

A-ROD INVITATIONAL TOURNAMENT

RULES & GUIDELINES

Important Facility Rules:

NO METAL SPIKES, SEEDS, GUM, OR TOBACCO ALLOWED INTO THE COMPLEX

Youth Baseball Rules Addendum

Coaches,

Be sure you are aware of all rules and rule changes. We reserve the right to amend these rules at any time for specific tournament play. National High School Federation Baseball Rules will be enforced with the following exceptions.

1. Youth Bat Specifications:

Penalties for illegal bats will be assessed as per the NFHS rule book. 1st violation - Batter is pronounced out (if discovered before a pitch to next batter) & head coach is restricted to the dugout for the remainder of the game. 2nd violation (Same Game) - Batter is pronounced out (if discovered before a pitch to next batter) and head coach is ejected. Subsequent violations: batter is pronounced out (if discovered before a pitch to next batter) and head coach is ejected. When a batter is pronounced out for violation of bat rules, the defense may take the penalty or result of the play. The head coach penalties apply in either case.

Please see updated highlighted bat rules below. Bats must have the USSSA/NTS Stamp BPF 1.15 Certification to be used.

USA Bat, BBCOR, and Wood Bats are also Allowed.

8U-11U	12U	13U	14U
Metal/Composite bat USA Bat, BBCOR and Wood bats are also allowed. 6U-11U All Divisions- -12,-10,-8,-6,-5,-3 BBCOR Bats must have the USSSA/NTS Stamp BPF 1.15 Certification to be used.	Metal/Composite bat USA Bat, BBCOR and Wood bats are also allowed 12U All Divisions- -12,-10,-8,-6,-3 BBCOR Bats must have the USSSA/NTS Stamp BPF 1.15 Certification to be used.	Metal/Composite bat USA Bat, BBCOR and Wood bats are also allowed. 13U All Divisions: -8,-6,-5,-3 BBCOR Bats must have the USSSA/NTS Stamp BPF 1.15 Certification to be used.	Metal/Composite or Wood bat Wood bats can be composed of a single piece of wood or composite. See composite list below. 14U All Divisions: -3 BBCOR

The following are the only wood composite bats allowed:

Rawlings

- 5150 Composite Pro Wood WC5150
- Big Stick R243CH
- Big Stick R243CS
- VELO Composite Wood R110CV
- VELO Composite Wood R110CH
- VELO Composite Wood R110CR
- VELO Composite Wood Y151CV
- Rawlings Composite 243MBS
- Rawlings Composite 243CUS
- Rawlings Composite 110CMB
- Rawlings Composite Y151CB
- Rawlings Maple/Bamboo Composite 271 MBC
- Rawlings Maple/Bamboo Composite SL151G

Baum

- AAA Pro Maple Baum Bat (Gold, Platinum & AXE Editions)
- AAA Pro Ash Baum Bat (Gold, Platinum & AXE Editions)

Delano Bat Company

- 2026 Delano Original Gamer

DeMarini

- The Woods 2026 (Model Code: WDC-26P & WDC-26B)
- Louisville Slugger RA13 Wood Composite (Model Code: RA13N)
- Models: D243, D271, I13, D110, TPD1M

MacDougall

- PowerWood

Marucci

- AP5 Hybrid Pro Model

Pinnacle Sports/BamBooBat

- All models allowed

Safety and integrity of the game are two major factors, and with the implementation of the following changes, we are taking the next steps in providing an updated and premier experience on the baseball field. While these bats are currently still certified by their manufacturers, performance of these bats over the extended life span continues to become increasingly unsafe for our participants.

