



#### **2025 TOURNAMENT AND DOUBLE HEADER RULES (Player Pitch):**

- The rules stated here and then the Official Rules (8U), High School Rules (9U, 10U, 11U, 12U, 13U, 14U, 15U, 16U, 17U, 18U, 20U, 22U, 25U) are in effect. The Jr SeaWolves reserves the right to modify rules prior to the start and during the tournament, if any item is misrepresented within this document.
- The tournament director or his/her appointed representative (e.g., umpires) shall be the sole judge as to the playing condition of the field and is responsible to make a decision for a called game and termination of play.
- Age requirements prior to May 1<sup>st</sup> (Must be of Age on April 30th)
- A roster with player's first name, last name, address, and birth date and phone number must be emailed by Wednesday prior to the start of the tournament available for review upon request. Have birth certificates available at all times in case questions arise.
- All players on a team must be listed on their roster.
- There will be 15 awards per team for first and second place in each division.
- Teams shall be at field 30 minutes before the scheduled game time. If a team cannot field a team at scheduled start time, they shall forfeit. Jr SeaWolves, in cooperation with other Leagues and Tournaments, reserves the right to extend the 15-minute grace period for teams participating in other baseball events. Obviously, forfeit does not apply when delay of arrival is due to our own tournament.
- There will be no infield practice.
- Home teams decided by flip of coin in all games, excluding playoffs {Highest Seed will have option of being Home Team}
- No protests. Any Team that Forfeits CAN NOT Advance to the Championship Round.
- The infield fly rule shall be in effect for all divisions.
- The "Extra Hitter" will be the 10th batter in the game and may bat anywhere in the lineup. The EH is optional in all divisions. The EH can be substituted for and the reentry rule will apply. The EH substitution shall be handled like any other position in the line-up: the EH can play the field.
- ROSTER BATTING is Permitted.
- If a player arrives late, player may be placed in 10th position in lineup.
- NOTE: 15U, 16U, 17U, & 18U Division may use the DH {Designated Hitter}, as well.
- Speed-Up Rule: Teams may use a courtesy runner for both the pitcher and the catcher of the previous inning ANYTIME. The runner must be someone not presently in game - if none available, last batted out.
- INDOOR ONLY: Any batted ball that hits the dome ceiling is a dead ball, foul ball, unless it carries over the homerun fence. In that case it will count as a homerun.
- Balk rule: 11 and under 1 balk warning per pitcher, 12u 1 balk warning per team, 13 and up no balk warnings.
- Pitch Count Limits by Ages. This is a PER DAY maximum (finish the batter see below):
  - 8U-9U = 60 pitches
  - 10U = 75 pitches
  - 11U = 80 pitches
  - 12U = 80 Pitches
  - 13U = 80 Pitches
  - 14U+ = 90 pitches
- BE SMART WITH YOUR PITCHERS. YOUNG ARMS MUST BE PROTECTED. DO NOT BE A WIN AT ALL COST COACH.



- We will be checking teams. If a team is found to violate the pitch counts then the coach in violation will be banned from the tournament.
- An automatic out is recorded is declared in the batting order position of the player that left the game unless there is an eligible substitute. This goes for injury or ejection.
- If a team drops below eight players for any reason, the game has ruled a forfeit and is not rescheduled.
- If a pitcher reaches the pitch count limit during an at bat, the pitcher may finish that at bat, but may not throw a pitch to the next batter in the line-up. This is a recommendation and not a requirement. Once pitcher leaves pitching position for one pitch he cannot return as a pitcher during that game.
- If a Pitcher returns to the mound “illegally” – correct the wrong at that time – NO PENALTY!
- Metal Cleats only allowed for outside at 13U and above only. Molded cleats only for indoor games.
- The finals will be determined as follows: TBA PER EVENT
- Tie Breakers:
  1. Head to Head {2 Teams Only}
  2. If 3 Teams are tied and they all played each other, and one team won both games, that team will advance.
  3. Least Runs Surrendered - \* If a Forfeit is involved we will use 10 runs.
  4. Run Differential - \* If a Forfeit is involved we will use 10 runs.
  5. Coin Toss
- Bat Restrictions: None {except 14U is – 5 & 15U & above – BBCOR and - 3 HS Rule in force}
- Avoiding contact will be in effect on all close plays at the plate. Umpires discretion on whether a slide is appropriate. A flagrant attempt to barrel the fielder covering plate will result in automatic out and ejection from the game.
- General Points of Reference:

Age	Innings	Official Game After	Mercy Rule	Steals	Leadoffs	Bases Distance*	Pitching Distance*	Drop 3 <sup>rd</sup> Strike
8U	6	4	Yes	NO	NO	60	43	NO
9U, 10U	6	4	Yes	Yes	Yes	65	46	Yes
11U	6	4	Yes	Yes	Yes	70	50	Yes
12U	7	4	Yes	Yes	Yes	70	50	Yes
13U	7	5	Yes	Yes	Yes	80*	54*	Yes
14U+	7	5	Yes	Yes	Yes	90	60.5	Yes
Note: Depending on facilities. Grass infields on large fields may require 60/90.								

