



TOURNAMENT RULES

All Brighton Youth Baseball Tournaments will adhere to the National Federation of State High School Association rules with the exception of those changes listed herein.

I. TEAMS

Each team must field no more than nine (9) players & no less than seven (7) players at posted game time. Any team that cannot field at least seven (7) players any time during the game will forfeit the game. A Maximum of fifteen (15) players is permitted per roster.

II. PLAYERS

A player must not attain the age of their playing year prior to May 1, 2025. Team rosters are to be submitted prior to first game. Please have birth certificates available should a team wish to protest your roster. No changes will be permitted once roster has been submitted to tournament directors.

III. RULES

A. Bases/Pitching:

8u – 60/40

9u, 10u – 65/46

11u, 12u – 70/50

13u – 80/54

14u, 15u, 16u, 18u – 90/60

B. Stealing –

8u – No leadoffs, allowed once ball crosses plate, one base per pitch. No stealing home.

9u - Runners may lead off. May steal home only 1 maximum per inning as a result of a pitcher-catcher exchange (i.e. wild pitch, passed ball, steal, etc.)

10u-18u – Runner may lead off and steal at any time.

C. Lineup: **8u – 13u** - There will be a continuous batting line-up for all games.

Every player must have a regular turn at bat, & must play a minimum of two (2) innings on defense. *Penalty: Game forfeiture by guilty team.* Defensive changes may be made at any time. The Federation re-entry rule will not apply.

IMPORTANT NOTE – If a player is unable to finish his at bat due to injury, the next batter in the lineup will assume the injured player's at bat, including count.

The lineup will then continue with the next batter in lineup order.

8u – All games will be played with a 4th outfielder and may only be positioned in the outfield.

14u, 15u, 16u – 18u – Teams have the option to bat a straight 9 per high school rules, or bat their entire lineup. Managers must decide at plate conference. If batting entire lineup, above rules apply.

- D. Innings/Time Limit - 8u- 12u** - Games will be six (6) innings, with four (4) innings or time limit constituting an official game. (Inclement weather, mercy rule, or time limit.)
13u-18u – Games will be (7) innings, with four (4) innings or time limit constituting an official game. (Inclement weather, mercy rule, or time limit.)
Higher Seed for Semi-final game is HOME team and COIN FLIP will be used for Championship Game to determine HOME team.

No new inning will start after 1 hour 45 minutes (8u – High School).

Start time will be announced at the end of the coach's meeting with umpires. There will be a time limit on all pool and non-pool games, including semi-finals. There will not be a time limit on Championship game. All pool games are allowed to end in a tie. Points will be given as follows: Win = 2 points, Tie = 1 point and Loss = 0 points. There will be no ties for semi-finals or championship games. If the semi-final or championship game is tied after the last inning of regulation game, one more inning will be played. If after the extra inning the game is still tied – international rules will be applied. Runner starts on second base (last out from previous inning) until a winner is determined

- E. Speed up rule:** Courtesy runners may be used for the pitcher & catcher only, at any time during the inning, & is mandatory for the catcher with two (2) outs in the inning. Whenever this rule is applied, the last player out (if batting entire lineup) will assume the courtesy runner rule. In the event that a player is already being used as a courtesy runner, the player put out prior to that player will be the courtesy runner.

- G. Pitching – no max innings for tournament, only per game**
8u-12u - Pitchers may pitch a maximum of (9) outs in any one game.
13u, 14u – Pitcher may pitch a max of (12) outs in any one game.
15u, High School – No pitching restrictions

- I.** The **mercy rule** is fifteen (15) after three or ten (10) after four (4) innings, or eight (8) after five, unless the home team is ahead after three and one half (3½) innings.

8u – 6 runs per inning. This is the maximum number of runs that can be officially scored. For example, if an at bat results in more runs scored than the maximum, only the maximum is included in the official score. This limit applies to the last inning as well - .no more than 6 runs per innings.

9u – 7 runs per inning.

