpires have **full authority** over all judgment calls, including but not limited to:
  - Balls and strikes
  - Safe/out calls
  - Interference
  - Runners out of the baseline

### Coach Conduct Toward Umpires

- Coaches must **request time** and wait for the umpire to **grant it** before approaching.
  - Once granted, the coach must **wait for the umpire to signal them** onto the field.
  - **First offense:** Warning
  - **Second offense:** Ejection
- **Only the head coach** may approach the umpire during the game.
  - Any other coach or team member who enters the field or argues a call **without permission** will be **ejected immediately**.

### Spectator Issues

- If spectators become an issue:
  1. Umpire will first **warn the head coach** to address the situation.
  2. If the issue continues, the **head coach will be ejected**.
  3. If it continues, the **team will forfeit the game**.

### Post-Game Umpire Card Review

- After the game, after the **post-handshake**, both head coaches must:
  - Review the **umpire card** for accuracy (score, outs, pitching, etc.)
  - **Sign the card** to confirm its correctness.
- If a coach believes the card is incorrect:



- It must be resolved **at the field**, with the umpire reviewing **both teams' scorebooks**.
- Any coach who **refuses to review or sign the card** cannot later appeal the score or recorded stats to the tournament director.

## GAME OF PLAY RULES: 6U MODIFIED T-BALL

### Equipment

- **Tee & Baseballs:**
  - Coaches must provide their own tee and genuine leather baseballs (not tee balls).
- **Bats:**
  - **Big barrel bats** (up to 2¾") are allowed.
- **Catcher's Gear:**
  - Required for the catcher. A catcher's mitt is **not required**.
- **Cleats:**
  - **No metal cleats** are allowed.

### Batting Rules

- Each batter gets:
  - **5 pitches** from a **coach pitcher**.
  - If the ball is not put into play, the batter gets **1 attempt off the tee**.
  - If the batter fails to put the ball in play on that 1 tee swing, the batter is **out**.
- **Strikeouts:**
  - Players **cannot strike out** on coach pitch, but only get **1 swing off the tee**.
- **Tee Use:**
  - Teams **cannot skip pitching** and go straight to the tee.

### Field Markings & Positioning

- **Foul Arc:**
  - A **25-foot arc** from the first-base line to third-base line must be chalked.
  - Batted balls must pass this line to be considered **fair**.
- **No Pitcher's Circle:**
  - The **defensive pitcher** must stand a few feet **to the left or right** of the coach pitcher—not behind or in front of the rubber.
  - No defensive player may cross in front of the pitching rubber until the ball is hit.
  - If a player does, the **offensive team chooses** the result of the play or a **dead ball**.

### Defense Rules

- **Outfielders:**

- Must stay at least **10 feet behind the infield baseline** until the ball is in play.
- If violated:
  - 1st time: Umpire warns the outfield coach.
  - 2nd time: Umpire requires a new outfield coach. This is a **judgment call**.
- **Defensive Coaches:**
  - **One coach** is allowed in the outfield.
  - May **verbally instruct** players but **cannot make physical contact**.
    - If intentional contact occurs, the offense chooses the result of the play or awards runners **one base** from the point of contact.
    - The coach will be **removed**, and no further outfield assistance allowed.

### Team Size & Lineups

- Teams may use **9 or 10 players** in the field.
- All players will **bat in the lineup**, regardless of the number of fielders.
- **No out** is recorded if a team has only 9 players.

### Offensive Coaching & Conduct

- Offensive coaches allowed:
  - **1st base coach**
  - **3rd base coach**
  - **Coach pitcher**
  - **Home plate coach** (to manage the tee and return balls)
- **Home Plate Coach Restrictions:**
  - Can verbally help but may only touch the batter to **adjust a helmet, shoes, or pants**.
  - If they **line up the batter** or physically aim them, the **batter is out** and coach is removed.
- **Coach Pitcher Rules:**
  - Must keep **one foot on the pitching rubber** during pitch.
    - 1st offense: Warning
    - 2nd: Dead ball / no pitch
    - 3rd: Must be replaced
  - May pitch from a **knee** if the knee is touching the rubber.
  - Must avoid contact with the ball or defensive player and **exit opposite direction** of the ball.
    - 1st offense: Warning
    - 2nd: Coach pitcher must be replaced
  - If called for interference, the offense may:

- Accept the play result, **or**
- Award the batter 1st base and advance all runners 1 base.
- Any **batted ball hitting the coach pitcher** = **dead ball / no pitch**.

