



**BASEBALL**  
**U T A H**  
**TOURNAMENT RULES**

\*Some fields may have set mounds. If this is the case, we will require teams to adjust to the differing field dimension. We will make every effort to secure fields that fit the dimensions listed above.

\*Note-A player must have played in 2 or more pool play games to be able to participate in the championship game, if this rule is not followed it is an automatic forfeit with no exceptions!

\* If we are presented with weather issues, we will update status on UPG Facebook and Instagram. Also, on the website.

\*No dogs are allowed at either ballpark, in Salem or Payson

National Federation of High School Rules (NFHS) will be used with the exceptions below.

1. May 1<sup>st</sup> will be the date used to determine the age of the players.
2. Managers may choose to bat as many players as they desire. There must be a minimum of 8 batters in the lineup and a team must finish with as many batters as they start with or take an automatic out for the number of batters short of their original lineup they finish with. The out will be recorded in the spot in the lineup where the batter is missing. Teams will take an automatic out for not having a ninth batter. That out will be taken at the end of the lineup. The automatic out is NOT negotiable between coaches on the field.
3. Free defensive substitution is allowed. A player need not be in the batting line-up to play in the field. A player in the batting lineup is also not required to play a defensive position.
4. No player on any team may assume more than one offensive position during the course of the same game. If a player is removed from the batting lineup, they may only return to the position in the lineup they vacated.
5. Home and visitor for pool play will be determined on the schedule and randomly assigned. Every effort will be made to ensure all teams have 1 home and 1 visitor game during pool play. The home team for bracketed play will be determined by the better seed. If two teams are tied, the home team will be determined by cumulative run differential, then the fewest runs allowed up to that point in the entire tournament. If there is still a tie, runs scored for the entire tournament will serve as the second tie breaker. If there is still a tie, a coin flip will be the final tie breaker. The team who is furthest geographically from the tournament site will call the coin at the toss. The home book will be the official book.

6. Bats for all teams 12u and under can be any USA stamped bat or any 1.15 BPF (USSSA) bat up to a barrel diameter of 2.75". 13u players may use BBCOR, Wood, or a 1.15 BPF bat with a -8 length to weight ratio. 14u players may only use -3 BBCOR or wood bats. The only bat restrictions are any bats that have been accepted by the manufacturer as unsafe for play. Bats that have been found unsafe for play and have been disallowed by USSSA will not be allowed in this tournament. A player caught with an illegal bat at the plate will be called out and the bat will be removed from the game. The offending team's coach will be confined to the dugout from the remainder of the game. Here is a link to that list.  
<https://www.ussa.com/baseball/baseball-withdrawn-andor-non-compliant-baseball-bat-models>

7. All calls will be made by the umpire(S) crew on the field. Protests are not allowed.

8. There will be no new innings after 1:30 for ages 8u & 9u and 1:45 10-12u, 6 inning games. 13u and 14u will have no new inning after 1:45, 7 inning games.

9. Pool-play games can end in a tie!

19. There are unlimited runs per inning for 10u-14u.

11. a. **The 7U, 8U & 9U division** will be 6 runs per half inning. Last play is live until defense secures the ball and stops runners. More than the limit can be scored on the last play. **Only applies to the first 3 innings of every game!**

11. b. **The 8u & 9u division** The base runners can leave at the time the pitcher releases the pitch.

12. Mercy Rules are as follows: 9 after 5 innings 12 after 4 innings.

13. **Championship games are timed with a 2 hr time limit.**

a. In the event of a tie, at the end of regulation, in the championship game, the tiebreaker rule will be in effect. This rule places your last batted out from the prior inning at second base to start the inning.

14. **Pitching Rules for all age groups**—All players from each team 8u-14u are awarded a maximum of 100 pitches per day. If 60 or more pitches are made in one day that pitcher has to have one full calendar day's rest. **Violating the pitch count is a forfeit.** Game changer will be the method of pitch tracking. If a team erases their Game Changer after a game, the pitchers used will be ineligible for the remainder of the tournament. Coaches protect your pitchers. The amount of pitches are reported by the umpire to the tournament staff at the conclusion of each game. Signing the game card indicates that you agree with what is being reported. All disputes must be cleared up before the official game card is presented to the tournament staff. At the time the card is reported to tournament staff, it is official and cannot be changed. A manager must remove a pitcher after a second trip to the mound in the same inning. A pitcher may not re-enter a game as a pitcher from which they have been removed from the mound either during a mound visit or at the end of the inning. If a player exceeds the allowable pitches, an immediate forfeit will be declared. There are no exceptions to this rule.

