2022 OYO Bill Sturm Memorial Tournament

10U Baseball Division | Roster Eligibility/General and Age-Specific Tournament Rules

Team and Player Eligibility	
Age Cut Off	Age cut-off date is May 1, 2022. *10U:* Players must be 10 years old or younger as of April 30, 2022.
Roster Information	Coaches are required to carry at all times birth certificate copies as proof of age in the event of challenge during tournament.
Insurance Requirements	Each team must provide insurance or signed waiver before their first game. No team will be allowed to play their first game until insurance or the waiver form is received.
Number of Players	Teams must consist of no more than (13) players.
Sportsmanship and Park Policies	
Team & Fan Conduct	The team manager is responsible for the conduct of his coaches, players and fans. Foul language by players, coaches, or fans will not be tolerated. **Good sportsmanship must be displayed at all times**. A warning will be given for any inappropriate behavior. In conjunction with a warning, an umpire or tournament representative has the discretion to remove one or more individuals (coaches, players, and fans) from the grounds. A team may be forced to forfeit a game and/or the tournament for repeated violations of conduct.
Park Policies	✓ There is no smoking on the diamonds or in the dugouts, or anywhere in the park. ✓ No pets are allowed in the park. ✓ No alcoholic beverages are permitted in the park.
Game Preliminaries	
Rules	NFHS rules and regulations apply. However, exceptions have been noted below. Be sure to consult rule deviations notated in this document.
Home Team Designation	*For Pool Play games:* Home team designation will be determined by the flip of a coin. *For Tournament games:* Home team designation is awarded to the team with the higher seed.
Field Dimensions	Bases are to be sixty-five (65) feet apart. Infield is sixty-five (65) feet square. The pitcher's mound rubber is to be forty-six (46) feet to the back edge of home plate.
Time Limit	A 1 hour 30 minute time limit is in effect for all games except the championship game. A 2 hour time limit is in effect for the championship game. A new inning cannot start after the time limit has expired.
Game Stating Times/ Grace Period	✓ Home team designation will be determined by the flip of a coin before each game. To ensure games start on time, teams should be at the diamonds at least thirty (30) minutes prior to the scheduled game time. No grace period will be extended after the scheduled start of the game. If, after this period of time has expired, a team has not shown itself ready to play, then the game will be forfeited. ✓ Home team keeps the official scorebook for the game. Please note the game start time called out by the umpire. ✓ In the event of forfeiture, the official recorded score will be 6 to 0.
Uniform Requirements	Each player must wear a numbered uniform. Every batter **MUST** wear a helmet. Catchers **MUST** wear a throat guard and protective cup.
Cleats & Attire	Metal spikes are **not** permitted. No jewelry or earrings may be worn during any game.

