

# 9U "Closed Base Rules"

## **Game Play:**

- A.)** Any team not ready to play at official game time will forfeit the game. No game may start more than thirty minutes prior to its scheduled time, unless arranged by the site director. Teams consist of nine (9) defensive players. A team may start and play the game with eight (8) players; however the ninth (9) player will be considered an out each and every time his/her spot comes to bat in the line-up. No team may add a player to their line up once the official score card has been turned in to the umpire in chief. Any errors to the scorecard "Must" be addressed prior to turning into the umpire in chief. It becomes an "official game card" once handed to the umpire in chief.
- B.)** Home team will be determined by a coin flip in pool play. Higher seeds will have the option in bracket play. The coin flip will also be used in all championship games.
- C.)** There will be no balks in this division.
- D.)** No leading off. Runners must be on the base when the pitcher has come to a natural pitching position and cannot leave the base until the ball has left the pitcher's hand. If any runner leaves the base before the ball releases the pitcher's hand, the umpire will return the runner back to his/her last base occupied. If the ball is put in play, then no runner may advance more than one (1) base beyond the batter runners safely occupied base.
- E.)** The infield fly rule is in effect.
- F.)** Batters/runners must be put out or forced out on all dropped or missed third strikes and runners may at their own peril seek to advance home on dropped or missed third (3<sup>rd</sup>) strikes.
- G.)** Pitching distance is forty-six (46) feet with sixty (60) feet base path.
- H.)** If an intentional walk is called for, the pitcher will not have to throw four pitches outside the strike zone. Instead, the team's manager may signal and point the runner to first base. No players can make this call.

## **Pitching Rule:**

**For all six (6) inning games, 12U and younger, a pitcher cannot pitch more than 27 outs in two days. A pitcher who pitches two consecutive days, must sit out one day from the pitching position. If a pitcher takes a day's rest, the 27 outs have been reset. No more than 18 outs in one day. Violation of this rule will result in the Manager and player being ejected out of the game. The game will resume.** Once removed, no pitcher may return to the pitcher's position in the same game.

**Please note, Pitchers may not wear on either hand, wrist bands, batting gloves and arm sleeves. Regardless of color or style.**

## **Re-entry Rule:**

Starters can re-enter only one (1) time in a game. Starters and substitutes are "married" to each other for the re-entry requirements.

## **Coaching:**

- A.)** The area directly in front of each dugout will be considered the "coaches' area". This area will run the length of the dugout and extend five feet out towards the playing field. Each team may have one manager and one coach in this area during the game. (Some fields do not allow buckets on the field so if you are at such a location please respect that park's rules and either stand outside or go into the dugout to sit).
- B.)** No coach or manager may walk/down the foul line to coach or manage a player(s).
- C.)** Umpires will have the final "judgement" on awarding or taking away bases should a live ball come into contact with either a coach or any foreign objects that are brought onto the field, such as buckets, folding chairs or stools.
- D.)** Each team may have a total of "four" (4) coaches in their dugout during a game. You may have three coaches and a scorekeeper but not more than four in total.

**\*\*Please note that COACHES or PLAYERS may not call "time-out", they may only ask and the umpire at his discretion may call an official time out.**

#### **Ejection Rule:**

Any player or coach ejected from any game will have to leave the park, and may only return for their next scheduled game. They may not return to that field even after the final out is recorded and the game is official completed. Depending on the nature of the ejection, the Site Director and Tournament Director may extend the ejection for the next game or suspend them for the remainder of the tournament.

#### **Slide Rule:**

When a tag play is imminent, the runner must **either** slide or seek to avoid contact with the fielder or catcher. Runners advancing to a base standing up as to interfere with a throw may be put out for interference and the batter/runner may also be called out. Runners may dive over, around and under the defensive player in an attempt to reach the base or plate safely. "No excessive or malicious contact may be made".

Malicious or excessive contact: The runner will be called out and ejected from the game and depending on the severity of the play, he/she may also be suspended for the next game or disqualified from the remainder of the tournament.

#### **Designated Hitter/Extra Hitter Rule:**

Any team may use the DH rule for any player in their line-up. (Please see the MLB DH Rule 6.10 for detailed definition of the rule).

The "Extra Hitter or Extra Player" rule allows any team to bat ten (10), eleven (11), twelve (12) and so on...., the EH/EP is free to substitute for any of the nine (9) defensive players on the field at any time. The batting order does not change. Any team batting their roster affords them the ability to bat their entire roster and have "free substitutions" on defense. Should a DH/EH be forced to leave the game for any reason and no legal substitutions are available, his/her spot will be an automatic out every time it comes up in the line-up.

#### **Run Rule:**

9U, 10U, 11U and 12U, six (6) inning games: eight (8) runs after five (5) innings, ten (10) runs after four (4) innings and twelve (12) runs after three (3) innings.

#### **Scorekeeping:**

**A.)** The home team is responsible for the scorekeeping. The umpire will also keep the game score and will be deemed the final decision on any and all score related issues.

#### **SUSPENDED / REGULATION GAMES POLICY**

Games that do not make it to regulation (*3 complete innings for a 6-inning game or 4 complete innings for a 7 inning game*) due to weather / darkness will be considered a suspended game and will be resumed (if possible) from the point of suspension at the earliest time available. If there is not enough time to resume a suspended game, it will be considered complete and official at the end of the last complete inning. Below are some further points to help illustrate this policy:

**Pool play / Consolation games:**

If a game is suspended prior to being official and there is not enough time to resume – the game would be considered complete at the end of the last complete inning. If tied at the end of the last complete inning – the game would stand as a tie.

**Elimination games:****Protests:**

- A.)** All protests must be raised verbally by the offended team manager at the time of play and before the next pitch.
- B.)** A fee of \$100.00 in cash (refunded if protest is upheld) must accompany the protest and be remitted to the site director. Only then will the official game clock will be stopped.
- C.)** All protest decisions are final. The Site director and Tournament Director shall comprise the protest committee for all rule challenges.
- D.)** Should the protest be upheld, the fee will be returned to the protesting team manager and play will resume.
- E.)** Only decisions involving the misinterpretation or misapplication of a rule may be protested. No protests shall be allowed in situations involving the “judgement of an umpire.”

**\*\*\*IMPORTANT NOTE\*\*\*:** any rule or rules not specifically outlined within, shall fall under the 12 & under rules and guidelines.