Annual ARC Baseball Tournament Rules

Run Rule During Tournament Play:

When a team scores 6 runs in one inning regardless that less than 3 outs have been made, this team will take the field and the other team will come to bat.

Run rule- Championship game only
15 runs after 3 innings
12 runs after 4 innings
10 runs after 5 innings

No time limit for championship game

No inning will start with less than 5 min left on the clock.
*We will finish the inning after the time has expired regardless if home team is ahead or not (only in pool play)
*Umpire will announce game time at beginning of game.
* Pool play games will flip a coin for home team; bracket play higher seeded team will be home team.
* Pool play games CAN end in a tie.

To determine seeding will be based on 1. record, 2. head to head, 3. runs allowed, 4. coin flip.

Home team will be official book and will also need to find someone to run scoreboard.

Extra Hitter
A team may select to use an EH (Extra Hitter). This must be declared before the start of the game, by listing 10 players in any order you chose. The EH may hit anywhere in the lineup. Any 9 of the 10 players listed on the line up may play on defense at any time, and on any position. If a team starts the game with an EH they must end the game with an EH. Failure to complete the game with 10 players will result in an automatic out each time the player is up to bat, unless the player is injured.

Rain-Outs
Three innings or 2 ½ if the home team is ahead, or one half of the official game time has expired will constitute a complete game. If the visiting team is batting when the game is called as a result of field conditions or weather, the final score will revert back to the last completed inning to determine a winner. If the last completed inning was tied, the game will be rescheduled and finished from the point in which it was stopped. Ball park staff will make every effort to prepare the fields for play. Decisions will be made as soon as possible.

*Each team must provide 2 game balls per game.*

Subs will be reported to the umpire and then the umpire will report to the opposing team.

Players must slide at home unless there is not a play at home.

Players are allowed to lead off
14 & Under

1. Baselines 90 feet

2. Pitching distance: 60’6”

3. Innings: Regulation game 6 innings or 1hr 20 min

4. Players can run on drop 3rd strike

5. One warning will be given to the each pitcher for a balk; after that warning is given a balk will be called

6. Steel cleats are allowed.

7. Pitching Limitations-
   a. A pitcher may not pitch more than 6 innings in two consecutive games, if a pitcher delivers one pitch in an inning that pitcher will be charged for one inning pitched.
   b. Games in which an ineligible pitcher has been used as specified above shall be declared forfeit.

8. Infield fly is in effect
12 & under

1. Baselines 70 feet
2. Pitching Distance: 50 feet
3. Innings: Regulation game 6 innings or 1hr 20 min
4. Players can run on drop 3rd strike
5. Pitching Limitations
   a. A pitcher may not pitch more than 6 innings in two consecutive games, if a pitcher delivers one pitch in an inning that pitcher will be charged for one inning pitched.
   b. Games in which an ineligible pitcher has been used as specified above shall be declared forfeit.

6. One warning will be given to the each pitcher for a balk; after that warning is given a balk will be called.

7. Steel cleats are not allowed.

8. Infield fly is in effect
10 & under

1. Baselines 65 feet
2. Pitching Distance: 46 feet
3. Innings: Regulation game 6 innings or 1hr 10 min
4. Players can run on drop 3rd strike
5. Run Rule League and Tournament Play: When a team scores 6 runs in one inning regardless that less than 3 outs have been made, this team will take the field and the other team will come to bat.
6. Pitching Limitations
   a. A pitcher may not pitch more than 6 innings in two consecutive games, if a pitcher delivers one pitch in an inning that pitcher will be charged for one inning pitched.
   b. Games in which an ineligible pitcher has been used as specified above shall be declared forfeit.

7. One warning will be given to the each pitcher for a balk; after that warning is given a balk will be called.
8. Steel cleats are not allowed.
9. Infield fly is in effect
8 & Under

1. Baselines: 60 feet
2. Pitching distance: 43 feet
3. Coach will place the ball in the machine.
4. If pitch hits the pitching machine it is a dead ball and the batter will get to go to 1st, if there are runners on base they can only advance in a forced situation.
5. If the ball hits the coach the player is called out.
6. Time will be called when the ball breaks the pitching circle plane.
7. Five pitches or 3 swinging strikes to each batter unless the last pitch is a foul ball in which case the batter can continue until the ball is either put in place, swings and misses or watch the pitch go by.
8. Base Runners are not permitted to leave the base until the ball crosses home plate; a base runner may steal all bases except for home. Exception: if the catcher throws to another base, a runner at 3rd may advance at his own risk.
9. 10 Players will play on defense, 4 outfielders
10. No bunting