

Hap Dumont Special Rules 2026

1. Playing Field

- 8u- 60ft baselines. 43ft pitching distance.
- 9/10u- 65ft baselines. 46ft pitching distance.
- 11/12u- 70ft baselines. 50ft pitching distance.
- 13u- 80ft baselines. 54ft pitching distance.
- 14/15/16/17/18/19u- 90ft baselines. 60ft 6in pitching distance.

2. Players' Benches

Refer to Official Baseball Rule 1.08 with the following exception.

- Kansas Hap Dumont Youth Baseball suggests but does not require benches to be enclosed and roofed.

3. The Ball

Refer to Official Baseball Rule 1.09

4. Bats

Approved bats for Kansas Hap Dumont Youth Baseball

- 8/9/10/11/12/13u- Bats shall be no more than two and three-fourths inches in diameter at the thickest part.
- 14u- the bat shall not be more than two and five-eighths in diameter at the thickest part with the unit differential, namely the difference between the bat length measured in inches and bat weight measured in ounces, being no more than minus five.
- 15/16/17/18/19u- the bat shall be no more than two and five-eighths inches in diameter at the thickest part, with the unit with the unit differential, namely the difference between the bat length measured in inches and bat weight measured in ounces, being no more than minus three.
- 15/16/17/18/19u- must also have the BBCOR stamp on them.
- ALL AGES - The bat handle not more than 18 inches from the end, and may be covered or treated with any material to improve the grip.

5. Protective Headgear

- Shall be worn at bat and while a base runner during practice and all games. Such headgear must cover the top of the head and have extended ear flaps which cover both ears and proper fit the player wearing it.
- PENALTY- If the player refuses he shall be removed from the game. Etc.

6. Protective Headgear, Cup, and Supporter

- This equipment must be worn by the catcher during practice and all games. The protective headgear must cover the top of the head, have extended ear flaps, and properly fit the catcher.
- PENALTY: If the player refuses he shall be removed from the game. Etc.

7. Catcher's Mask and Throat Protector

- Any player warming up a pitcher at home or any location shall wear a mask. The Throat Protector is considered part of the Catcher's mask.
- PENALTY- If the player refuses he shall be removed from the game. Etc.

8. Steel Cleats

- Shall not be allowed for 8/9/10/11/12u Hap Dumont Youth Tournaments.
- PENALTY- If the player refuses he shall be removed from the game. Etc

9. Umpire Requirements

- Refer to Official Baseball Rule 3.01 with the following exception:
 - Section (d) The umpire shall be assured by the home club that an adequate supply of regulation baseballs are immediately available for use if required.

10. Official Baseball Rule 8.01

- The pitcher shall take signs from the catcher while standing on the rubber. Note: this applies to age 10/11/12/13/14/15/16/17/18/19u only.
- PENALTY: After a warning by the umpire, the pitcher on the next offense, shall be removed from the mound as a pitcher for the remainder of the game.

11. Extra Hitter (EH)

- The rule is optional for 9u-19u.
- A Team must declare its intent to use this rule before the game starts.
- A Team may bat ten (10) players, but may not revert to a nine (9) player line-up except for injury or illness, and only then if no substitutes are available.
- A manager may play any nine (9) of the ten (10) players, listed in the official line-up, on defense at any time.
- The EH rule can not be used in conjunction with the DH rule.

12. Designated Hitter (DH)

- This rule is optional for *15u - 19u aged teams only*.
- A team must declare its intent to use this rule before the game starts.
- A team may bat nine (9) players, with one player batting only for one player in the defensive lineup.
- The DH rule can not be used in conjunction with the EH rule

13. Batting Line-Up

- This rule is optional for 9u - 19u.
- A team must declare its intent to use this rule before the game starts.
- Hap Dumont teams are allowed to bat their entire line-up. How a Team starts the game will be how they must finish the game.
- Due to injury or illness a player may be removed from the line-up at the Tournament Directors discretion. A manager may play any nine (9) players, listed in the official line-up, on defense at any time

14. Re-Entry

- Any of the starting players may withdraw from the game and re-enter once, provided such player occupies the same batting position, when he is in the lineup. This includes pitchers and they can return and pitch.
 - The pitcher is also governed by the provisions of Official Baseball Rule 3.05. A substitute who is withdrawn may not reenter.
- NOTE: If a player re-enters illegally as a pitcher, fielder or runner there is no penalty except that he must be removed from the game immediately when discovered. If he re-enters illegally as a batter, such illegal re-entry is penalized according to Official Baseball Rule 6.07, batting out of order.
- NOTE: If injury or illness occurs and all eligible substitutes have been used, a previously used substitute player may re-enter.