### Live Ball Play & Time Rules

- **Runner Advancement on Overthrows:**
  - On an overthrow to 1st base, the batter may **try to advance to 2nd** at their own risk.
  - Batter may **not** advance past 2nd.
  - Other runners may advance at their own risk.
- **Base Coaches:**
  - May not touch runners during a live play.
  - If contact occurs **the runner is out**, and the coach is removed.
- **Leadoffs:**
  - Runners **cannot leave the base** until the ball is hit.
  - If a runner leaves early and the ball is hit, the runner is **out**.
- **End of Play (Time Called):**
  - Play ends when:
    - The **defensive pitcher** has the ball and is standing on the rubber, **or**
    - The **lead runner stops advancing**.
  - A runner faking movement is considered **stopped**, and time is called.

### Ineligible Plays

- **No infield fly rule.**
- **No intentional walks**
- **No bunting**
- **No head-first slides**

### Game Play & Time Management

- Teams are allowed **3 minutes between half-innings** to:
  - Get batters ready.
  - Set the defense.
  - Warm up the pitcher
- A coach should be designated to warm up the pitcher **while the catcher is getting gear on**.

### Coach Interference (Defense)

- If a **live throw** hits a **defensive coach** outside the dugout, it is treated as **obstruction**.
  - The offensive team can choose:
    - Result of the play **or**
    - Advance all runners **1 base** from the point of contact.

### Purpose of Modified T-Ball

- To help kids learn to **swing at live pitches** without fear of striking out.
- The **one tee attempt** is a **safety net**, not a substitute for coach pitch.
- **Teams cannot skip pitching** to go straight to the tee.

## GAME OF PLAY RULES: 6U, 7U, & 8U COACH PITCH

### Equipment & Team Format

- **Catcher's gear (except catcher's mitt) is required** for all teams.
- **No metal cleats** are allowed.
- Teams may play with **9 or 10 defensive players**.
  - All players will bat in the lineup.
  - There is **no out** if a team has only 9 players and the opponent has 10.

### Field Setup & Defensive Positioning

- There is **no foul arc**, **no safety arc**, and **no pitcher's circle**.
- The **defensive pitcher (player)** must stand **a few feet to the left or right** of the coach pitcher and **slightly behind**.
  - **Cannot stand directly behind or in front** of the pitching rubber.
- No defensive player may move in front of the pitching rubber **until the ball is hit**.
  - If this occurs, the **offensive team** chooses either the **result of the play** or a **dead ball**.
- **No defensive coaches** are allowed in the outfield to assist players.
- Defensive **outfielders must stay behind the base path** until the ball is hit.

### Batting Rules

- Each batter gets **up to 5 pitches** per at-bat.
  - There is **continuation** after the 5th pitch if it is fouled off.
  - **3 swinging strikes = out**
- Batters **may bunt**.
- **Infield fly rule does not apply**.
- **No intentional walks**.

### Coach Pitcher Guidelines

- The **coach pitcher** must:

- Keep **one foot on the pitching rubber** while standing and delivering the pitch.
- In **7U & 8U**, pitching **from a knee is not allowed**.
  - **1st offense:** Warning
  - **2nd offense:** Dead ball / no pitch
  - **3rd offense:** Coach must be replaced as pitcher.
- Not give **any verbal instructions** to the batter. The coach is acting like a machine.
- Avoid contact with the ball and player pitcher and **exit the field opposite the direction** the ball is hit.
  - **1st offense:** Warning
  - **2nd offense:** Coach must be replaced.
- If the coach pitcher **interferes** with a play:
  - The **defensive team** chooses to take the **result of the play** or grant the **batter 1st base** and advance all runners **1 base**.
- If a **batted ball strikes the coach pitcher**, it is a **dead ball / no pitch**.

