



Baseball Tournament Rules Ages 7-9

TOURNAMENT RULES

Major League Baseball rules will be used with the exception of the following:

9AA/AAA tournaments will use the 10U playing rules.

1. Each game will be 6 innings in length. However, no new inning will start after 1 hour and 45 minutes, unless the score is tied. The official scorer should record the time of the first pitch as given by the umpire. A new inning shall start when the third out is made. There will be a two hour time limit for championship games.
2. A fifteen-run spread after 3 innings, twelve run spread after 4 innings or eight-run spread after 5 innings will constitute an official game.
3. In the event of rain, 4 innings will be an official game. Should weather cause postponement of a game in progress that is not yet an official game, that game will be suspended and completed from the point that it was suspended.
4. During the pool play portion of the tournament, the home team will be determined by a flip of the coin between the opposing managers. The coin flip should take place prior to the start of the game and the umpires do not need to be present. During all elimination play, the higher seeded team will be home. The home team shall occupy the first base dugout and provide the official scorer for the game.
5. There will be no tournament imposed pitching limitations on the number of innings or pitches that may be thrown.
6. A pitcher may not re-enter the pitching position for the remainder of the game once he has been removed from that position.
7. Base and pitching distances:

9 & Under - 60' Baseline	43' Pitching
8 & Under - 60' Baseline	43' Pitching
7 & Under - 60' Baseline	43' Pitching

Pitching mounds will not be used.
8. Game time is forfeit time.

9. Each team may field a 10-player defensive lineup with four outfielders. Free defensive substitution is allowed.
10. A team must have 8 players to start and finish a game.
11. Teams will use a continuous batting order with all players in attendance being listed in the batting order.
12. An intentional walk will be an automatic base with no pitches thrown. The manager of the defensive team should request the intentional walk through the home plate umpire.
13. Metal spikes will not be allowed for these age groups.
14. All protests must be settled at the time of occurrence by the BVRC tournament director.
15. There will be no leadoffs or stealing. Base runners may not leave the base until the ball is hit. Players leaving early from the base will be called out.
16. A base runner will be called out when he does not slide, or avoid contact, if the fielder has the ball or is in the act of fielding the ball. If the fielder is not in the act of fielding the ball, the runner is not required to slide and the fielder must yield the base and baseline. Any flagrant contact caused on the part of the base runner will result in an ejection for that game.
17. The infield fly rule will not be in effect.
18. A dropped third strike by the catcher will be an out and will not require a throw to first base.
19. Bunting is not allowed.
20. Balks will not be called.
21. The winning team is responsible for verifying that the game result has been posted before they leave the complex.
22. If a team forfeits a pool play game they may not advance to elimination play.

SPECIFIC RULES FOR 1st & 2nd GRADE/7 & 8 YEAR OLDS

1. Games for this division will be machine pitch.
2. Each batter will receive a maximum of 5 hittable pitches. If the batter does not put the ball in play after the 5 hittable pitches, he will be declared out. If the fifth hittable pitch is fouled off, a 6th pitch will be given and so on. The umpire has the discretion to award another pitch if he feels a pitch was not hittable.

3. Any batted ball that hits the pitching machine will be considered dead and all runners will advance one base. The batter will be awarded 1st base.
4. The batting teams' coach shall operate the pitching machine. The coach may adjust the speed of the machine for his team but not for individual players.
5. When the ball is in the possession of an infielder in the infield area, a base runner may advance, at his own risk, no further than the next base.
6. The player in the pitching position must be within 5 feet of the machine at the time of the pitch.
7. If an overthrow occurs during a play and the ball remains in the field of play, a runner may advance only one base at his own risk. If a second overthrow occurs all play will stop and the base runners will return to the base they occupied following the first overthrow. If an overthrow occurs during a play and the ball goes out of the field of play, bases will be awarded accordingly.

DETERMINING POOL CHAMPION

1. In the event two teams have the same pool record, the team which won the head to head game will be the pool champion.
2. In the event three teams have the same pool record, the team that allowed the fewest runs **against the other teams it is tied with**, will be the pool champion. If two totals are the same, the team that won the head-to-head game will be the pool champion.
3. In the event the tie cannot be broken by rule #1 or rule #2, the team that scored the most runs **against the other teams it is tied with**, will be the pool champion. If two totals are the same, the team that won the head-to-head game will be the pool champion.
4. In the event the tie cannot be broken by rule #1, rule #2 or rule #3 a flip of a coin will be used to determine the pool champion.

DETERMINING WILD-CARD TEAMS

1. The team with the fewest number of losses in pool play.
2. If two or more teams are tied:
 - a. Fewest runs allowed in pool play
 - b. Most runs scored in pool play
 - c. Flip of a coin

DETERMINING SEEDING FOR ELIMINATION PLAY

1. Pool record
2. If two or more teams are tied:

- a. Fewest runs allowed in pool play
- b. Most runs scored in pool play
- c. Flip of a coin