15. Malicious Contact

- If in the umpires judgment, a runner may not make malicious contact with a fielder, whether the fielder is in or out of the base path, or whether he has or doesn't have the ball.
- PENALTY: Interference, the ball is dead, the runner is out, and other runners return to the base occupied at the time of the interference. If in the umpire's judgment, the interference prevented a double play, the umpire will award the second out.

16. Courtesy Runner

- A courtesy runner may be used for the pitcher or catcher, but not the same courtesy runner for both in the same inning.
- The courtesy runner must be a player not presently in the lineup. If no players not presently in the lineup are available, the courtesy runner shall be the player making the last recorded out.
- If the wrong courtesy runner is used, there is no penalty, stop the game and replace the runner with the correct courtesy runner.

17. Third to First

- The pickoff move, third to first, is allowed.

18. Protesting Games

- All protests must be made immediately.
- The game will stop and will not proceed until the Protest Committee has made their decision.
- No protest shall ever be permitted on judgment decisions by the umpire.

19. On the Field

- 9u-19u teams- Only players, managers and coaches that are listed on the team's Kansas Hap Dumont roster are allowed on the field or in the dugouts.
- All Age Divisions- When the ball is in play only defensive players, batter, on deck batter, and base coaches are allowed out of the dugout.
- Bat Boys/Girls are not allowed

Tournament Regulations

I. Team Composition

1. 8u - 14u age Each tournament team shall consist of not more than seventeen (17) players, one (1) manager, and two (2) coaches.
2. 15u - 19u age Each tournament team shall consist of not more than twenty (20) players, one (1) manager, and two (2) coaches.

II. Player Eligibility

1. A player listed on a team roster which was filed on or before June 15th, and approved by the Kansas State Tournament Administrator, shall be eligible for the tournament team provided that birth documents are in the custody of the proper tournament authority before the start of competition.
2. IN NO CASE shall a player be allowed to participate in tournament competition unless said birth document is presented to the tournament officials. No tournament official, State Director shall have authority to waive this requirement.
3. Due to death, major injury or extenuating circumstances, a tournament team player may be replaced on the roster upon proof of inability of said player to play and with authorization from the Kansas State Tournament Administrator. The player replaced is not eligible for further tournament competition and replacement players must meet all tournament eligibility requirements.

4. Players are not allowed to be replaced once the team has played their first game of the tournament To be eligible to compete in tournament play, a player must be listed on only one tournament roster per age division.
5. The last tournament game played shall be forfeited for use of an illegal player.

III. Documents

1. The tournament team manager must check in with the tournament officials with the following documents prior to the start of competition:
 - 1.1. Birth documents or records as specified by rule IV for each of the tournament team players.
 - 1.2. These documents will remain in the custody of tournament officials until the team has completed tournament play.
 - 1.3. A copy of the team's accident and liability insurance coverage.
 - 1.4. Team manager must sign the copy of their team roster that the Tournament Director has downloaded