### Base Running

- **Runners may not lead off or leave the base until the ball is hit.**
  - If they do and the ball is put in play, the runner is **out**.
- **Head-first slides are not allowed:**
  - **1st offense (per team):** Warning
  - **2nd offense and beyond:** Runner is out.
- **Base coaches may not touch runners** during live play.
  - If they do: **the runner is out**, and the coach is **removed from the base**.
- **Runners may advance at their own risk** on any batted ball.

### Live Ball & End of Play

- The **umpire** is responsible for calling **time**.
  - Play ends when the **lead runner stops attempting to advance**.
  - If a runner fakes advancement (e.g., juking), it will be considered as having stopped.
- If a **live ball thrown by a defensive player hits a defensive coach** outside the dugout:
  - The offensive team may choose to:
    - Take the **result of the play**, or
    - **Advance all runners one base** from the time of contact.

### Coaches Allowed on Offense

- Offensive coaches may include:

- **1st base coach**
- **3rd base coach**
- **Pitching coach (coach pitcher)**
- **No home plate coach** is needed in coach pitch unless agreed upon by teams at the home plate meeting with the umpire.
- All coaches must refrain from **physical contact** with players during live play, except for **minor adjustments** like fixing a helmet or tying a shoe.

### Game Play & Time Management

- Teams are allowed **3 minutes between half-innings** to:
  - Get batters ready.
  - Set the defense.
  - Warm up the pitcher
- A coach should be designated to warm up the pitcher **while the catcher is getting gear on**.

## GAME OF PLAY RULES: 8U KID PITCH

### Team & Equipment

- Teams play with **9 defensive players** on the field.
- **Coach pitch bats** are **not allowed** in 8U Kid Pitch or older divisions.
- **No metal cleats** are permitted.

### Base Running

- **No leading off.**  
Runners must remain on base until the **pitch crosses home plate or is hit**.
  - If a runner leaves early, the **defensive team may choose** to take the result of the play or declare a **no pitch**.
- **No stealing home** is allowed.  
Runners can only score on:
  - A **batted ball**, or
  - A **walk/HBP** that **forces** them home (e.g., bases loaded).
- **Runners may steal** 2nd and 3rd base **after the pitch crosses home plate**, at their own risk.
- **Batter may not advance on dropped 3rd strikes.**
  - Other runners **may still advance** at their own risk during a dropped 3rd strike.
- **Runners may always advance at their own risk** when the ball is put in play.
- **No head-first slides** are allowed.
  - **1st violation per team:** Warning
  - **Subsequent violations:** Runner is out.

- **Base coaches may not touch runners** during a live play.
  - Violation results in the **runner being called out**, and the **coach removed** from the base coaching position.

### Batting Rules

- **No infield fly rule.**
- **No intentional walks**
- **No slashing** (showing bunt, pulling back, and swinging)

### Pitching Rules

- **Balks are not enforced**, but will be addressed:
  - The umpire will **let the play continue**, then call time and explain the issue to the head coach and pitcher after the play.
- **Mound visits:**
  - A coach may visit the same pitcher **up to 3 times per inning**.
  - On the **3rd visit**, the pitcher **must be removed**.
  - A coach **may not visit the same pitcher more than once per batter**, unless the second visit is to make a pitching change.
- Once a pitcher is **removed**, they **cannot return to pitch again** in the same game.

### Game Play & Time Management

- Teams are allowed **2 minutes between half-innings** to:
  - Get batters ready.
  - Set the defense.
  - Warm up the pitcher
- A coach should be designated to warm up the pitcher **while the catcher is getting gear on**.

### Miscellaneous Rules

- Any **live ball that strikes a defensive team coach** (outside the dugout) will be treated as **obstruction**.
  - The **offensive team** may choose to:
    - Take the **result of the play**, or
    - Advance **all runners one base** from the point of contact.

## GAME OF PLAY RULES: 9U – 12U DIVISION

### Team & Field Setup

- Teams must play with **9 defensive players**.
- **Coach pitch bats are not allowed**.
- **Slashing is not allowed** (i.e., showing bunt and then swinging).