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Playing Time Requirement	All players, except in the case of injury, must play a minimum of two (2) innings in a six (6) inning game. The team will bat the entire roster. Defensive substitutions shall be unlimited with the exception of the pitching position.
Team Protocol	When a team is at bat, all players are to be in the dugout except the batter at the plate, the on-deck batter and a pitcher in warm-up area.
Bat Size Requirements	Teams are entitled to use the bats of their choice.
Mercy Rule	A complete game will consist of six (6) innings. However, a mercy rule consisting of 15 runs after three (3) innings or 10 runs after four (4) will apply, and the team that is leading will be declared the winner.
Game Completion Requirements	✓ A minimum of four (4) innings played, (3-1/2 if the home team is ahead) will constitute a complete game. If a game is stopped before three (3) innings have been completed, the tournament director reserves the right to award a winner or suspend the game and continue at a later time. If a game is suspended and played later or on another day, the game will be continued from where it left off when play is resumed, even if the game is resumed on a different day. ✓ If a game is suspended in the middle of an inning due to weather or darkness and has completed the minimum number of innings to constitute it as a complete game, then the final result of that game will revert back to the previous full inning played unless the home team is ahead and batting. This suspension will be made, if necessary, by the plate umpire, OYO Advisor on Duty, and/or the Tournament Director.
Judgment Calls/ No Protested Games	Judgment calls by the umpire may not be protested or argued. Protests of a rules interpretation are allowed and will be settled by the tournament representative at the time of the dispute and will be final. Any protest not lodged before the next pitch is thrown after the time of the issue in question will not be allowed and play will continue.
Tie Game in Pool Play	If a pool game is tied and they are still under the time limit, play continues. If it is a tie and the time limit has passed, the game is recorded as a tie. Championship games will be played until a winner is determined. If the six-inning game is completed and the score is tied, then the California tie breaker rule will apply. Each team will start their at bat with no outs and a runner on 2nd base. The runner on 2nd base will be the player who was the last batted out. For the championship game, no special rules or time limits. Play until a winner is determined.
Tie Breaker	**Tie breaker** is broken down as follows: 1. Record 2. Head to Head 3. Fewest runs allowed 4. Runs differential 5. Run scored 6. Coin toss
Game Rules	
Pitcher Rules	✓ Pitchers may pitch no more than two (2) innings during any game, excluding the championship game when a pitcher may pitch no more than three (3) innings during the championship game. One (1) pitch thrown in an inning will constitute one (1) inning pitched for that pitcher. ✓ A manager or coach may only go to the mound to meet with the pitcher once per inning. A manager or coach must remove the pitcher from that position on a second trip to the mound in a single inning. **When a pitcher is removed from playing the pitcher position, the pitcher may not re-enter the game as a pitcher.** The pitcher removed will be allowed to remain in the game at another position.
Intentional Walks	A team must pitch an intentional walk if it wishes to place a batter on 1st base.
Infield Fly	Infield fly rule will **not** apply to games played for 10U.

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Dropped 3rd Strike	The dropped third strike will **not** apply to games played for 10U.
Automatic Outs	Coaches may not touch or assist a player between the bases during a play. This is an automatic out.
Head-First Slides	Head first slides will be prohibited, unless the runner is returning to a base. This will result in an automatic out.
Courtesy Runner	A team may substitute a courtesy runner for the pitcher or catcher on base with two outs. This applies to the pitcher and catcher who will play those positions in the following inning. A pitcher must pitch to at least one batter until batter reaches base or an out is recorded, and the catcher must catch the entire inning.
Overthrows	Overthrows that land in out of play territory shall result in the base runner(s) advancing two (2) bases from the time the ball was thrown.
Close Plays	On close plays at any base, the runner must avoid contact.
Extra Innings	California Rules apply. The last available batter starts at 2nd Base with no outs.
Injured Baserunner	Any runner sustaining an injury while running will be replaced on base by the last completed out.
Minimum Number of Players	The minimum number of players to start and finish a game is eight (8). There will be an automatic out in the ninth batting position.
Player Injury	Any player that is removed from the game, for any reason, will not have his/her place in the batting order result in an automatic out, unless this leaves the team with less than nine (9) players. Each batter following a removed player will move up in the batting order. All players present shall be in the batting order and must bat in order for that game.
Injured Baserunner	Pinch runners are allowed when replacing a player who has left the field due to injury or illness. A player removed from the game due to illness may not re-enter the game. A player removed from the game due to an injury may re-enter the game. The courtesy runner must be the player in the dugout who batted last.
Rule Deviations for 10U	
Maximum Run Rule	A team may score a maximum of seven (7) runs per inning, excluding inning six (6) or subsequent innings. In inning six (6) or beyond, a team can score an unlimited number of runs. A game will be called if a team is ahead by 15 runs at the completion of 3 innings or ten (10) or more runs at the completion of four (4) or more innings.
Lead Offs & Leaving a Base Early	Leads offs will **not** apply. A runner may leave the base only when the ball has reached home plate. If the umpire determines that a base runner leaves early, the team will be given a warning. Any other occurrences will result in a dead ball and the base runner being called OUT.
Defensive Positions	✓ Each team will use nine (9) defensive players: one (1) pitcher, one (1) catcher, four (4) infielders, and three (3) outfielders. ✓ All three (3) outfielders must be positioned on the outfield grass until the ball is hit. ✓ Coaches are not allowed to be in the outfield to provide instruction to the defensive player.
Home Team Ahead	✓ If the home team is ahead going into the bottom of the 6th inning, the home team will not bat (even though the tie breaker includes runs scored and runs against).

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