



RHAA Tournament Rules

10U Division

7-10-23

I. GENERAL RULES AND REGULATIONS:

- A. **GOOD SPORTSMANSHIP IS THE MOST IMPORTANT RULE. Unsportsmanlike conduct will not be tolerated and will result in a player and/or coach being ejected from the game and/or Tournament.** Swearing before, during, or after a game will not be tolerated. Any abuse of the umpires will not be tolerated and can result in removal of that individual from the game and/or remainder of the Tournament.
- B. **"KEEP THE ATHLETES FIRST, WINNING SECOND"** - The purpose of this Tournament is to offer a competitive level of baseball that continues to be a healthy, safe and fun environment for everyone involved, whether you win or lose.
- C. Anyone maliciously damaging equipment and/or property will be ejected from the Tournament, and will be required to pay for ALL damages.
- D. **Bat Rule:** Any youth USSSA/BPF bat and/or any youth USA bat of any size barrel or weight can be used. Players **CANNOT** use BBCOR bats. **Any action with an illegal bat will be ruled a dead ball.**
- E. **NO SMOKING OR CONSUMPTION OF ALCOHOL OR ILLICIT DRUGS BY PLAYERS, COACHES OR SPECTATORS WILL BE ALLOWED ON RHAA PREMISES DURING THE TOURNAMENT. VIOLATORS WILL BE EJECTED FROM THE PREMISES FOR THE DURATION OF THE TOURNAMENT.**
- F. The Umpire has complete control of the game. Judgement calls by the Umpire may not be questioned. Rule interpretation questions are allowed and will be handled once a time-out is granted. Once the game resumes, all calls are final.
- G. The Plate Umpire will establish any "Field Specific" Ground Rules prior to the start of each game.
- H. **The Tournament Director and RHAA Board Member in charge will make all final judgements.**

II. AGE REQUIREMENTS

Each player must be (or have been by the date of April 30) 10 years or younger. Each Head Coach must have with him a roster, along with proof of age for each player (copies of birth certificates). Final rosters must be submitted to the RHAA Tournament Director prior to the start of the team's first game.

III. ROSTERS/PLAYERS

- A. You may carry as many as 15 players on the roster. You **MUST** field a minimum of 8 players at the start of any game, or the game will be considered a forfeit. Roster must be submitted at the beginning of the Tournament. The forfeit score will be recorded as 6-0.
- B. Players can only be on the roster of one team participating in the Tournament.
- C. Each team can field 10 defensive players, with a standard infield and 4 outfielders. **There is unlimited defensive substitution. A team MUST use a continuous batting order of all players present in uniform (up to 15 players).**
- D. Player positions are at the discretion of the coach; coaches are not required to rotate players/positions.
- E. In the event of injury to a player (or a player must leave early – **MUST BE DECLARED BEFORE GAME START**):
 - a. If the player cannot continue (and a substitute is not available), the player spot in the lineup is deleted (without penalty). The player cannot return to the game.
 - b. If the player will be able to return after treatment (i.e., hit by pitch, scraped, etc). A runner may be used (last out) to keep game moving should an injury require treatment. If the player is substituted for, the player could return.
 - c. If the team does not have 8 players to finish, the game is forfeited. **NOTE:** If a team has played all substitutes, a substitute can "re-enter" to avoid forfeit.



