


## South Dakota A Baseball Program Rules for 9, 10, 11 and 12 under Divisions

### 1. Age Limit

- Players must be:
  - 12 or under on Jan 1<sup>st</sup> of current season for 12 under division;
  - 11 or under on Jan 1<sup>st</sup> of current season for 11 under division
  - 10 or under on Jan 1<sup>st</sup> of current season for 10 under division;
  - 9 or under on Jan 1<sup>st</sup> of current season for 9 under division.

### 2. Equipment

- Bats:

AGE	BAT STAMP (2019 REQUIRED)	2018 BATS ALLOWED	2019 BATS ALLOWED
Class "A" 9u-12u Youth Baseball		*Players can swing a 2 ¼" barrel, or a 2 5/8" barrel bat with USA Baseball Stamp.  *Players can swing a 2 ¼" barrel grandfathered bat that has a maximum weight differential of -10.	*Players can swing a 2 ¼" barrel, or a 2 5/8" barrel bat with USA Baseball Stamp.

- Bats shall be labeled with a BPF (bat performance factor) of 1.15 or less.
- 11 and 12 under division bats must be under 33" in length
- 9 and 10 under division bats must be under 32" in length
- Any illegal bat will be removed from the game and the batter is out.
- No metal cleats.
- Catchers MUST wear a mask, helmet, chest protector and shin guards. This includes catchers warming up a pitcher.
- Batter, base runners, bat boys, any players acting as base coach and any players out of the dugout must wear a helmet that covers both ears.

### 3. Game Length

- All games are 6 innings.
- Time Limit:
  - No new inning may begin after 2 hours in pool play.
  - The home team will receive their turn at bat if the time limit has been reached during the top ½ of an inning if they are behind.
  - For the purpose of clarification: The Home Plate Umpire is the official time keeper. The time limit begins on the first pitch of the game. In addition, after the top of the 1st, an inning is considered to begin once the team takes the field. No game can stop during the middle of inning due to the time limit.
  - The time limit may be adjusted by the tournament director.
- Pool play games will go to extra innings to determine winner if time allows.
- Run Rule:
  - 10 run rule is in effect after 4 innings.
  - 3 ½ innings if the home team is leading by 10 runs, or if a team is leading by that number of runs any complete inning thereafter.

- No pregame infield
- In the event of a forfeit, the team not forfeiting will receive 6 runs scored

#### 4. Pitching Rule

- A pitcher may throw up to 3 innings maximum per game and 6 inning maximum per tournament.
- A pitcher may only make one appearance per game.
- One pitch constitutes an inning pitched.
- Team will not forfeit if pitcher violates maximum innings rules. Pitcher will simply be removed from game after 3 innings pitched or if pitcher reaches maximum innings allowed for the tournament.
- Pitching distance:
  - 9 and 10 under divisions will be:
    - 46 feet from home plate
    - 60 feet bases are apart
  - 11 and 12 under divisions will be:
    - 50 feet from home plate
    - 70 feet bases are apart
- Pitchers will be allowed 5 warm up pitches between innings.
- Balks:
  - 9, 10 and 11 under divisions there is no balk rule. Balks will not be called
  - 12U division a balk can be called after one warning and explanation is given to the pitcher.

#### 5. Substitution

- Teams must have 8 players to start the game. The 9th spot is an automatic out. If a team decides to bat the entire roster in batting order and a player gets hurt then that spot in the lineup is also an automatic out. Rationale – a team playing 8 players should not have any advantage of batting less players. A team batting everyone should never be able to fake an injury to skip a player in the batting order.
- Teams play the field with 9 players, but can bat 9, 10, or entire roster in batting order.
- Open substitution allowed in the field, but of course batting order is not open.
- Players must enter/re-enter game in the same spot in the batting order. For clarification, 2 players who occupy the same re-entry position in the batting order may be in the field at the same time.
- Courtesy runners are encouraged for catchers at any point of an inning and must be a bench player. If all players are entered into the game, then use the last batter from the previous inning as the courtesy runner.

#### 6. Base running

- Stealing is permitted:
  - 9 and 10 under division; However, the runner cannot leave the base until the ball crosses the plate. The runner is out if he leaves the base early.
  - 11 under division; However, the runner cannot leave the base until the ball leaves the pitcher's hand. The runner is out if he leaves the base early.
  - 12 under division; Leading off is allowed.
- Dropped third strike:
  - 9 and 10 under division the batter is OUT on a dropped third strike.
  - 11 and 12 under division the batter may run on a dropped third strike unless first base is occupied with less than 2 outs.

- Home Plate:
  - 9 and 10 under division runners may NOT advance to home on a passed ball or wild pitch.
  - A runner may not steal home on an overthrow back to the pitcher nor can a runner advance home by enticing the catcher with an extended lead to throw to 3rd.
  - In 1st and 3rd situations: A runner at third base may not advance home if the catcher has attempted a throw down to second base in a steal situation. If an error occurs on the throw, the runner at third may not advance. In other instances of a runner attempting to steal 2nd or 3rd, the runner may advance at his own risk on an overthrow or error.
  - 11 and 12 under division home is open.
  
- 6. Slide Rule In Effect
  - If a fielder has the ball before the runner reaches 2nd, 3rd, or home, the runner is out if contact is made, umpire discretion will be applied and decision is final.
  - Note runners are not required to slide in situations where there is no play being made per the umpire's judgement.
  
- 7. Sportsmanship
  - Bad sportsmanship is subject to ejection from the game and/or tournament upon the umpire's discretion.
  - Coaches are responsible for parent and fan behavior.
  
- 8. Additional Information
  - Tournament director will resolve any situation that arises that is not covered by these rules.
  - Please have your team clean the dugout after each game.
  - Coaches are responsible for their parent and fan behavior.
  - Unsportsmanlike behavior is subject to ejection from the game/tournament
  - Coin flip will determine home team in pool play games only. Higher seed will be the home team in championship bracket play. If tournament is not seeded then coin flip determines home team for all games.
  - Home team is responsible for keeping the official book.
  - No protests allowed. Disputes are to be settled on the field by the head umpire, and if necessary help from the tournament director and or League Director.
  - Refund Policy: no refund after the tournament has started
  - Awards will handed out to the top 3 places.
  
- 9. Pool Play Tie Breaker Criteria
  1. Record
  2. Head to Head
  3. Runs Allowed
  4. Runs Scored
  5. Coin Flip

When three or more teams are tied under criteria, once one team is advanced or eliminated you revert back to start of tie breaker criteria to determine seeding.