



**Rock Tournaments Baseball Rules and Policies
7U -17U**

Updated 7/1/2021

***see page 9-14 for Fastpitch Rules**

General Rules

- We will utilize NFHS rules unless otherwise specified within this Rock Tournaments Rules and Policies document.
- Please be respectful to opposing teams, coaches, fans and umpires.
- No metal cleats allowed at any age level. All of the complexes where we host tournaments have turf fields.
- All on the field calls by an umpire are final.
- In the event there is a non umpire/game issue or question, please have the head coach consult with the onsite tournament director. All decisions made by the tournament director are final.
- No seeds or gum allowed as all of the complexes where we host tournaments have turf fields.
- Admission Fees: Admission fees vary based on the length of the tournament.
- During pool play, home teams will be determined by a coin flip. The team that traveled the furthest will call the coin flip.
- During bracket play, the higher seed will be the home team.
- Teams will occupy dugouts on a first come, first serve basis.
- No infield practice will be permitted. Teams may play catch and hit wiffles in the outfield if time allows. Do not hit or throw balls into the fences.
- Tournament director reserves the right to modify the number of games, length of games, or time limit on games as necessary due to weather, field conditions or any other scheduling issues.
- No carry ins of any kind are allowed.
- Courtesy runners are allowed at any time for the pitcher and catcher of record. The courtesy runner shall be the last batted out unless you are not using a continuous batting order and have a legal substitute on the bench. If a pitcher or catcher reaches base in the first inning and no outs have been recorded, the pitcher/catcher will remain on base until an out is recorded.
- Pitching restrictions - We do not monitor pitch counts or have pitching restrictions. That said, we recommend that all coaches adhere to the Smart Pitch guidelines provided by USA Baseball. Guidelines can be found at...
<https://www.mlb.com/pitch-smart/pitching-guidelines>
- Games can start up to 45 minutes early depending on how the tournament is going. All teams should be onsite and ready to play up to 45 minutes before their scheduled game time.
- Teams must start a game with at least 8 players in uniform and on their roster.
- If a team plays with less than 9 players, the ninth spot will be recorded as an automatic out.
- If a team is down to 7 players or less, they will forfeit and the score will be 6-0 for seeding purposes.
- If a player arrives late, they may be added to the order in the last spot.
- Catchers may use a 2-piece helmet/mask at their own risk.

Game Length

- 7U-12U
 - Games will be 6 innings in length.
 - Game time starts when the first warm up pitch is thrown.
 - 1 hour 45 minute time limit with no new inning starting after 1 hour 45 minutes. A new inning is considered started as soon as the 3rd out of the previous inning is recorded. Time limit is in effect for all games including championship games.
 - 7U games will have a 1 hour and 30 minute time limit
 - Pool play games can end in a tie - If the game is tied after the time limit, it will end in a tie. The inning being played at the expiration of time will still be completed. (For example, time expires in the top of the 6 and the game is tied, the 6th inning will still be completed.) If the game is tied when regular innings have been completed, but there is still time remaining, we will use the following rule for every inning until there is a winner or time expires.
 - every ½ inning:
 - Each batter will start with a 1-1 count
 - The last batted out will start on 2nd base
 - The inning will start with 1 out
 - There are no ties allowed in bracket play, after the expiration of the time limit in bracket play, we will use the following rule for every ½ inning until a winner is determined...
 - Each batter will start with a 1-1 count
 - The last batted out will start on 2nd base
 - The inning will start with 1 out
 - Run Rules - 15 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings. Run rules are in effect for all games including championship games
- 13U-17U
 - Games will be 7 innings in length
 - Game time starts when the first warm up pitch is thrown.
 - 1 hour 45 minute time limit with no new inning starting after 1 hour 45 minutes. A new inning is considered started as soon as the 3rd out of the previous inning is recorded. Time limit is in effect for all games including championship games.
 - Pool play games can end in a tie - If the game is tied after the time limit, it will end in a tie. The inning being played at the expiration of time will still be completed. (For example, time expires in the top of the 7 and the game is tied, the 6th inning will still be completed.) If the game is tied when regular innings have been completed, but there is still time remaining, we will use the following rule for every inning until there is a winner or time expires.
 - every ½ inning:
 - Each batter will start with a 1-1 count

- The last batted out will start on 2nd base
 - The inning will start with 1 out
 - There are no ties allowed in bracket play, after the expiration of the time limit in bracket play, we will use the following rule for every ½ inning until a winner is determined...
 - Each batter will start with a 1-1 count
 - The last batted out will start on 2nd base
 - The inning will start with 1 out
 - Run Rules - 15 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings. Run rules are in effect for all games including championship games
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Score Reporting

- Both teams are required to submit a final scorecard signed by both coaches to verify score.
 - If a team fails to turn in the scorecard within 30 minutes of the end of the game, we will go off the score submitted by the opposing team.
 - We will use Playbook 365 for scoring and communicating seedings and bracket play game times with coaches.
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Bracket Play Seeding

Pool play games will be used to determine final seeding.