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IV. GAME RULES

- A. **All pool games have a 2 Hour – No new innings and 2:30-hour DEAD STOP time limit.** If the DEAD STOP time limit is reached, the score reverts back to the last FULL inning after the DEAD STOP. Tie games are allowed. If the home team ties the game or takes the lead before the DEAD STOP time limit, that score counts as the final score.
- B. No time limit for the playoff and championship games.
- C. A complete game shall be **six (6) completed innings** unless the home team leads at the end of 5½ innings of play.
- D. If there is a tie game, the game will go into extra innings as long as time limit has not been exceeded.
Sunday – Higher Seed is home team.
- E. If a team is winning by 12 runs or more after 4 complete innings, or 8 runs after 5 innings, the game is over. This is for ALL games including pool and Sunday brackets and championship.
- F. An official game must be at least four (4) complete innings (3½ if home team is winning).
- G. Any ball pitched or thrown that gets lodged or goes under the fence is a dead ball and the runners will advance one extra base without being put out (one plus one rule if runners are advancing on a thrown ball). If the umpire does not see the ball lodged or go under the fence it remains live, so be sure to have your players notify the umpire prior to retrieving the ball by raising a hand.
- H. Stealing of all bases is allowed once ball has crossed the plate. Base runners will be returned to the base from which they came if they leave early on a pitched ball. On a batted ball the runners will be returned to the closest vacant base if they leave too early. No runner can score if they leave the base too early on an infield hit. First violation will result in a team warning, and the player will be returned to original base. Additional violations by the same team will result in an automatic out.
- I. There are no delayed steals. Runners cannot advance on the throw back to the pitcher. Once the catcher or pitcher have secured the ball, runners cannot advance and the play is dead until the next pitch puts it into play. Catchers may pick off runners leading off the base.
- J. No dropped 3rd strike. The batter is automatically out on a dropped third strike. The ball is live if runners are on base.
- K. Infield Fly Rule is in effect.**
- L. Bunting is allowed.
- M. **Fake bunts are not allowed.** Once a batter shows bunt, he/she cannot take a full swing. Penalty is a called strike. Runners cannot advance.
- N. Players must slide feet first at all bases (including home) if there is a play and only headfirst if you are retreating to a base. It will be an automatic out if the player does not slide or slides headfirst when there is a play.
- O. Throwing a bat constitutes a team warning. **The next team-thrown bat will be an automatic out.**
- P. All batters must wear a helmet. All catchers must wear full catcher's gear.



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V. PITCHING RULES – PLEASE USE GOOD SENSE RELATED TO PITCHER USE!

- A. A pitcher may not pitch more than 3 innings per game.
- B. A pitcher may not pitch more than 6 innings in any Tournament Day.
- C. A pitcher cannot pitch more than 12 innings for the entire Tournament.
- D. One pitch constitutes one inning pitched.**
- E. NO BREAKING PITCHES ALLOWED: Penalty: Play is dead prior to the pitch reaching the plate; 1 ball is added to the count, and the pitcher is issued a warning. Second occurrence by the same pitcher: 1 ball is added to count and removal of pitcher from the mound. NOTE: Knuckleballs are deemed breaking balls.
- F. Each team will record number of innings pitched by each pitcher. Any violation of the pitching rules will result in a forfeit of the game in which the violation occurs.
- G. Pitchers may not re-enter as a pitcher.
- H. Only 1 visit per inning to the mound by the coach is allowed. Any additional visits will result in the pitcher being removed immediately. A trip to the mound that results in a removal of a pitcher does not count as a visit to the mound.
- I. A second trip to the mound during the same inning will require immediate removal of the pitcher (any undue delays will not be tolerated by the Plate Umpire). The removed pitcher may remain in the game at any other position, except pitcher.
- J. The pitcher will be allowed only 5 warm-up pitches between innings, unless a new pitcher is inserted and then the new pitcher will have up to 10 warm-up pitches.
- K. There are no balks.

VI. TOURNAMENT FORMAT

- A. There is no seeding of teams prior to Tournament pool play.
- B. Each team will play 3 random Tournament pool play games. **Coin flip will determine home team.**
- C. Teams will be placed into 2 divisions for Sunday championship bracket games (Platinum, Gold) based on seeding. The higher (better) seed is the home team for championship bracket games.
- D. Seeding for these brackets will be:
 - 1) Win-Loss record
 - 2) Head-to-Head (**for 2-team ties only**)
 - 3) Total runs allowed (least)
 - 4) Run differential (most).
 - 5) Coin Flip

VI. GAME SCORE AND REPORTING

Scores must be sent to the Tournament Director at the end of each game listing both the team names, scores for each team.