

## **Suburban Athletics 9U and 10U Tournament Rules**

### **Player eligibility**

1. Players must not have reached the age of 10 prior to May 1, 2026 (for 9U) and the age of 11 prior to May 1, 2026 (for 10U).
2. Birth certificates must be available if requested by the tournament director.
3. Teams are limited to 15 players who compete in the same program . No pick-up players permitted.
4. Final rosters must be turned in at least 30 minutes prior to the first game to the tournament director. Once a team begins its first game, the roster is set for the tournament.
5. Games in which an ineligible player is used will be declared a forfeit. Forfeited games will be scored 6-0.

### **Games and Length**

1. Games will be 6 innings
2. The time limit, per game, will be 1:20. No new innings will start after the 1:20 time limit has been reached. Inning ends with the third out. Official start time will be kept by the home plate umpire. Pool play games may end in a tie.
3. If a game is tied after six innings and has not reached the time limit, teams will play extra innings with the extra innings rules described in #6 of this section. If the time limit is reached following the extra inning and the game is still tied, it will be a tie.
4. 6 run rule per inning, except the 6th inning or last inning as determined by the umpire, which is unlimited. If a player hits an over-the-fence home run, all runs will count even if it exceeds 6 runs.
5. Mercy run limit as follows: 15 run rule after 3 innings, 10 run rule after 4 innings and 8 run rule after 5 innings.
6. Semifinal and championship games will not have a time limit but mercy run limits will apply. Third place games will have a time limit of 1:20.
7. If a game is tied starting in the 7th inning of bracket play after the time limit has elapsed, each team puts the batter who is scheduled to bat last in that respective half of the inning on second base, and continues hitting from where last out was made, and plays out a full inning starting with no outs. This happens until the tie is broken and the game is complete. Since it is a tiebreaker scenario, teams are limited to 4 runs per inning in tiebreaker innings to prevent a long inning.

### **Pitching**

1. A pitcher is limited to 2 innings per game and may pitch in no more than 6 innings for the entire tournament. (One pitch is considered an inning).
2. Once a pitcher has been removed from the game, they may not re-enter the game as a pitcher.
3. Games in which an ineligible pitcher has been used shall be declared a forfeit.
4. Trips to the mound by a coach may not exceed 1 trip per pitcher per inning. The second trip shall automatically result in the removal of a pitcher.

5. Pitchers are allowed up to 5 warmup pitches between innings. New pitchers are allowed up to 8 warmup pitches.
6. Intentional walks are allowed
7. Umpires have the right to make the pitcher remove distracting items. Such as non-prescription sunglasses, jewelry, bright colored under shirts, etc.

### **Batting**

1. Helmets must be worn from the time a player leaves the dugout until they return.
2. Bunting is allowed; but once a bunt has been shown, the batter cannot swing away. An infraction will be a dead ball, automatic out.
3. All bats must be USA or USSSA stamped. No softball bats.

### **Base Runners**

1. Sliding is required when the runner is being played on. The umpire's judgment will determine if a slide is needed.
2. A runner that does not slide when deemed necessary will be called out. No head first sliding unless diving back to the base that has already been earned.
3. Runners may advance as many bases as they can at their own risk on an overthrow. If an overthrow leaves the playing field, runners will get one base.
4. No leading off until the ball crosses home plate. Runners leaving early will be called out. (This is a judgment call by the umpire, not the opposing team.)
5. Base stealing is allowed after the pitch crosses the plate. Stealing home is allowed. No delayed steals are allowed.
6. A courtesy runner is allowed for the catcher with two outs or an injured player. The courtesy runner will be the player who made the last out.

### **Substitutions and Defense**

1. Prior to each game, coaches of both teams shall exchange paper lineup cards listing each participating player with name and jersey number in the correct batting order. Teams may exchange lineups via GameChanger, but these will be unofficial and paper copies must still be exchanged. Any obvious errors on the lineup card (such as duplicate names or numbers) should be addressed prior to the game so it may be corrected. Other challenges (such as batting out of order or potential ineligible players) should also be addressed immediately and not after the game.
2. Maximum of 10 players on the field (4 outfielders). Games may be played with 8 or 9 players with the vacated spot(s) in the order being an out. NOTE: If a team begins with 10 players and a player leaves the game because of injury, an out will be recorded during their next at bat only; however, they may not reenter the game. If a player leaves for a non-injury it is an out each time their spot comes up in the order.
3. If a player arrives late to a game, they may be added to the bottom of the lineup only if their team has not already batted through the order.
4. All players must play at least 2 innings in the field.
5. Teams must bat the entire lineup and may have unlimited defensive substitutions.
6. No infield fly rule.

