



Baseball Tournament Rules

Ages 10U-14U

*9AA/AAA/Major tournaments will use the 10U playing rules.
(updated 4/2/2025)*

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

THE TEAM

1. During the pool play the home team will be determined by a flip of the coin. 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.
2. Each manager has a choice of the following three options for a lineup. Each manager must declare his lineup intention prior to the start of the game and must use that option for the entire game. Both managers need not use the same lineup option.
 - **Option #1 – The standard 9 player batting order used in Major League Baseball.**
 - **Option #2 – A 10 player batting order that includes an extra hitter.** There will be free defensive substitutions amongst the 10 player lineup.
 - If options 1 or 2 are used, failure to maintain the same number of players in the lineup throughout the game will result in an out each time that position in the lineup comes up.
 - The one exception is; play may begin with 8 available players without penalty. Once a 9th player arrives the team must maintain a 9 player lineup (may not build to 10) for the duration of the game.
 - Players from the starting lineup may re-enter once, but they must re-enter for the same player that replaced them.
 - Once a substitute is removed from a game they are ineligible to return
 - **Option #3 – A continuous batting order that includes all players in the batting order.** There will be free defensive substitutions amongst all players in the lineup.
 - If option 3 is used, and for any reason a player must be removed from the game, an out will not be recorded for that spot in the order.
 - If a player is at bat and injured and has to be removed from the game, the next player in the batting order will assume the count of the player who was removed.
 - Player(s) arriving after a team has begun batting will be added to the bottom of the batting order.

GAME LIMITS

3. All Pool Play games will consist of 6 innings (12U & below) or 7 innings (13U & above).
 - For all pool play and elimination games no new inning will start after 1 hour and 45 minutes.
 - For the championship games no new inning will start after 2 hours.
 - A new inning begins the instant the last out is made.
 - The official scorer should record the time of the first pitch as given by the umpire.
4. Game time is forfeit time.
5. Teams must have 8 players to start and play a game.

6. An imposed Mercy (run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the listed run differential in the corresponding listed start inning. In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the start of the bottom half of the listed inning. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of a listed inning the home team shall cease batting and the game shall end.

LENGTH OF GAME	RUN DIFFERENTIAL	START INNING
6 Innings	15	3rd Inning
6 Innings	8	4th Inning
7 Innings	15	3rd Inning
7 Innings	12	4th Inning
7 Innings	8	5th Inning

7. In the event of rain, 4 innings will be an official game or 3 ½ innings with home team leading. Should weather postpone a game that is not yet official, that game will be completed from the point it was suspended.
8. If game is tied after all innings have been completed (or at the time limit), the following will apply:
- Pool play games will end in a tie.
 - Elimination play games will use the tiebreaker rule. At the start of each half inning each team will put the batter, who completed the last at-bat in the previous inning, on second base and start with one out.
 - Championship games will not use the tie breaker rule. The game will continue until there is a winner.
9. The winning team is responsible for verifying that the game result has been posted before they leave the complex.
10. If a team forfeits a pool play game they may not advance to elimination play.
11. All protests must be settled at the time of occurrence by the BVRC tournament director.
12. No bat boys or girls will be allowed. The batter coming to the plate, another rostered player wearing a batting helmet, or a coach will get the bat back to the dugout.
13. The playing of music will be limited to prior to the start of the game and between innings only. No music will be allowed once an inning has begun. The volume should be kept at a level that doesn't disturb other fields. Tournament officials and umpires will have the right to ask teams to lower the volume level/turn off the music if it is disturbing other fields.

THE GAME

14. Slide & Obstruction Rule: Whenever a tag play is evident, a runner must slide or "seek to avoid contact" with the fielder and/or catcher.
- Attempting to jump, leap, or dive over the fielder and/or catcher is not interpreted as seeking to avoid contact.
 - If a play is not imminent, obstruction could be called on a fielder that impedes the progress of a runner.
 - Malicious contact shall supersede all obstruction penalties. The runner shall be called out and may be ejected from the game at the umpire's discretion.
 - When enforcing this rule, the umpire will judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and/or malicious, then the runner will be declared out and ejected.
15. The USSSA rules regarding tournament pitching limitations will be followed for all BVRC tournaments. Below is chart with the limitations listed. The full USSSA rule can be found on the USSSA and BVRC websites.

AGE DIVISION	ONE DAY MAXIMUM TO PITCH THE NEXT DAY	ONE DAY MAXIMUM	THREE DAY MAXIMUM
10U to 12U	3	6	8
13U & 14U	3	7	8
every out recorded is counted as 1/3 of an inning			

16. A pitcher may not re-enter the pitching position for the remainder of the game once he has been removed from that position.
17. 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.
18. A courtesy runner for the pitcher or catcher may be requested at any time. A courtesy runner can be anyone not presently in the batting lineup or the last batter not currently on base. A player may only appear as a courtesy runner one time per inning.
19. Base and pitching distances:

Age	Baseline	Pitching
10 & Under	65 '	46 '
11 & Under	70 '	50 '
12 & Under	70 '	50 '
13 & Under	80 '	54 '
14 & Under	80 '	54 '
14 & U 60/90	90'	60'6"
Pitching mounds will be used on all fields.		

EQUIPMENT

20. Metal spikes are not allowed for ages 12 & below. Ages 13 and above will be allowed to use metal spikes. Pitchers are strongly encouraged not to use metal spikes on the pitching mounds.
21. All bat regulations established by USSSA will be used for all USSSA sanctioned events. Failure to follow these regulations will result in the following penalties:
 - **First Offense** - If the bat has been used to put the ball in play and the umpire is notified before the next legal pitch, the defensive team will have the choice of the result of the play or the batter being called out and all runners returning to the base occupied before the pitch.
 - **Second Offense** – If a team is found in violation of this rule a second time (in the same game), then the manager will be ejected in addition to the First Offense penalty.

DETERMINING SEEDING FOR ELIMINATION PLAY

Once advanced to subsequent tie breaker criteria, do not return to a previous criterion.

- 1) Winning Percentage
- 2) Head to Group
- 3) Total Runs Allowed
- 4) Total Runs Scored
- 5) Coin Toss