The following bats may not be used in the event:

- 2015 Demarini CF7 (-5)
- 2015 Easton XL1 (-5)
- 2016 Demarini CF8 (-5)
- 2016 Demarini CF8 (-8)
- 2016 Demarini CF8 (-10)
- 2017 Demarini CF Zen Balanced (-8)**
- 2017 Demarini CF Zen SL 2 3/4" (-10)**
- 2017 Demarini CF Zen Zero Dark 2 3/4" (-10)**
- 2017 Demarini CF Zen - Balanced (-5)
- 2017 Demarini CF Insane - Endloaded (-5)
- Louisville Slugger Blue Meta Composite (33/30 model only)
- 2018 Dirty South Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)
- (Easton) Ghost X (30/20 only - USA Baseball Marked)
- 2022 Stinger Missile 2 - (33/30 model only)

****Re-tooled models of these bats may be used in play. Once returned from the manufacturer, these bats will have updated model numbers and new orange end cap and stickers indicating the corrected performance standards.**

ALTERED BATS:

DEFINITION OF AN ALTERED BAT

"A bat which has been subjected to change in its physical makeup outside the original manufacturers product"

At any point, the Tournament Director or UIC may request to inspect a bat at any point during the event. If the owner/user refuses to allow the requesting body to inspect the bat the owner/user and head coach will be disqualified from the game. Also, if the bat is determined to be an altered bat, the owner/user and head coach will be disqualified from the game.

The owner/user of the bat has the responsibility of having knowledge whether a bat is altered.

DAMAGED, WORN, OR ILLEGAL SUBSTANCE ON BATS:

Bats that are damaged in any way, including but not limited to cracked, warped, missing a knob/cap, having a rattle, etc. are not legal for the event.

Bats may not have any certifying markings or graphics worn off the bat. Bats that have certifying or identifying markings worn off the bat shall be removed from play.

No substance shall be added to the bat barrel. The barrel of the bat and all identifying marks or graphics shall be free of any foreign obstruction. If a foreign substance is discovered as being used or identifying marks on the bat are not visible the bat shall be removed from play.

2. Youth Pitching Regulations:

Balk Rule

The MLB balk rule will be enforced. When a balk is called it is NOT a dead ball. A called balk will remain a LIVE ball. The balk is not considered an automatic dead ball.

The fake to third and throw to first play remains LEGAL for the event. Also, in the windup position, a pitcher is permitted to have his “free” foot on the rubber, in front of the rubber, behind the rubber, or off to the side of the rubber.

Daily Limits

- 9U-10U: Daily max is 18 outs.
- 11U-12U: Daily max is 18 outs.
- 13U-14U: Daily max is 21.

Event Limits

- 9U-14U: Each Player is allowed 24 outs over a 3-day period.
- If a player records more than 9 outs in a day, they are required to have 2 days rest.
- Players can pitch in more than one game in a day if they do not exceed daily limits.

Once a player has been removed from pitching, they may not return to the mound in the same game.

No pitcher shall appear in three games on the same day, regardless of outs recorded.

The definition to be utilized for the purpose of the pitching restrictions for end of a day shall be any time of night or day that the facility is closed and teams have a break in playing prior to the next days games.

Pitchers who record outs in a game that is forfeited will still have those outs counted toward their limitations.

3. Pitching Violations:

The pitcher must be replaced on the mound immediately upon notice of a violation, not a forfeit.

After 2nd protested pitching violation in the same event, head coach is ejected for the remainder of the event.

4. Game Procedure:

Field Dimensions:

- 8U: All games will be played on 40/60 (no mound) fields.
- 9U-10U: All games will be played on 46/65 fields.
- 11U-12U: All games will be played on 50/70 fields.

- 13U: All games will be played on 54/80
- 14U: All games will be played on 60/90

TEAMS DEPARTING BEFORE THE END OF THE TOURNAMENT WILL NOT BE ALLOWED TO COMPETE IN THE PLAYOFFS!

If this happens, the second-place team out of the pool or the next best team. The Tournament Director will rule in the fairest possible way.

Pool Play:

- 8u games are 70 minutes or 6 innings
- 9-10u Games are 1 hour 30 minutes or 6 innings
- 11-12U Games are 1 hour 40 minutes or 6 innings
- 13u Games are 1 hour 40 minutes or 7 innings
- 14u Games are 1 hour 45 minutes or 7 innings
- No inning can start after the time limit.
- Time will be kept by an on-field umpire.
- Home team will be predetermined based on a coin toss at home plate prior to the start of the game.
- A tie is equal to a ½ win and ½ loss for each team.
- Tournament Director reserves the right to adjust game times at any point in the tournament.

