

## Alma 12U Tournament Rules



5 innings - No new inning after 60 minutes.

Ten run rule after 3 innings. International tie-breaker rule will apply if tied after 5 innings or time limit. Last recorded out begins the new inning as the runner on 2<sup>nd</sup> base, 0 outs

A player may only pitch 6 innings per day. One pitch thrown constitutes an inning.

10 players in the field maximum. NO extra infielders. (unlimited defensive substitution). May bat as many batters as desired (minimum 10), however, batting order must remain consistent and batters must bat in the same place in order throughout the game.

Bases will be 60' ft and pitchers mound 46' ft

Bats must be either: USA standard bat, OR USSA 1.15 certified. (no length/weight differential)

A player cannot leave the base until the ball crosses the plate. In the event of a runner leaving early, there will NOT be a team warning, and the play will result in a dead ball, and the base runner will be out

All bases are live to steal or advance on passed balls

Dropped third strike is an out.

1 mound visit per game by coach/catcher. 2nd visit MUST result in pitching change

Players must slide at any base, except 1st when there is a potential play at the base to avoid contact. Failure to slide and/or contact is made during a play at a base; player is out and malicious contact can result in ejection from the game.

Courtesy runner is allowed for catcher with 0, 1, or 2 outs. Must be the player who made the last out or not in original batting order.

Umpire ruling is final. In the event of an un-mentioned rule, the umpire will make the final call.

No metal cleats

Infield fly rule is in effect.

Players must be 12 years old or younger on June 15th or just completed 6<sup>th</sup> grade

We reserve the right to alter the tournament in any way due to weather.

**\*\*Games WILL start early if we get ahead of schedule.** Teams must be ready/warmed up prior to their game, time between games will be limited to the time that is needed to prep fields and umpire rest, and darkness. Only a few minutes will be available between games.