- J. Bats –**
8u-14u - USSSA Rules Apply. The maximum diameter shall not exceed 2-3/4 inches and the maximum length shall not exceed 36 inches. Bats should not exceed the 1.15 BPF (Bat Performance Factor) as defined for baseball bats by ASTM Standards.

For this age group - If using a Drop 3 bat, it must be BBCOR – certified.

Special Note: In 2012, new big barrel bats (diameters of 2-5/8" or 2-3/4") must have the new USSSA 1.15 BPF mark. Older big barrel bats will not be allowed.

New small barrel bats (diameter of 2-1/2") must have the new USSSA 1.15 BPF mark as well. At this time no decision has been made regarding older small barrel bats and whether they will be allowed.

16u, 18u - NFHS Rules Apply. Any solid (one-piece) wood baseball bat will be legal. The only legal non-wood bats will be BBCOR-certified Baseball bats. The bat may not exceed minus three (-3) in differential between length and weight.

- K. Balks –**
8u-10u – Unlimited warnings, instruction purposes.
11u-13u - One warning will be given to each pitcher on a balk call with no penalty.
14u-18u – No warnings
- L.** Starting pitchers who have not reached their out total for a game may NOT be brought back to pitch in the same game once removed from that game as a pitcher.
- M. Dropped 3rd Strike –**
8u-9u - No Dropped Strike. Batter is out and ball is live.
10u-18u – Dropped 3rd strike rules are in effect.
- N.** Metal cleats are allowed for 13u and up.

GENERAL RULES

1. All Brighton baseball tournaments will adhere to the rules as written by the national federation of state high schools association with the exception of those listed herein.
2. Teams are expected to be ready to begin games promptly. Game time is forfeit time. Starting time may be delayed by previous game going into extra innings. In such cases game time will be twenty minutes from the conclusion of that game. All teams should/will be expected to start up to ½ hour before game time and the umpires are ready to begin.
3. Home team will be determined by coin toss involving both managers prior to start of game. Lineups are to be exchanged at this time and should include players name, number, & position. The home team will be the official scorekeeper.
4. The **winning team** is required to text their score to the group text.
5. Any illegal entry of non-verified players will result in immediate forfeiture of all games and elimination from tournament. No refunds!!!!
6. Due to the possibility of “all-star” teams we cannot enforce a uniform rule. We ask that all players dress as much alike as possible. We will ask that any distasteful clothing be removed. All uniforms must have a number on back of shirt.
7. Any player or coach ejected from a game for any reason will be ejected for the remainder of that game and the next game played. Additional games could be added to suspension by tournament directors. The players team will take an out in age groups where everybody bats. Note: any coach ejected may be suspended for the remainder of the tournament.
8. Awards and/or trophies will be given to the tournaments runners-up and champions.

9. There will be no protests. In the event of a challenge regarding rules or rule interpretations, both managers may confer with the umpires. All disputes will be settled at that time. If necessary, a tournament representative will be included in any discussions. Home plate umpire's decision is final. Judgement calls may not be disputed. Remember the clock is running during any discussions.
10. The following tie-breakers will be used for "pool winners". (tournament director has ability to change based on schedule)
 - A. best record
 - B. head to head play
 - C. least amount of runs allowed
 - D. most runs scored
 - E. Run differential in all games with the team having the greater differential being declared the winner.
 - F. coin flip
11. There can be no greater run differential than 10 runs ended because of the mercy rule. Mercy rule is 15 runs after three innings or 10 after four. In the case of forfeiture, a run differential of +10 will be given to the winning team.
12. Absolutely no soft toss or pepper against fences or backstops.
13. No infield practice prior to any game.
14. No pets allowed.
15. All scheduled games must be played. Failure to do so could result in forfeiting any games already, or remaining to be, played .

**** Run differential is used for tie-breakers only. if official game ends because home team is ahead after the top of the 4,5,6 or 7 inning, or home team scores in bottom of inning to end game. The game is over. No home team can continue to play to increase run differential.**