15. Metal cleats are **NEVER** allowed on artificial mounds.

16. A speed-up runner can be used for the catcher and pitcher of record only. The speed up runner for these two positions can be used at any time during the game. This is not considered a substitution and is optional. In the event all players on the roster are batting, the speedup runner must be the last batted out or the player furthest from coming to the plate if no outs have been recorded. If a team has players not in the batting lineup, those players must be used as the courtesy runners. In the event of using a non-batting speed-up runner, once a player is used as a courtesy runner for a particular player, they must always be the courtesy runner for that player unless the courtesy runner enters the game in an offensive position.

17. Players must slide or otherwise avoid contact. This means a player must slide or attempt to avoid contact on all close plays. The determination on the requirement of a slide on a particular play is up to the umpire.

18. When a double play is in order, the runner must slide or peel off. If the runner fails to do so, the double play will be awarded and the runner on the trailing base will be declared out. The umpire has discretion on whether or not the runner is required to slide or peel off on a particular play. The umpire judgement is final.

19. "Slash bunt" is great in girls softball but it is **NOT ALLOWED HERE**. Batter will be called out.

20. A player may only play on one team in an age group.

21. A coach that is ejected for unsportsmanlike conduct will sit out the remainder of that game. Two ejections will end the tourney for that coach. Ejected coaches cannot be on the property of the park that the games are being played on.

22. A player ejected for unsportsmanlike conduct may not return to the game following the ejection. They may remain in the dugout for the remainder of the game. A second ejection for a player ends their tournament.

23. Any person (player, coach, or fan) ejected for an act of physical violence will be ejected from the entire tournament and may not be on the property of the tournament for the remainder of the tournament immediately following the ejection. If they are found on the property, their team will be ejected from the tournament. The ruling of an act of physical violence is the umpire's discretion and cannot be appealed.

24. **The following are the rules for any machine pitch games**

- A. Games are no new inning after 1:20
- B. Machine will be set at 38' from home plate
- C. Each batter will receive up to 5 pitches (unless the fifth pitch is foul).
- D. 3 strikes is an out
- E. 3 outs ends the half-inning
- F.. 6 runs per inning max can be scored **ONLY APPLIES TO THE FIRST 3**

#### **INNINGS**

- G. Run rules are: 9 after 5 innings 12 after 4 innings.
- H. Games are a maximum of 6 innings and can end in a tie.
- I. Bases will be set at 60 ft.
- J. Machine can only be adjusted is the umpire sees needed, \*speed cannot be changed.
- K. One umpire will be used.

- L. No lead-offs or pickoffs can be achieved.
- M. No stealing is allowed in any situation including passed balls or overthrows.
- N. Once the ball touches the infield, the runner may only advance to the next available/open base. The ball will remain live and an attempt on a runner can result in an out.
- O. The pitcher must remain behind the pitching machine prior to the pitch being hit.
- P. 7u teams may use 4 out-fielders
- Q. Coaches are allowed on the field during defense but must remain behind the outfield players.
- R. Defense will be allowed only one team conference per inning.
- S.. No Bunting
- T. No infield fly rule
- U. If batted ball hits machine, all runners and batter advance one base
- V. Pitcher must be within a five foot radius of the machine (may not be used as an up-the-middle defender near 2nd base).
- W. Outfielders must play on the outfield grass or 20' behind the baseline if the field is skinned really deep.
- X. Obstruction will be called for players who do not move from the base when they don't have the ball.

25. In the event of a weather rainout, the following refund policy will be administered:

- A. 60% refund if no games are played
- B. 40% refund if 1 game is completed
- C. No refund if 2 or more games are completed
- D. **\$75 Administration Fee is non-refundable (i.e. pandemics, earthquakes, fires, etc)**

#### **TOURNAMENT MINIMUM REFUND/CANCELLATION POLICY**

90% refund – Cancellation 10 or more days prior to Tournament  
(If Age Division is not sold out)

- A. 70% refund – Cancellation 10 or more days prior to Tournament  
(If Age Division is sold out)
- B. No refund – Cancellation 9 days or less prior to Tournament
- C. **\$50 Processing Fee is non-refundable**
- D. 90% Refund if no games are played.
- E. 75% Refund if one game is played.
- F. No refund if 2 or more games are played.

Age	Mound	Bases	Special Rules
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7u	38'	60'	No lead offs
8u	44'	60'	Stealing after ball is released by pitcher
9u	44'	60'	Stealing after ball is released by pitcher
10u	46'	70'	Leadoffs and Pickoffs - run on dropped 3rd
11u	48'	70'	Leadoffs and Pickoffs - run on dropped 3rd
12u	50'	70'	Leadoffs and Pickoffs - run on dropped 3rd
13u	54'	80'	Leadoffs and Pickoffs - run on dropped 3rd
14u	60'6"	90'	Leadoffs and Pickoffs - run on dropped 3rd