Championship Round/Playoffs:

- Championship Games (9U-14U) will have a time limit of 2 hours or their specified innings as listed for their age group. 8U coach pitch Championship Games will have a time limit of 1 hour and 30 minutes.
- The home team in Championship Play will be the higher seed.
- Director reserves the right to enact pool protection at their discretion. If two teams have previously matched up in pool play, lower seeds may be switched to provide teams with new opponents for the first round of bracket play.

Extra Innings:

- Texas Tie Breaker, last 3 hitters on base with 1 out.
- The base runners will be placed as follows:
 - Last hitter from previous inning @ 1st Base

- Hitter before him in the lineup @ 2nd Base
- Hitter before that in the lineup @ 3rd Base
- Normal substitution rules apply to these runners.
- The hitting team will start the inning with one out.
- Play continues until one team is ahead at the end of an inning.

5. Forfeits:

Teams must make every reasonable effort to start a game with nine (9) eligible players. If only eight (8) players are available, the game may begin and finish with eight players, with the ninth batting position recorded as an automatic out.

If a player leaves the original lineup and no eligible substitute is available, that batting position will be recorded as an out until the player returns.

Any intentional forfeit may result in removal from the tournament. All forfeits will be reviewed by the Tournament Director, which reserves the right to determine the fairest outcome. The Director's decision is final. Forfeit scores will be recorded as one (1) run per scheduled inning for the winning team, based on the age division, and zero (0) for the forfeiting team. Only the Tournament Director may declare a forfeit.

6. Taking Infield:

No infield will be allowed during the tournaments.

7. Mercy Rules:

- 8U: 15 after 3, 10 after 4
- 9U-12U: 15 after 2, 12 after 3, 8 after 4
- 13U-14U: 15 after 3, 12 after 4, 8 after 5

8. Equipment:

Metal cleats cannot be worn for any division.

Any player catching must wear all necessary protective gear including a catcher's helmet with a facemask, throat guard (separately attached or built in), chest protector, chin/leg guards, and an athletic supporter. Note: Players in 12U and younger divisions must wear a catcher's helmet that fully covers both ears.

Electronic Communication Devices: Adoption of NCAA Pitchcom Protocols - The use of exclusively one-way electronic communication devices that transmit pre-recorded message(s) or signals for the purpose of relaying the pitch or play call from the dugout to the field (to the pitcher or other defensive or offensive players) is

permitted. The use of an in-ear communication device with direct or live audio remains restricted to the defensive position of catcher.

9. Trips to the mound:

A coach is allowed **three charged defensive conferences (mound visits) per seven-inning game**, plus **one additional visit per extra inning**. You can also take all three visits in the same inning and not remove the pitcher until the 4th visit. A fourth visit in a regulation game (or second in an extra inning) requires the pitcher to be removed from the pitching position. You receive only 1 free visit after the 7 innings have concluded in a regular scheduled ball game. (If you only used only 1 within the first 7 innings, you still only receive 1 free in the extra inning contest)

10. Lineups:

Hitting Lineup:

- You may bat 9,10,11 players or your roster.
- You must declare at the start of the game, and once the first pitch has been thrown the lineup is locked, and the number of batters may not be changed.
- You may start the game with 8 players; 9th player spot is an out when he comes up in lineup.
- DH Allowed
- The EH and XH may bat at any spot in the order.
- The EH and XH are the same as any position on the field as far as substitutions are concerned.
- The starting pitcher is allowed to DH for himself and bat in any slot in the order but must be listed a P/DH on the lineup card.

Roster Batting Rules

- Injury
 - Batter: If a batter cannot fulfill his time at bat due to injury or illness, that player will be eliminated from that entire game, unless the team has an eligible player to substitute that is not in the lineup. If no substitute is available, his spot in the batting order will be an automatic out each time.
 - Runner: If a runner cannot continue his time on the bases due to injury or illness, that player will be substituted under the Courtesy Runner rule for Roster Batting. He will not be allowed to participate in the remainder of the game. His spot will be an automatic out. However, if the team has an eligible player that is not in the lineup, then the team can substitute for the runner, and the new player will be inserted into the lineup in his place.
- Ejection or Injury

- A player ejected while roster batting will result in the team losing that player for the entire game. His spot in the batting order WILL BE AN AUTOMATIC OUT EACH TIME.
- Courtesy Runner – Roster Batting
 - The Courtesy Runner shall be the player making the last batted out.

