



## Bemidji Blaze Tournament Guidelines/Rules

This is a USA/ASA-sanctioned tournament, and all play will be governed by USA/ASA rules with the following exceptions and/or points of emphasis listed below.

1. Games will be 7 innings in length, but **no new inning may start after 70 minutes.**
2. Games during Pool Play and Round Robin **CAN** end in a tie.
3. **Run rules will apply.** 15 after 3 innings, 12 after 4 innings, and 8 after 5 innings.
4. **Home team will be determined by a ball roll**, with the team having the closest ball to the pitching rubber choosing to be Home or Away.
5. Cleats: **10u/12u** – NO metal cleats.
6. Pitching Rubber usage/distance:

<b>10U</b>	35 feet
<b>12U</b>	40 feet
<b>14U</b>	43 feet
<b>16U/18U</b>	43 feet
7. **12U & 14U** will have **7 runs per inning limit**. The last inning will not have a run limit once declared by the umpire(s).
8. **A Courtesy Runner may be used for the pitcher and/or catcher** that will be in the next inning as this is designed to speed up the game. **If "Roster Batting" or all Bench Players have entered the game, the Courtesy Runner shall be the last out.**
9. **No infield practice on the fields** before or during the tournament. The SE corner of the complex as well as the soccer fields at the high school are available for warm-ups. Ask the staff if unsure where this is located at each location.
10. **Criteria to be used for seeding teams** in the playoffs/elimination round:
  - a. Overall record (Wins/Losses/Ties)
  - b. Head-to-Head Record in Pool
  - c. Fewest Runs Allowed
  - d. Coin Flip/Toss
11. If inclement weather is possible and becomes a factor, games may be moved up and/or shortened in time at the discretion of the tournament director.
12. Heckling and/or harassing the umpires by fans or anyone else will not be tolerated.
  - a. **First Offense:** Verbal warning to the Team Manager and Fan
  - b. **Second Offense:** Ejection from the complex; subsequent warning to Team Manager

**NOTE:** *If the fan does not depart the complex within 5 minutes; their team will be forced to forfeit their game.*

### **Additional Rules for 12U**

1. **"Roster batting"** will be optional, but coaches must indicate their intent to do so **prior** to the start of the game. If you roster bat and a player is injured and cannot continue to bat, your team will NOT be affected unless you drop below 9 players. If a team drops to 8 players, an OUT will be given for the last batter to leave the line-up. A team cannot play with less than 8 players.
2. Pitching distance is 40 feet.
3. Stealing is allowed, including home.
4. Dropped third strike rule will be in effect.

### **Additional Rules for 10U**

1. **"Roster batting"** will be optional, but coaches must indicate their intent to do so **prior** to the start of the game. If you roster bat and a player is injured and cannot continue to bat, your team will NOT be affected unless you drop below 9 players. If a team drops to 8 players, an OUT will be given for the last batter to leave the line-up. A team cannot play with less than 8 players.
2. Pitching distance is **35 feet** along with use of an **11" ball**.
3. 10U teams will have a **5-run** per inning limit.
4. 6 inning games (see time limit option above)
5. Coaches will pitch to their own batters once four balls have been accumulated.
  - a. There will be **NO WALKS** and stealing is **NOT** permitted when Coaches are pitching.
6. Stealing is allowed with only **ONE** base per steal; stealing home is **NOT** permitted.
7. Dropped third strike rule will **NOT** be in effect.
8. Scoring must be the result of a batted ball
  - a. No scoring on a steal, passed ball or overthrow to a base on a steal attempt.

*In the event of inclement weather, the Tournament Director and Committee may adjust game play length and schedule in order to get in as many games as possible while keeping the safety of the players at the forefront of their decision. Updates will be communicated as quickly as possible to the coaches contact information provided upon tournament registration.*