Tie Breakers - If a tie breaker is needed, the following tie breakers will be used in this order...

- Overall Record
 - Head to Head (2 teams only)
 - Least number of runs allowed
 - Total runs scored
 - Coin flip
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Rosters / Waiver

- All teams must provide a completed roster and proof of insurance through their Playbook 365 account one week prior to their first game.
- All players and coaches must complete a waiver with the link provided through Playbook 365. **ALL PLAYERS AND COACHES MUST DO THIS TO BE ELIGIBLE TO PARTICIPATE.** If a player that has not completed a waiver is found to be playing in a game, that game will be forfeited.

- Age cutoff for each age division is April 30th. For example, a player born on 5/1/2008 or after is allowed to play at the 11U level. A player born on or before 4/30/2008 will be allowed to play 12U.
 - Please be sure to have birth certificates of all players as they may be requested by opposing teams.
 - If a coach would like to challenge the eligibility of an opposing player, they will need to make a written request to the tournament director along with a \$200 challenge deposit at least 60 minutes prior to the player's next game. The tournament director will then review the challenge and if a player is ruled eligible, the \$200 challenge deposit will be forfeited. If the player is ruled ineligible, the \$200 challenge deposit will be returned.
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Batting Order / Substitutions

All age divisions can use the following line up options:

Continuous Batting Order - All players bat, free defensive substitutions for all players. A player arriving late must be listed on the lineup card and can be entered at the bottom of order when they arrive.

Extra Hitter - 10 players are listed in the batting order and these 10 players can be substituted freely on defense. DH and EH is allowed. All other players are subs and subject to NFHS substitution rules.

Nine Hitters - 9 players are listed in the batting order. DH is allowed. All other players are subs and are subject to NFHS substitution rules.

Age Specific Rules

- 7U
 - Runners may not advance on a past ball, wild pitch, or overthrow to the pitcher
 - No stealing
 - Once the ball is secured by a player on the infield, base runners may not advance past the base they are already going to. For example, if a player has passed 2nd base (even by 1 step) before the ball is secured by a player in the infield, they may advance to 3rd base. If a play is made on the advancing runner, and there is an overthrow, the runner may advance to the next base.
- 8U
 - There are no leadoffs and players must wait for the ball to cross the plate before stealing. If a player leaves early and the ball is put in play and results in an out, the play stands. If a player leaves early and the ball is put in play and does not

result in an out, it is a dead ball and the player returns to the base. If a player leaves the base early 2 times in one inning, the runner is out.

- A runner may only score from third base on a batted ball, a walk, a hit by pitch or if a play is made upon the runner...for example, the catcher tries to pick the runner off third base.
- A runner who is stealing 3rd base may not advance to home on an overthrow of third base.

Detail	7U	8U	9U	10U	11U	12U
Base Distance	60'	60'	65'	65'	70'	70'
Pitching Distance	40'	40'	46'	46'	50'	50'
Game Length	6 innings	6 innings	6 innings	6 innings	6 innings	6 innings
Time Limit	1 hr 45 min	1 hr 45 min	1 hr 45 min	1 hr 45 min	1 hr 45 min	1 hr 45 min
Leadoffs	No	No	Yes (A Level) No (B Level)	Yes	Yes	Yes
Stealing	No	Yes- Ball Crosses Plate	Yes	Yes	Yes	Yes
Balks	N/A	N/A	1 warning per pitcher	1 warning per pitcher	No warnings	No warnings
Dropped Third Strike	No	No	No	Yes	Yes	Yes
Infield Fly	No	No	Yes	Yes	Yes	Yes
Intentional Walk	Notify Umpire	Notify Umpire	Notify Umpire	Notify Umpire	Notify Umpire	Notify Umpire

Detail	13U	14U	15U	16U	17U	18U
Base Distance	90'(WI) 80'(IL)	90'	90'	90'	90'	90'
Pitching Distance	60'6"(WI) 54'(IL)	60'6"	60'6"	60'6"	60'6"	60'6"
Game Length	7 innings	7 innings	7 innings	7 innings	7 innings	7 innings
Time Limit	1 hr 45 min	1 hr 45 min	1 hr 45 min	1 hr 45 min	1 hr 45 min	1 hr 45 min
Leadoffs	Yes	Yes	Yes	Yes	Yes	Yes
Stealing	Yes	Yes	Yes	Yes	Yes	Yes
Balks	No warnings	No warnings	No warnings	No warnings	No warnings	No warnings