7. The outfielders (4 players) must be on the outfield grass or beyond a designated area predetermined by the umpire until the ball is hit.

### **Additional Rules**

1. The tournament committee will determine if the weather conditions warrant a stoppage of play. If the game is stopped and continued at a later time, the game will resume from the exact point it was stopped. All games must be completed, unless by mutual agreement.
2. There will be no protests. The umpire's decision will be final.
3. Metal spikes are not permitted.
4. Please keep the games moving. Stalling, as deemed by the umpire, may result in the forfeiture of the game.
5. No abusive or profane language, no misuse of equipment, or unsportsmanlike conduct by anyone will be tolerated. The umpire in charge has the power to eject any offender without warning. Tobacco or alcohol in any form is prohibited in any playing area.
6. Coaches and players are responsible for cleanup of the dugout after their games.
7. Weather permitting, each team is guaranteed 3 games. We will do whatever we can to safely get all games completed. If weather does not allow your team to play 3 games, the following rules will apply in refunding your team: a. 0 games – full refund due b. 1 game played – ½ of entry fee refund due c. 2 or more games played – no refund due.
8. In case of weather, the tournament director reserves the right to alter the tournament schedule, if necessary. Changes will be kept to a minimum and will be communicated as much in advance as possible.
9. Scheduled games may start early by mutual agreement, but no more than 15 minutes.
10. Any rules not covered will be governed by the Official Little League Rules and can be changed by the tournament director at any time
11. Home team will be the official scorebook. Both head coaches need to verify the score before it is reported. Coaches will also need to verify the innings pitched for each pitcher following the game.
12. The home team will be determined by coin flip for all pool play games. In bracket play, the higher seeded team will be home. If both teams in the championship or third place game have the same seed, the home team will be determined by a coin flip.

### **Park Information**

1. Fields will be groomed and lined before each game.
2. Please encourage your teams and parents to support our concession stand. We will have a full variety of menu options available during the tournament.
3. Please inform your fans not to park in the spots near the tennis courts or on any of the grass fields at O'Hauser Park. Please park in the main lots by the shelters or on the streets in the neighborhood.
4. The batting cages are available for use. First-come, first-served.
5. Remember... the games are for the kids to have fun, learn fundamentals, and display sportsmanship at all times.

### **Tiebreakers (9U)**

1. If all three teams finish 1-1 in their pool, the first tiebreaker will be fewest runs allowed. Teams will be ranked in order of fewest runs allowed. If two teams remain tied, the head-to-head result will determine the order of finish.
2. If all three teams are 1-1 and all allow the same number of runs, the teams will be ranked in order of most runs scored. If two teams remain tied, the head-to-head result will determine the order of finish.
3. If all three teams are 1-1 and all allow and score the same number of runs, teams will be ranked by random draw.
4. If two teams have the same record and tied their head-to-head matchup, the team that allowed the fewest number of runs in its other game will be the higher-ranked team. If the teams allowed the same number of runs, the team that scored the most runs in its other game will be the higher-ranked team. If this remains tied, the tie will be broken by random draw.

### **Tiebreakers (10U)**

#### **Two-team tie:**

1. If two teams are tied at 2-1 in the pool, the winner of the head-to-head matchup will be the #1 seed and the loser will be the #2 seed.
2. If two teams have the same record and tied their head-to-head matchup, the team that allowed the fewest number of runs in the other two games will be the higher-ranked team. If the teams allowed the same number of runs, the team that scored the most runs in the other two games will be the higher-ranked team. If this remains tied, the tie will be broken by random draw.

#### **Three or four-team tie:**

1. If three or four teams finish tied in the pool, the teams will be ranked in order of fewest runs allowed to determine the order of finish. If two teams remain tied, the head-to-head result will determine the order of finish.
2. If three or four teams are tied and all allow the same number of runs, the teams will be ranked in order of most runs scored to determine the order of finish. If two teams remain tied, the head-to-head result will determine the order of finish.
3. If three or four teams are tied and all allow and score the same number of runs, teams will be ranked by random draw.

*Updated: May 4, 2026*