IX. Tournament Playing Rules

1. Kansas "Hap" Dumont Youth Baseball tournament rules and regulations are in addition to Official Baseball Rules 1.00 through 10.22 with the exceptions listed under SPECIAL RULES AND REGULATIONS.
2. A coin toss will determine the home team of each tournament game.
3. All Kansas "Hap" Dumont State Tournament competition will be decided by at least two games of pool play and the remaining tournament will be played in a single elimination bracket per the following:
 - 3.1. 8u - 14u: teams will play two seeding games, followed by a single elimination bracket.
 - 3.1.1. When able there will be three divisions. If there are less than 6 teams in a division the tournament director has the discretion to combine divisions.
 - 3.1.2. The tournament director has the discretion to create two or more single elimination brackets from that one division.
 4. 19u: all teams may advance to the Championship Bracket- Tournament directors discretion- no awards will be given to consolation brackets team at these ages
5. All State Tournaments with 11 or less entries; all teams advance to the Championship Bracket.
6. Pitching Limits
 - 6.1. No pitcher, age 9, 10, 11 and 12 & Under, in Tournament play shall be allowed to pitch in no more than six innings in any two consecutive games with a limit of 12 innings over a 3 day period. A pitcher who has pitched 6

innings in 2 consecutive games must rest for a minimum of 1 game before he is eligible to pitch again.

- 6.2. No pitcher Age 13, 14, 15, 16, 17, 18 and 19 & Under in Tournament play shall be allowed to pitch in no more than seven innings in any two consecutive games with a limit of 14 innings over a 3 day period. A pitcher who has pitched 7 innings in 2 consecutive games must rest for a minimum of 1 game before he is eligible to pitch again.
- 6.3. NOTE: If a pitcher delivers one pitch in an inning, that pitcher will be charged for one inning pitched.
- 6.4. A forfeited game that was never started will not be used in establishing a pitcher's innings pitched in consecutive games.
7. Kansas Hap Dumont Youth Baseball strongly cautions that extreme care should be used so that an individual player is not over-extended, to protect the player's arm.
8. Games in which an ineligible pitcher has been used shall be declared forfeited.
9. Trips to the mound by a manager or coach may not exceed one trip per pitcher in any one inning. The second trip shall automatically result in the removal of this pitcher; if he returns as a pitcher, he would be considered an improper pitcher and must be removed as a pitcher immediately when discovered.
10. Kansas "Hap" Dumont Youth baseball tournament games shall consist of six innings for age 8, 9, 10, 11, and 12 & Under. Seven innings for ages 13, 14, 15, 16, 17, 18 and 19 & Under.
11. In the event a game is called before completion, it shall be completed from the point of discontinuance.
12. RUN RULE — A Tournament game will be terminated if one team is ahead and have had equal times at bat or the home-team is leading for age divisions 9u - 19u when its: 20 runs/2 innings, 15runs/3 innings, 10runs/4 innings, 8 runs/5 innings.
 - 12.1. Exception: Anytime after the 2nd inning the visitor team goes ahead by 20 runs, mercy rule is called and the game is stopped.
13. RUN LIMIT- 8u - 5 runs per inning, 9u- 7 runs per inning. 10u and up No Run Limit
14. Time Limits- The new inning starts when the last out of the previous inning is made.
 - 14.1. 8u 80 minutes.. 9u-14u 90 minutes.....15/16/17/18/19u 120 minutes.
Times can be adjusted by the director for rain, field availability, etc...
15. The protest committee shall be composed of three members. The protest committee shall consist of:
 - 15.1. The Umpire in Chief, the Tournament Director and the Official Representative or their appointed Representative.

- 15.2. NOTE: The Official Representative shall be Chairman of the Committee. A manager must immediately claim a violation of a rule at which time play will be suspended until the protest committee has made its decision based on information received from the managers and umpires and the committee's observations. The protest committee's decision will be final.
- 15.3. No protest will be honored after a game has been completed.
16. A manager, coach or player ejected from a game in progress, will be suspended for the remainder of that game and the subsequent game of that tournament.
Note: All ejections will immediately be reported to the Director.
- 16.1. Exception: Hap Dumont President can nullify a suspension for the following game if the ejection is appealed.
17. No byes shall be allowed in any Kansas Hap Dumont Youth Baseball tournaments after the first round of play.
18. All tournament brackets shall be approved by the Kansas State Tournament Administrator.
19. No tournament team shall play in more than three tournament games per day without permission from the Kansas State Tournament Administrator

JURISDICTION

All Kansas State Tournaments shall be under the jurisdiction of the Kansas "Hap" Dumont Youth Baseball Board of Directors, the Kansas State Tournament Administrator and their appointed Tournament Director.