

2024 OYO | Bill Sturm Memorial Tournament

BASEBALL RULES | Roster Eligibility and General and Age-Specific Tournament Rules

Team and Player Eligibility	
07U Baseball	Age cut-off date is May 1, 2024. Players must not have reached their 8th birthday before midnight May 1, 2024. Players must be 7 years old or younger as of April 30, 2024.
08U Baseball	Age cut-off date is May 1, 2024. Players must not have reached their 9th birthday before midnight May 1, 2024. Players must be 8 years old or younger as of April 30, 2024.
09U Baseball	Age cut-off date is May 1, 2024. Players must not have reached their 10th birthday before midnight May 1, 2024. Players must be 9 years old or younger as of April 30, 2024.
10U Baseball	Age cut-off date is May 1, 2024. Players must not have reached their 11th birthday before midnight May 1, 2024. Players must be 10 years old or younger as of April 30, 2024.
11U Baseball	Age cut-off date is May 1, 2024. Players must not have reached their 12th birthday before midnight May 1, 2024. Players must be 11 years old or younger as of April 30, 2024.
12U Baseball	Age cut-off date is May 1, 2024. Players must not have reached their 13th birthday before midnight May 1, 2024. Players must be 12 years old or younger as of April 30, 2024.
Roster Information	Team roster must be submitted electronically to Tournament Director by June 25, 2024. Changes to team roster may be considered only if submitted via email. 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 a copy of the team's certificate of insurance before their first game. No team will be allowed to play their first game until team's COI is received.
Number of Players	Trophies will be given out for 1st and 2nd place with a maximum of 13 trophies.
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	<ul style="list-style-type: none"> ✓ 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.
Close Plays	On close plays at any base, baserunners must make an attempt to avoid contact when a tag is waiting. Malicious contact will not be allowed and will result in an ejection.
Ejections	Any fan, player, coach or manager ejected from a game will be suspended for the remainder of the tournament and will be required to leave the playing field and surrounding areas.
Tie Breaker	<p>Tie breaker is broken down as follows:</p> <ol style="list-style-type: none"> 1. Record 2. Head to Head 3. Fewest runs allowed 4. Runs differential 5. Run scored 6. Coin toss

Game Preliminaries

Rules	NFHS (High School) rules and regulations apply. However, exceptions have been noted below. Be sure to consult rule deviations notated in this document.
Time Limit	A 1 hour 30 minute time limit is in effect for all games, including the championship game. A new inning cannot start after the time limit has expired.
Home Team Designation	<i>For Pool Play games:</i> Home team designation will be determined by the flip of a coin. <i>For Tournament games:</i> Home team designation is awarded to the team with the higher seed.
Uniform Requirements	Each player must wear a numbered uniform. Every batter MUST wear a helmet. Catchers MUST wear a throat guard and protective cup.
Metal Spikes	Metal spikes are not permitted, except in 15U/16U.
Playing Time Requirement	All players present, 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.
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.
Game Starting Times/ Grace Period	<ul style="list-style-type: none"> ✓ 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 a team has not shown itself ready to play, then the game will be forfeited. ✓ In the event of forfeiture, the official recorded score will be six (6) to zero (0).
Mercy Rule	A complete game will consist of six (6) innings. However, a mercy rule consisting of 15 runs after four (4) innings will apply, and the team that is leading will be declared the winner.
Game Completion Requirements	<ul style="list-style-type: none"> ✓ 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 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 at bat and has the lead at the time the game is suspended. This suspension will be made, if necessary, by the plate umpire, OYO Advisor on Duty, and/or the Tournament Director. ✓ If the home team is winning in the bottom of the 6th inning or when the time runs out, the game will be stopped. We will not continue to play in order to accumulate runs for the seeding tie breakers.
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 seven-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.



Game Rules	
Pitcher Rules	A manager or coach may only go to the mound to meet with the pitcher once. 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.
Infield Fly	Infield fly rule will be in effect for games played in the 11U and 12U brackets only.
Dropped 3rd Strike	The dropped third strike rule will be in effect for games played in the 11U and 12U brackets only.
Automatic Outs	Coaches may not assist a player between the bases during a play. This is an automatic out.
Head-First Slides	Head first slides will be permitted.
Extra Innings	Pools games ending in a tie will stay tied with no extra innings played. Bracket games which end in a tie will use the California tie breaker rule apply. Last person in the batting order for each inning 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 at bat.
Courtesy Runner	A team may substitute a courtesy runner for the catcher on base with two outs. This applies to the catcher who will play those positions in the following inning. The catcher must catch the entire inning. The substitute runner must be the last completed at bat.
Pinch Runners	Pinch runners are allowed only 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. Runner must be replaced by last completed at bat.
Overthrows	Overthrows that land in out of play territory shall result in the baserunner(s) advancing two (2) bases from the time the ball was thrown.
Bunt and Swing	During a pitch, if a batter shows the bunt (umpire's judgment), the batter may only bunt or pull back the bunt. The batter may not swing at the ball once they show the bunt during a single pitch. <i>Penalty:</i> 1st time is a dead ball and a team warning. If this happens after team warning in a game, the ball will be called dead and the batter will be called out.
Maximum Run Rule	A team may score a maximum of 6 runs per inning, excluding inning 6 or subsequent innings. In inning 6 or beyond, a team can score an unlimited number of runs. A game will be called if a team is ahead by 15 or more runs at the completion of four (4) or more innings or 1.
Home Team Ahead	If the home team is ahead going into the bottom of the 6th inning (or 7th inning in 14U), the home team will not bat (even though the tie breaker includes runs scored and runs against).
Minimum Number of Players, Player Injury	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. 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.
Batting Rotation	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. 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.



