**KANAB BASEBALL: Rules & Information**

**8U Division:** No bunts

FORMAT: Top 2 Seeded Teams will advance to Championship Game on Saturday. Seeding for Saturday’s games will be based on the Tiebreaker Rules.

* Base runner may steal or advance to any base after the ball crosses home plate. If a Runner leaves early the player will be called out. The play is over on a batted ball when the pitcher is on the mound with the ball or the umpire has called time out.
* Batter is automatically out on a 3rd strike. (No 3rd strike drop rule will be in effect).
* 6 runs per half inning: After 6 runs score, teams exchange offense and defense. All runs which score on the play of the 6th run are recorded. Last inning, due to time or being the 5th inning will still be played even if the trailing team is too far behind to catch up. 6 runs per inning rule will apply in last inning, not unlimited runs. Mercy run rule still applies.

**9U Division:**

FORMAT: Top 2 Seeded Teams will advance to Championship Game on Saturday. Seeding for Saturday's games will be based on the Tiebreaker Rules.

* No Lead Offs allowed
* Batter is automatically out on a 3rd strike. (No 3rd strike drop rule will be in effect).
* 8 runs per half inning: After 8 runs score, teams exchange offense and defense. All runs which score on the play of the 8th run, are recorded. Last inning, due to time or being the 5th inning will still be played even if the trailing team is too far behind to catch up. 8 runs per inning rule will apply in last inning, not unlimited runs. Mercy run rule still applies.

**10U Division:**

FORMAT: Top 2 Seeded Teams will advance to Championship Game on Saturday. Seeding for Saturday's games will be based on the Tiebreaker Rules.

* No Lead offs allowed.
* Batter is automatically out on a 3rd strike. (No 3rd strike drop rule will be in effect).
* 8 runs per half inning: After 8 runs score, teams exchange offense and defense. All runs which score on the play of the 8th run, are recorded. Last inning, due to time or being the 5th inning will still be played even if the trailing team is too far behind to catch up. 8 runs per inning rule will apply in last inning, not unlimited runs. Mercy run rule still applies.

**11U – 12U Division:**

FORMAT: Top 2 Seeded Teams will advance to Championship Game on Saturday. Seeding for Saturday's games will be based on the Tiebreaker Rules.

* Lead offs allowed.
* Dropped third strike rule applies.
* 8 runs per half inning: After 8 runs score, teams exchange offense and defense. All runs which score on the play of the 8th run, are recorded. Last inning, due to time or being the 5th inning will still be played even if the trailing team is too far behind to catch up. 8 runs per inning rule will apply in last inning, not unlimited runs. Mercy run rule still applies.

**13U – 15U Division:**

FORMAT: Top 2 Seeded Teams will advance to Championship Game on Saturday. Seeding for Saturday's games will be based on the Tiebreaker Rules.

# TOURNAMENT RULES AND REGULATIONS

1. Home team will be determined by coin flip. Highest seed will be given the option to be home or away for playoff and Championship games.

1. All Games in Divisions 13u and 14u will be 7 innings or no new inning after 1 hour and 45 minutes. 8u, 9u, 10u, 11u, and 12u Divisions will be 5 innings or no new inning after 1 hour and 30 minutes (depending on field availability). In the event time is expired and the game is tied, the game will end in a tie. No tie breaker innings will be played. If time is not expired use the International Tie Breaker rule to break the tie. No time limit for Championship game.

1. 9 run rule after 5 innings. 12 run rule after 4 innings. 15 run rule after 3 innings.

1. 3 innings or 1 Hour constitutes a complete game when delayed or called because of inclement weather.

1. Batting Order Re-entry Rule: Starters may only re-enter one time and in the same spot in the batting order.

1. Batting Order: There is no limit to the number of players you have in the batting lineup. A team must bat a minimum of 9 players.

1. Unlimited Defensive substitutions. Your defensive lineup is non-related to your batting order. A player may play defensively even if they are not in the batting lineup.

1. 12U and younger are not allowed to use metal cleats. 13U and older may use metal cleats except to pitch from a portable mound.

1. Speed-up rule/courtesy runners will be allowed for the pitcher or catcher at any time. The courtesy runner will be someone not currently in the game or if the team has no players on the bench, the last batted out. A courtesy runner may only run one time per inning; substitute player can only run for pitcher position or catcher position, not both.

1. Home team will be official scorer unless otherwise designated by umpire. Put starting time in the book.

1. Protests will not be allowed on judgment calls. Protests must be handled at the time of protest Umpire can confer with local officials for help on ruling.

1. We will enforce an avoid contact or must slide rule at all bases. Malicious contact runner will be ejected. It is the discretion of the umpire if the runner is trying to avoid contact or a collision.

1. A must slide rule will be in effect when an infielder is attempting to turn a double play at second base. If the runner is not close enough to merit a slide, he must peel away from the baseline. This rule is for the protection of the base runner. The runner will be called out only if by his not sliding or peeling away affects the defensive play.