- The mercy rule will be as follows:
  - 12 after 3
  - 10 after 4
  - 8 after 5
- Profanity or misconduct by a player, coach, manager or parent will not be tolerated and may result in his or her ejection from the game and dismissal from the tournament.
- Parents are not allowed to sit behind the home plate or behind the dugouts
- Balls and strikes cannot be argued for high school ages (15-18).



- If a parent is ejected, then the head coach of the team is also ejected.
- Mound visits:
  - Youth – 3 trips per the mound per game. 2 for pitcher per inning and you must remove the pitcher on the on the 2<sup>nd</sup> visit. Removing a pitcher does not count as a visit.
  - HS (15-18) 3 trips per game. Removing a pitcher does not count as a visit.
- Rain out or cancellation policies: In the event of bad weather, lack of power or other unforeseen circumstances the tournament director and Jr SeaWolves reserve the right to fully cancel, modify and complete the tournament the following weekend or any other date we deem appropriate without a refund. In the event the tourney is cancelled due to weather, the following refund will be in effect:
  - 0 games played 75 % refund
  - 1 game played 50 % refund
  - 2 games played 0 refund

#### TIME LIMITS:

- Spring training double header games are drop dead at 70 mins unless otherwise specified.
- Indoor tournaments: 8U to 13U tournament games are on a 1 hour 30 minute time limit; no inning can start after 1 hour 30 minutes, drop dead at 1 hour 45 minutes:
  - Exception: Championship Games.
- Outdoor tournaments: 8U to 13U are one hour and thirty minutes (1:30) no new inning and drop dead at one hour forty five minutes (1:45). HS ages are one hour forty five minutes (1:45) no new inning and 2 hours drop dead.
- Pool play games can end in a tie. If the time limit is reached during an inning, that inning will be the last one of the game. If the home team is winning after the top half of that last inning, they will be declared the winner of the game and will not hit in the bottom half of the inning. If the home team is trailing and must hit in the bottom half of the last inning, the game will end at the moment the home team scores the winning run or at the moment of their third out. If the time limit is reached during the bottom half of an inning and the home team is winning at that moment, we will let the current batter complete the at-bat and then the game will end.
- No new inning may start after the time limit elapses
- Game time does not stop during weather delays
- Time will start at the completion of the plate meeting
- Tie Games in Pool Play Only. If there is Time on the Clock Teams may play extra innings.
- In the event time runs out or cancellation, an inning must be completed (top and bottom) or it will revert to the score of the last completed inning.
- Elimination Games: Once the time limit has been reached and if the game is tied, the next new inning will go into Shoot-out format. In shoot-out format, bases will be loaded and there will be 1 out. The bases will be occupied by the 3 spots preceding the scheduled batter. They will take the bases in the order they appear in the lineup, meaning if the #6 spot in the lineup is up to bat, the #5 spot will be at first base, the #4 spot at second base, and the #3 spot at third base.
- Championship Games: There is no time limit for Championship Games, however, if the game is at risk to run out of daylight (as determined by the tournament director), the next new inning will go into Shoot-out format. In shoot-out format, bases will be loaded and there will be 1 out. The bases



will be occupied by the 3 spots preceding the scheduled batter. They will take the bases in the order they appear in the lineup, meaning if the #6 spot in the lineup is up to bat, the #5 spot will be at first base, the #4 spot at second base, and the #3 spot at third base.

- Thrown bats: Teams will be give 1 warning and then umpire is allowed to issue an automatic out for a thrown bat.

#### **2025 - 8U Rules (Coach Pitch):**

- Coach Pitch. Coach must pitch from near the pitching mount.
- If opposing team throws the ball to the coach and the coach drops it or is not paying attention, then the ball is considered dead and players return to previous bases.
- 5 run rule per inning except for the last inning which is unlimited runs.
- No leads. No steals.
- No stealing home. Home plate is locked except when the ball is batted only.
- In the event of a dropped 3rd strike the batter is out and may not try to advance to 1st base.
- Infield fly rule is NOT in effect.
- Coaches are permitted to help get bats and balls to help speed up the game but ARE NOT ALLOWED TO COACH FROM BEHIND THE PLATE.
- Umpire will be asked to be near home plate to observe the base runners as best as possible, however this will be at their discretion.
- The pitcher and catcher may be ran for anytime. The base runner would be the last recorded out.
- All 8U games will be 1 hour 30 mins.
- Mercy rule will be as follows:
  - 12 after 3
  - 10 after 4
  - 8 after 5
- In the event time runs out or cancellation, an inning must be completed (top and bottom) or it will revert to the score of the last completed inning.
- Each batter will come to the plate with a 6 pitch limit. 3 strikes will be an out.
- 4 outfielders
- INDOOR: Any batted ball that hits the dome ceiling is a dead ball, foul ball, unless it carries over the homerun fence. In that case it will count as a homerun.

Please Text Scores (Both Teams Need to Text - Home/Away) to the phone number listed on your schedule or post on the band app provided.