



## Jr Badgers Baseball Tournament Rules 2024



We play using the National Federation High School Rules with the following exceptions:

1. Games are one hour and forty minutes in duration. No new inning may begin after the one hour and forty-minute time limit unless the score is tied. New inning starts immediately upon the completion of the previous inning for time keeping purposes. In the event of tie games, the following applies (Bracket Play) Place the person who made the last batted out in the previous inning at second base to start the extra inning, and there is 1 out. For (pool play) games extra innings will be played in the event of a tie if time is remaining. No new inning will start after the 1hr 40min time limit and the game will end in a tie. Gold Bracket Championship games will have a 2 hour time limit.

2. Umpire may limit warm-up pitches between innings.

3. Teams ahead by fifteen (15) runs at the end of three (3) innings, ten (10) runs at the end of four (4) innings or eight (8) runs after five (5) innings will be declared the winner.

4. Games are six (6) innings in duration. Coin flip will determine home team in pool play.

5. Teams need to be prepared to start any game up to 15 minutes prior to the posted start time. Allowances will be made for teams playing back-to-back games for the health and safety of the players. Any team, which does not take the field within 10 minutes of the declared start time, shall forfeit the game upon the opposing team taking the field and throwing the first pitch.

6. There is no mandatory slide rule, but base runners must make every effort to avoid contact with fielders. Please review the NFHS rules concerning avoiding contact. Base runner will be ejected if umpire determines actions were malicious.

7. Balks will be called at ages 11U-18U. Umpires will give each pitcher one warning at the 11U & 12U levels. There are no warnings at the 13U age and up.

8. 8U-14U must bat all players in attendance and in uniform for each game. 15U-18U will play standard NFHS rules.

9. Each game must begin with at least nine (9) players, but can end with eight (8) players, unless team allows opponent to start the game with fewer than 9 players. No penalty will be given for a player leaving the game due to injury (injured player may not reenter if their spot in the batting order has been skipped). Players leaving the game for reasons besides injury will have their spot in the batting order declared an out each time through the order.

Forfeits will be scored as 7-0 for tie breaker purposes.

10. After first pitch of a team's first game, no players can be added to a team's roster.

11. All batters and runners must wear helmets with earflaps. No exceptions.

12.No batting practice or infield practice is to be allowed before games.

13.Courtesy runners are optional for pitchers and catchers at any time.

14.Games canceled or called due to weather will not be rescheduled. In addition, weather conditions may result in games being shortened for all or part of the tournament. Any game that completes 3 innings or 2 1/2 if the home team is winning is considered an official game. Furthermore, if a game is called due to weather and less than 2 1/2 or 3 innings have been completed, but the game clock has passed one hour, it is also an official game, score reverts back to last completed inning.

15.No protests allowed on judgement calls.

16.Players, coaches, and spectators are expected to always show good sportsmanship. We have a zero-tolerance policy for spectators or assistant coaches harassing umpires, spectators are to support their team in a positive manner. Any player ejected from a game will be suspended from the team's next game. **Any COACH or SPECTATOR that is ejected from a game will be banned from the complex for the duration of the tournament. There is no appeal of any ejection.** Failure to abide by this rule will result in the team's forfeiture of all tournament games played or games yet to be played. No refunds will be issued.

17.There are no bat restrictions for ages 8U-14U. 15U and older BBCOR bats are required.

**Metal spikes, SUNFLOWER SEEDS, and GUM are not allowed at our facility.** We will be checking dugouts after games.

C Flaps for helmets are allowed if they are either part of the helmet or if an added accessory, if manufactured by the same company that manufactured the helmet.

18.Base and rubber distances: 13U and up 90/60, 12U & 11U 70/50, 10U & 9U 65/46, 8U 60/43

19.11U-18U age levels play real baseball.

20.On-deck batter must stand facing the back of the batter

21.Fake bunts are not allowed

22.Should a player throw their bat they are to be given an individual warning. Should that same batter throw their bat an additional time(s) the batter will be called out and a dead ball called.

23.9U-10U Leading off or stealing is allowed only when the pitch enters the hitting zone. Runner leaving early once will result in a dead ball. Same runner leaves any base early a 2nd time during any single instance as a baserunner will be called out. **Drop 3rd strikes are live balls and we play using infield fly rules.**

24. 8U ONLY Leading off or stealing is allowed when the ball enters the hitting zone. A runner leaving early will result in a dead ball. The same runner leaves early twice during the same appearance on base, will be called out. Runners who at the start of play are on 1<sup>st</sup> base or 2<sup>nd</sup> base can attempt to advance on passed balls, wild pitches or errant throws by the catcher to the pitcher, runners who at the start of play are on 3<sup>rd</sup> base CANNOT. The

runner on 3<sup>rd</sup> base at the start of play can attempt to advance home when there is a batted ball in play, there is a base loaded walk, a bases loaded hit by pitch or the defense attempts to pick off the runner on 3rd base. The runner on 3rd base at the start of play CANNOT attempt to advance home, if the defense attempts to pick off any other runner or attempts to throw out another runner attempting to steal.

A batter who has been walked and has become a base runner CANNOT advance past 1st base as a result of the walk, unless there is an errant throw by the catcher to the pitcher or the pitcher does not catch the return throw from catcher cleanly. The catcher is expected to regularly throw the ball back to the pitcher to develop this skill and not hand the ball to the pitcher after each pitch to avoid errant throws. When appropriate a catcher can still hand the ball to the pitcher. **A batter cannot advance to first base on dropped 3rd strike, but any runner on 1st or 2nd base can advance at their own risk. Infield fly will not apply.**

25. Tiebreakers to advance to the championship bracket are as follows: 1. Head-to-Head (does not apply to ties involving 3 or more teams) 2. Least Runs Allowed 3. Run differential 4. Most Runs Scored 5. Coin Flip.

26. Jr Badgers Baseball reserves the right to make changes, as necessary. Any and all schedule changes or notices concerning the tournament will be posted on our facebook page Jr Badger Baseball & Softball. This includes weather delays or cancellations.

**27. Please report any score discrepancies to the on site Tournament Director.** Any dispute concerning the score entered must be contested within 3 hours of the scheduled start of the game or 10:00pm, whichever comes first.

28. Any tournament not played to conclusion will not have a champion declared.

Teams that withdraw from the tournament will forfeit their registration fee unless a replacement team is found. A \$25 administration fee will be deducted from the returned registration fee. If no games are played 90% of registration fees will be refunded, if only one game is played 50% of registration fees will be refunded. If more than one game is started no registration fees will be refunded.