Dropped Third Strike	Yes	Yes	Yes	Yes	Yes	Yes
Infield Fly	Yes	Yes	Yes	Yes	Yes	Yes
Intentional Walk	Notify Umpire	Notify Umpire	Notify Umpire	Notify Umpire	Notify Umpire	Notify Umpire

Ejections

- If a coach is ejected from a game, they will also be suspended for the next game. Tournament director reserves the right to remove the coach from a game and suspend the coach for the remainder of the tournament.
- If a player is ejected, and a team is batting the entire lineup or has no substitutes available, the ejected player will remain in the batting order and an out will be recorded when the batting order reaches that player.

Injuries

- If a player becomes injured (umpire has final decision as to whether or not a player sustained an injury) and is not able to play, their spot in the batting may be skipped and will not result in an out.
- Once a player misses an at bat due to injury, they must be done for the remainder of that game.

Bat Restrictions

- 7U-12U
 - 1.15 BPF Stamp or USA Baseball Stamp
 - No other restrictions
- 13U
 - 1.15 BPF Stamp or USA Baseball Stamp
 - Max drop 8
- 14U
 - 1.15 BPF Stamp or USA Baseball Stamp
 - Max drop 5
- 15U-17U
 - BBCOR max drop 3
 - Wood Bats with 2 ¾" barrel diameter or less

Game Cancelled Due to Weather or Field Conditions

- If a game is cancelled due to weather, field conditions or other issue that prevents the game from being completed the following will constitute a complete game:
 - 3 innings or 2 ½ inning (if home team is winning) complete
 - If 3 innings or 2 ½ innings (if the home team is winning) are not complete, the game will be suspended and picked up where left off or may be cancelled by the tournament director.
 - If a game (including the championship game) is not completed due to weather or field conditions, the winner will be determined by the score at the end of the last completed inning. If the score was tied or no innings were completed, the higher seed will be determined the winner.
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Refund Policy

There will be no refunds issued.

In the event a tournament is cancelled or shortened due to weather, Rock Tournaments will issue credit as follows...

- If 0 games are played, you will receive 100% credit towards a 2021 Rock Tournament
- If 1 game is played, you will receive 50% credit towards a 2021 Rock Tournament
- If a 2nd game is started, you will receive 25% credit towards a 2021 Rock Tournament
- If 2 or more games are completed, there will be no credit issued.



Rock Tournaments Fastpitch Rules and Policies

8U -18U

Updated 5/1/2021

General Rules

- We will utilize USA Fastpitch rules unless otherwise specified within this Rock Tournaments Rules and Policies document.
- Please be respectful to opposing teams, coaches, fans and umpires.
- No metal cleats allowed at any age level. All of the complexes where we host tournaments have turf fields.
- All on the field calls by an umpire are final.
- In the event there is a non umpire/game issue or question, please have the head coach consult with the onsite tournament director. All decisions made by the tournament director are final.
- No seeds or gum allowed as all of the complexes where we host tournaments have turf fields.
- Admission Fees: Admission fees vary based on the length of the tournament.
- During pool play, home teams will be determined by a coin flip. The team that traveled the furthest will call the coin flip.
- During bracket play, the higher seed will be the home team.
- Teams will occupy dugouts on a first come, first serve basis.
- No infield practice will be permitted. Teams may play catch and hit whiffles in the outfield if time allows. Do not hit or throw balls into the fences.
- Tournament directors reserve the right to modify the number of games, length of games, or time limit on games as necessary due to weather, field conditions or any other scheduling issues.
- No carry ins of any kind are allowed.

Game Rules

1. Game Length

- 8U, 10U, 12U and 14U - 6 innings
- 16U and older - 7 innings

2. Batting order

- **Straight 9** - Teams can bat nine players with other players listed as substitutions. Starters may re-enter at any time in the game but must re-enter in the same spot in the lineup that they started the game in.
- **Bat 9 with DP/Flex** - Teams can bat nine with the DP/Flex player in for one position player. Starters may re-enter at any time in the game but must re-enter in the same spot in the lineup that they started the game in.
- **Continuous Batting Order** - Teams can bat all of their players. If batting the entire roster, free defensive substitution is allowed.

3. Pitching Restrictions

- Pitching restrictions - We do not monitor pitch counts or have pitching restrictions. That said, coaches will be responsible for ensuring the safety of their players.