Rule Deviations for 07U | 08U

Bunting	Bunting will not be allowed. If an umpire determines a batter has bunted a ball, the play will be called dead and a strike will be awarded to the batter.
Pitching Location	A coach or co-coach will pitch while his/her team is at bat. The coach/pitcher must pitch overhand from the dirt area within the pitcher's circle, at a minimum of 35 feet and maximum of 45 feet. The pitching motion shall be completed within the circle. If in the umpire's discretion, the coach/pitcher is in violation of this rule, AND is gaining an unfair advantage, the umpire can, after one (1) warning, begin to add strikes to the batter's count for each pitch made while outside the pitcher's circle.
Pitches per Batter	Each batter will receive a maximum of 6 pitches or three (3) strikes in order to put the ball in play. If the 5th, 6th, or any subsequent pitch is fouled, the batter gets an additional pitch. No walks.
Pitcher Interference	If a batter hits the pitch and the ball hits the coach/pitcher, the play will be called dead and the pitch will not count. The batter will resume his/her position at the plate and will continue his/her at bat with the count as it was before the play. Baserunners may not advance on the play and must return to the base they occupied prior to the coach/pitcher being hit.
Lead Offs & Leaving a Base Early	Leadoffs and stealing will not apply. A runner may leave the base only when the batter swings at the ball and the ball has reached home plate. If the umpire determines that a Baserunner leaves early, the team will be given a team warning. Any other occurrences will result in the Baserunner being called out.
Stopping Play: Stop Lead Runner	Play will continue until the umpire calls timeout. Defensive players will not be able to call timeout to stop the progress of the Baserunners. Until the umpire calls timeout, all Baserunners may still advance. The umpire will call timeout, when the forward progress of the lead runner is <u>halted</u> by the actions of a defensive infield player that has possession of the ball, and the defense is not attempting to make a play on the Baserunner. This does not require a step back to the base. Once the forward progress of the lead runner is halted and the umpire calls timeout, all Baserunners that are not at least halfway to the next base, must return to the previous base. The umpire may also call timeout if in their opinion no runner is attempting to advance.
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 9th batting position.
Substitution	Free substitution is allowed.
Defensive Positions	<ul style="list-style-type: none"> ✓ Each team will use ten (10) defensive players: one (1) pitcher's helper, one (1) catcher, four (4) infielders, and four (4) outfielders. The pitcher's helper must position himself with at least one (1) foot within the pitching circle. ✓ The pitcher's helper must wear a batting helmet and heart guards are encouraged but optional. ✓ All four (4) outfielders must be positioned on the outfield grass until the ball is hit. ✓ One (1) coach is allowed to be in the outfield to provide instruction to the defensive player. ✓ In the event a team has only eight (8) or nine (9) players present at any point during the game, the team is not required to use a defensive assignment as a pitcher's helper.
Pitcher's Helper	Each team's pitcher's helper must wear a team-provided heart guard and helmet with facemask. If a team is not equipped with these items, the host organization will provide one for the team. Play must stop until a pitcher's helper is outfitted with the proper safety gear.

Rule Deviations for 09U | 10U

Field Dimensions	Bases are to be 65 feet apart. Infield is seventy (65)-foot square. The pitcher's mound rubber is to be 46 feet from back edge of home plate.
Pitching	No pitcher may pitch more than 2 innings in the same game . A single pitch within an inning shall be considered as one of the innings pitched.
Defensive Substitutions	Defensive substitutions shall be unlimited with the exception of the pitching position.
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 9th batting position.
Defensive Positions	<ul style="list-style-type: none"> ✓ 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.
Lead Offs & Steals	Leadoffs will not apply. A runner may leave the base or steal only when the ball has reached home plate. If the umpire determines that a Baserunner leaves early, the team will be given a team warning. Any other occurrences will result in the Baserunner being called out.

Rule Deviations for 11U | 12U

Rules	NFHS (High School) rules and regulations apply. However, exceptions have been noted below. Be sure to consult rule deviations notated in this document.
Field Dimensions	Bases are to be 70 feet apart. Infield is seventy (70)-foot square. The pitcher's mound rubber is to be 50 feet from back edge of home plate.
Pitching	No pitcher may pitch more than 3 innings in the same game . A single pitch within an inning shall be considered as one of the innings pitched.
Balks	One (1) balk warning per pitcher.
Defensive Substitutions	Defensive substitutions shall be unlimited with the exception of the pitching position.
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 9th batting position.
Defensive Positions	<ul style="list-style-type: none"> ✓ 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.