11. In Case of Rain:

All rain out games may not be made up depending on time constraints. In case of scheduling changes, it is the team's responsibility, not the tournament director, to make sure they are aware of the new schedule or any scheduling changes. This information will be posted on the tournament web site when it becomes available. Note: No special requests will be honored if rescheduling becomes necessary. Tournament format is subject to change at any time if deemed necessary and will be determined based on the fairest outcome for all teams. All coaches should make sure the tournament director has current contact info. If games are cancelled, pool winners and championship qualification will be determined by the tie breaking procedures (listed below).

12. Stop in Play:

If games are not resumed within one hour of stoppage, the tournament director reserves the right to continue the game and shorten the time limit or consider the game an official game based on the required innings played. If 4 innings have been completed, or 3 1/2 innings if the home team is ahead (13U-14U: after 5 innings or 4 1/2 if the home team is ahead). After 4 complete innings, a tie score will be recorded a tie in pool play. The tournament director can extend the 1 hour if there are extenuating circumstances, i.e. lightning detector, working on fields, etc. A suspended game will resume where the game was halted. In the event play is stopped for any reason before or during the Championship round, first place, second place, third place, etc. will be awarded based on Seeding and Tie Breaker Rules.

13. Protests:

Judgment calls are not eligible for protest. Protests for pitching limitations are permissible. Protests will be heard and ruled on by a tournament director. The team protesting must make cash payment of \$100 at the time of the protest. If the protest is ruled in the protesting team's favor the \$100 will be refunded. The ruling made by the director will be final. Protests must be filed and ruled on before the next pitch if during game, or before umpires leave field if after a game.

14. Roster and Roster changes:

All players must be listed on the official roster prior to the team's first scheduled game. If a player is listed on more than one roster, the player listed will make a decision as to which roster he is legally on. This decision is up to the individual player. No player can appear in a tournament game for more than one team, including separate age groups. Once the player has appeared in a game, the player may NOT participate with another team in the same weekend, regardless of age division or classification.

- The team's manager is responsible for all aspects of the eligibility of the players on his team and that they meet the requirements.

- A player who is in violation of the age eligibility shall be considered an illegal player.
- If anytime during a tournament game, a player is discovered illegal due to an age violation or participating on more than one team, the team is subject to forfeit. The first team a player participates for is their official team.
- Participating players shall have photocopies of their original birth certificates (US) or passports (International) in the possession of their team manager. Electronic copies of ID documents are accepted. Failure to have a copy of a birth certificate, in the event of a protest, could result in suspension for the remainder of the event until such document can be produced for the team or individual.

15. Scoring:

We recommend that all teams (home and visitor) keep a scorebook. The home team will be the official scorer. In a situation in which the home team are unable to score the visitor would become the official book. All subs should be reported to the umpires. To eliminate scoring disputes scorekeepers should check with the official scorer during and after the game.

- Lineup cards must be fully filled out with players first name, last name, position, and accurate jersey numbers. All substitutes should be listed with accurate jerseys numbers. Failure to produce a complete lineup card can result in games not starting on time. Lineup cards are to be given to the official scorekeeper before the home plate meeting.

16. Sportsmanship:

In the interest of maintaining a quality event, the tournament director reserves the right to eject any person from the site for unruly or unsportsmanlike behavior. Such behavior shall include but not limited to:

- Physical attack on an umpire, tournament official, associate director, associate officer, and/or any player or fan prior, during, or immediately following a game. Assault on an official is a felony in some states.
- Players, coaches, managers, fans, spectators, or sponsors threatening an umpire, tournament official, associate director, or associate officer with physical harm.
- Any player, coach, manager, sponsor, fan, spectator, director, or officer who engages in physical fighting.
- Using unsportsmanlike conduct or abusive language, symbol tactics, or derogatory or unbecoming acts.
- Destruction of property or abuse or failure to pay.
- Competing under an assumed, false and/or altered name.
- Tournament hosts have the authority to eject a player, fans, or team anytime during a tournament of committing any of the above listed offenses.
- A player, spectator, fan or coach ejection carries removal from that game only.
- Any spectator, coach, manager, or player who is ejected for the second time during the tournament will be eliminated from participating for the remainder of the tournament.