- **No metal cleats** are permitted.
- **Infield fly rule is in effect.**
- **Head-first sliding is allowed.**
- **Bunting is allowed.**

### Equipment Rules

- **Catchers must wear a catcher's mitt.**
- **Only the player at 1st base** may use a **first baseman's mitt.**

### Game Management

- Teams are allowed **2 minutes between half-innings** to:
  - Get batters ready.
  - Set the defense.
  - Warm up the pitcher
- A coach should be designated to warm up the pitcher if the catcher is still getting dressed.

### Base Running

- **Runners may lead off and steal bases at their own risk.**
- **Stealing home is allowed.**
- **Base coaches may not physically assist runners** during live play.
  - If a base coach **touches a runner** while the ball is live:
    - The runner is **out**.
    - The coach is **removed from base coaching**.

### Balks & Walks

- Each pitcher gets **1 balk warning per game.**
- After the first warning, **any additional balks will be enforced.**
- A batter may be **intentionally walked only once per game.**

### Dropped 3rd Strike Rule

- **Batters may advance on a dropped 3rd strike** unless:
  - **1st base is occupied and there are fewer than 2 outs** → Batter is **out**.
  - If there are **2 outs**, batter **can advance** even if 1st base is occupied.
- Other runners may advance **at their own risk** on a dropped 3rd strike.

### Pitching Rules

- A coach may make **2 mound visits per pitcher per inning.**
  - The **2nd visit** in the same inning **must result in a pitching change.**



- Once a pitcher is removed, **they cannot return to pitch** in the same game.

### Special Obstruction Rule

- If a **live ball hits a defensive coach** outside the dugout:
  - The **offensive team** may choose to:
    - Take the **result of the play**, or
    - Advance **all runners one base** from the point of contact.

## GAME OF PLAY RULES: 13U & UP

All **9U–12U** rules apply, **except** the following changes:

### Allowed

- **Metal cleats are allowed.**

### Not Allowed

- **No slashing** (same as younger divisions)

### Balk Rule

- **No balk warnings** — All balks are enforced immediately.

## RULE INTERPRETATION GUIDANCE

If a situation arises that is not specifically addressed in this rule document, refer first to the *Haltom Youth Baseball Bylaws and Rules*. If the issue is still not addressed there, default to the current *Major League Baseball (MLB) Official Rules* for clarification and enforcement.

HYB Rules: [HYB Rules](#)

MLB Rules: [MLB Rules](#)

## WEATHER POLICY

**Communication:** All weather-related updates (delays or cancellations) will be posted **only** on the tournament website under the specific event. Updates will be posted **as soon as a decision is made**. This is the **only source** for weather information.

**Playing in Rain:** Games may continue during **light to moderate rain**, at the discretion of the tournament director.

### Lightning Delays:

- Games will be **delayed immediately** if lightning is detected within **10 miles**.
- All teams must **leave the field** and seek shelter **away from dugouts**, which are unsafe during lightning.
- There is **no set time limit** for a lightning delay. Play will resume only when lightning has cleared the 10-mile radius.

#### **Game Resumptions & Cancellations:**

- **Delayed games** will resume from the **exact point of suspension** once safe to continue.
- **Cancelled games** will be:
  - **Restarted from the beginning** if **no innings** were completed.
  - Considered **official** if **at least 1 inning** was completed; in that case, the **score of the last full inning** will determine the winner.
- A **started game** is considered **played** for refund/credit purposes (see refund policy).

### **RAIN OUT POLICY**

#### **For 3-Game Guarantee Tournaments:**

- **0 games played:** Full refund (if paid in advance).
- **1 game played:** 2/3 of the entry fee refunded. No awards are given.
- **2 games played:** 1/3 of the entry fee refunded via check. No awards are given.
- **Bracket games set:** No refund or credit. Awards go to the **top 2 remaining seeds**.
- Any game with **1 full inning completed** counts as a **game played**.

#### **For 2-Game Guarantee Tournaments:**

- **0 games played:** Full refund (if paid in advance).
- **1 game played:** ½ of the entry fee refunded via check. No awards are given.
- **2 games played:** No refund or credit.
- **Bracket games set:** No refund or credit. Awards go to the **top 2 remaining seeds**.
- Any game with **1 full inning completed** counts as a **game played**.

#### **Gate Fee Policy:**

- **Non-refundable** once your team's **first game begins**.
- If **no games are played**, gate fee is refunded via check.