4. Time Limits

- All game lengths will be 1 hour 15 minutes with no inning starting after the time has expired.
- A new inning starts as soon as the 3rd out of the previous inning is recorded.
- Time will start when the first warm up pitch is thrown.
- Games may be started up to 30 minutes prior to scheduled time. Please have your team at the game 30 prior to game time.
- Tournament Director reserves the right to modify the time limit in the event of weather or unforeseen circumstances.

5. Run Rule

- Run rule shall be 12 runs after 3, 10 runs after 4, and 8 after 5.
- Run rule is in effect for all games including championship games.

6. Base Distance/ Pitching Distance

- Bases
 - 8U = 60 Feet
 - 10U = 60 Feet
 - 12U = 60 Feet
 - 14U = 60 Feet
 - 16U = 60 Feet
 - 18U = 60 Feet
- Pitching
 - 8U = 35 Feet
 - 10U = 35 Feet
 - 12U = 40 Feet
 - 14U = 43 Feet

- 16U = 43 Feet
- 18U = 43 Feet

7. Ball Dimensions

- The ball dimension for 10U and below are 11 inch balls.
- The ball dimension for 12U and above are 12 inch balls.

8. Extra Innings

- Pool Play Games - If there is still time remaining, teams will play extra innings until time expires. All pool play games can end in a tie.
- Bracket Play Games - If the game is tied after the time limit or when regular innings have been completed, we will use the following rule for every 1/2 inning until a winner is determined...
 - Each batter will start with a 1-1 count
 - The last batted out will start on 2nd base
 - The inning will start with 1 out

11. Intentional Walks

- The coach will notify the umpire they are walking the player and the umpire will place the batter at first base.

12. Ejections

- If a coach is ejected from a game, they will also be suspended for the next game. Tournament director reserves the right to remove the coach from a game and suspend the coach for the remainder of the tournament.
- If a player is ejected, and a team is batting the entire lineup or has no substitutes available, the ejected player will remain in the batting order and an out will be recorded when the batting order reaches that player.

13. Injuries

- If a player becomes injured (umpire has final decision as to whether or not a player sustained an injury) and is not able to play, their spot in the batting may be skipped and will not result in an out.

14. Rosters

- Teams must start a game with at least 8 players in uniform and on their roster.
- If a team plays with less than 9 players, the ninth spot will be recorded as an automatic out.
- If a team is down to 7 players or less, they will forfeit and the score will be 6-0 for seeding purposes.
- If a player arrives late, they may be added to the order in the last spot

15. Complete Games

- If a game is cancelled due to weather, field conditions or other issue that prevents the game from being completed the following will constitute a complete game:
 - 3 innings or 2 1/2 inning (if home team is winning) complete
 - If 3 innings or 2 1/2 innings (if the home team is winning) are not complete, the game will be suspended and picked up where left off or may be cancelled by the tournament director.
- If a game (including the championship game) is not completed due to weather or field conditions, the winner will be determined by the score at the end of the last completed inning. If the score was tied or no innings were completed, the higher seed will be determined the winner.

16. Scorecards

- Both teams are required to submit a final scorecard signed by both coaches to verify the score.
- If a team fails to turn in the scorecard within 30 minutes of the end of the game, we will go off the score submitted by the opposing team.
- We will use Tourney Machine for scoring and communicating seedings and bracket play game times with coaches.

17. Bracket Seeding

- Pool play games will be used to determine final seeding.
- Tie Breakers - If a tie breaker is needed, the following tie breakers will be used in this order...
 - Overall Record
 - Head to Head (2 teams only)
 - Least number of runs allowed
 - Total runs scored
 - Coin flip

18. Batters Box-Turf Fields

- If playing on a turf field, the umpire has the discretion on a batter being out of the box as some of the batters boxes on turf fields are not regulation size for fastpitch softball.

19. Other Age Specific Rules

- Drop 3rd Strike - Not in effect for 8U and 10U. Drop 3rd is in effect for 12U and older.
- Infield Fly - Not in effect for 8U. Infield Fly is in effect for 10U and older.
- Stealing - Stealing is permitted at all ages.
- 8U Baserunning - A runner may only advance to home when a ball is put in play or a play is made on a runner. A runner may only score from third base on a batted ball, a walk, a hit by pitch or if a play is made upon the runner...for example, the catcher tries to pick the runner off third base. A runner who is stealing 3rd base may not advance to home on an overthrow of third base.

- Courtesy Runners - All teams are allowed to have courtesy runners for their pitcher or catcher at any time. Courtesy runners shall be the last batted out if using a continuous batting order or if there are no substitutes available. If a team is not using a continuous batting order and have substitutes available, they must use a substitute. Teams are never required to use a courtesy runner.

Refund Policy

- There will be no refunds issued.
- In the event a tournament is cancelled or shortened due to weather, Rock Tournaments will issue credit as follows...
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