- Any event that results in physical altercation (before, during or after a game) could result in a forfeit for both teams. Tournament director reserves the right to remove teams from playoff contention.
- Any participant that is ejected by an umpire after a contest is completed must sit the next scheduled game.

17. Courtesy Runners:

Courtesy runners can be used for the Pitcher and Catcher at any time but must be a VALID SUBSTITUTE. In addition, the same substitute CANNOT run for more than one position (Pitcher or Catcher) in the same game. Additionally, if a team is batting their entire lineup, the courtesy runner will be the last batted out. If the last batted out is the catcher or pitcher, the designated runner will roll back until such time as a possible substitute can be found.

18. Legal Slide:

A legal slide can be either feet first or headfirst. If a runner slides feet first, at least one leg and buttock shall be on the ground prior to contact with the fielder. If a runner slides headfirst, the runner's arm/arms and torso must be on the ground prior to contact with the fielder.

19. Jumping Over A Fielder:

- Jumping / Hurdling: A runner may never jump, hurdle, or leap over a standing or crouching fielder. The only exception is if the fielder is already lying flat on the ground.
- Diving Over: Diving over a fielder is strictly prohibited under any circumstances. Even if the fielder is lying on the ground, diving over them is an automatic out.

20. Officials:

The tournament director shall utilize registered officials and administer the contest in accordance with these rules and expectations.

21. Seeding and Tie Breaker Rules:

1. Pool play overall record (winning percentage)
2. If ONLY two teams are tied based on winning %, and those teams played head-to-head, winner will be higher seed.
3. If three teams are tied – If one team has defeated both other teams, that team advances. If not go to #4.
4. Least total runs allowed in pool play.
5. If still tied – Total runs scored in pool play
6. If still tied – Run differential

7. If still tied – coin flip

22. Not covered in the Rules:

In the event any item is not covered in these rules or NFHS rules, the tournament director will make the fairest possible ruling and that ruling will be final!

8U Tournament Rules:

Coach Pitch Specific Rules, Field Set Up and Guidelines

Field Set Up

- Pitcher's Rubber: There will be a pitcher's rubber set at 40 feet.
 - The pitching coach shall keep one foot on or straddle the pitcher's rubber.
 - The pitching coach shall not verbally or physically coach while in the pitching position.
 - The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
 - Penalty: If a coach violates this rule after the ball is pitched, obstruction shall be called.
 - Additional Penalty: If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.

Playing Rules

1. Teams may start and end a game with no less than 8 players. A team will take an out for any players past the 8th spot in the lineup each time they are due at bat.
2. Pitching Coach: The Pitching Coach shall be an adult at least eighteen (18) years of age.
3. The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the Umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there shall be a warning issued. If the act continues after the warning, the offending teams' manager shall be ejected.
4. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders must remain in the outfield prior to the pitch being thrown.
5. The defensive player listed as pitcher shall not leave the pitching area until the ball is hit.
6. Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.
7. The Infield Fly Rule shall not be in effect at any time.

8. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
9. Teams may use free substitution on defense, but the batting order shall remain the same.
10. Bunting shall not be allowed.
11. The batter shall receive six (6) pitches or three (3) swinging strikes. *If the batter fouls off 6th pitch, the batter continues to bat until a strikeout, or a ball put in play.*
12. A player may only be Intentionally Walked once per game by announcement from the defensive team.
13. Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
14. A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.
15. A team may score a maximum of seven (7) runs per inning.
16. The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)
17. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as all runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.
18. When a batted ball hits the Pitching Coach, the following shall apply:
 1. If in the Umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.
 2. If in the Umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.