1. Eliminate defensive huddles prior to your team taking the field in between innings.

1. Only two coaches outside of dugout during games (does not include base coaches).

1. Please have a Catcher available to warm up your Pitcher between innings when your Catcher is not ready.

1. Pitchers - Maximum of 6 warm-up pitches between innings.

1. No infield before games. Get teams in the dugout and have your teams ready to play on time.

1. Live Balk Rule - if a pitcher balks and throws the ball the offensive team makes the choice to determine the outcome of the play.

1. With runners on 1st and 3rd, pitcher will not be allowed to fake a throw to 3rd base. (Balk)

1. End of game – Remove garbage from dugout and clear dugout in a timely manner. Hold post game discussions outside of the dugout. Post the winner and your score on the official tournament bracket located at the parks.

1. Show respect to the umpires, your players, your opponents and most of all to this great game.

1. Any excessive unsportsmanlike conduct by players, coaches, or fans may result in removal from game, possible forfeiture of game plus possible ban from future tournaments.

1. Have a FUN Tournament!!!

Bat Rules:

8U,9U,10U,11U,12U- USA Baseball Marking with a 2 5/8” Barrel Maximum (no BBCOR)  
13U and 14U- USA Baseball Marking or BBCOR .50 2 5/8” Barrel  
Note: Solid one piece wood bats are permitted for use in all divisions and must conform to Rule 1.10. No laminated or experimental bats shall be used in a game.

Illegal bats:

* If the illegal bat is discovered prior to a batter completing his "at bat" the bat is  
  simply removed from play and the "at bat" continues.
* A player who uses an illegal bat or non-conforming barrel dimension and hits a fair  
  ball will be ruled out. No advancement on the bases will be allowed, and any outs  
  during the play shall stand. This is an appeal play. The "at bat" will be considered  
  legal once a pitch is thrown to the next batter.
* Any bat discovered prior to the game that does not conform to the above rule shall  
  be directed to be removed immediately and not be allowed for use during future games.

Pitching limits:

A player may pitch a maximum of 6 innings per day and 9 innings total for the tournament  
for 8U thru 12U. For 13 and 14U age groups 7 innings per day and 10 innings for the  
tournament. One pitch constitutes an inning pitched.

**Protests:** The result of a play may be protested with submission of a $100 protest fee. The rule in question must be found in a Babe Ruth/Cal Ripken rulebook and shown to the  
umpire and opposing head coach. If the protest decision is found in favor of the protesting team, the fee will be waived.

**TIE BREAKER RULES FOR ADVANCEMENT AND SEEDINGS:**

1. Best Record (Wins count as 2 points, ties are 1 point, and losses are 0 points). If there is a tie between teams for best record (total points scored), then the next tie breakers are used until a winner is determined.
2. Head to Head (tied teams). Does not apply if all tied teams have not played each other or have at least one win and one loss against all other tied teams. Exception: One team has beaten or lost to ALL tied teams. Head to head will apply to that team only. The remaining tied teams will continue to the next tie breaker.
3. Plus/Minus Run Differential to a maximum of plus or minus 7 runs per game.
4. Fewest runs allowed to Common Opponents. A "Common Opponent" is defined as: A team or teams that all tied teams have played. If the tied teams have a common opponent - the runs will be totaled of only the Common Opponents. Keep in mind; you cannot play yourself, so runs that other teams allowed to your team or that you allowed to their team are not considered.
5. Fewest runs allowed to All Opponents.
6. Coin Flip or mini-playoff game per the discretion of Kanab Baseball Staff.

# Age Divisions

Age Cutoff Date: May 1, 2019

* 8u – Must be 8 or younger on April 30, 2019
* 9u – Must be 9 or younger on April 30, 2019
* 10u - Must be 10 or younger on April 30, 2019
* 11u - Must be 11 or younger on April 30, 2019
* 12u - Must be 12 or younger on April 30, 2019
* 13u - Must be 13 or younger on April 30, 2019
* 14u – Must be 14 or younger on April 30, 2019

# Field Dimensions and Special Rules

8u - No lead offs - No drop 3rd - Mound 44' - Bases 60'

9u - No Lead offs - No drop 3rd - Mound 46' - Bases 60'

10u - No Lead Offs – No drop 3rd - 46' Mound - 60' Bases

11u - Lead Offs - Caught 3rd in effect - 50' Mound - 70' Bases

12u - Mound 50' Bases 70'

13u - Mound 54' Bases 80'

14u - Mound 60'6" - Bases 90'

**KANAB SOFTBALL: Rules & Information**

**10U Division:**

Please be sure to start and end your games on time. Games should last no longer than6 innings or 1 hour and 15 minutes. No new inning after 1 hour and 5 minutes. Home games are responsible to rake and paint your fields before your game (Please ask parents to help).

* No 3rd Strike
* If batter does not hit after 3rd strike or 4th ball, coach will pitch 2 balls to batter, if she doesn’t not hit, she is out.
* Runner only gets 1 base after throw, then the ball becomes dead.
* Stealing can only take place after ball has crossed the home plate.
* NO stealing home.
* 4 players in the outfield.
* Everyone gets to bat.
* 6 Run Rule per Inning.