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9U/10U/11U/12U/13U Indoor Baseball Tournament Rules

Roster Eligibility:

- All rostered players must sign the online waiver on the team portal or complete a waiver form

Game Length / Game Play

- All Games 6 innings or 1:30 min; 13U - 7 innings or 1:30 min
 - drop dead is in effect for every game except championship
 - If a playoff game is tie at the end of the time, the game becomes sudden death. The first team to score wins.
- 9U - No Balks, Leadoffs or dropped third strike. Stealing is allowed once the ball passes home plate.
- 10U – 13U - Balks, leadoffs and dropped third strike is in effect (10U pitchers receive balk warnings)
- All batters start with a 1-1 count (Early season arm safety)
- If balls hit the ceiling in front of the divider they are counted as an out. If the ball hits the ceiling past the divider it's a dead ball double. If it hits the divider it is counted as an out.
- Dead Ball - Balls that hit the wall above the second notch level on the wall are automatic doubles
- Dead Ball - Balls that hit the wall without bouncing and below the second notch are automatic singles
 - No homeruns off the walls

Field Layout

- 9U - Base length – 65 feet - Pitching mound distance – 44 feet
- 10U - Base length – 65 feet - Pitching mound distance – 46 feet
- 12U and 11U - Base length – 70 feet - Pitching mound distance – 50 feet
- 13u - Base length – 80 feet - Pitching mound distance – 54 feet

Pitching Limits

- If a pitcher pitches more than two innings in a day, they must sit one calendar day
 - If a pitcher makes a pitch in an inning, that pitch will count as one inning
 - There is a max of six innings per player for the weekend

Continuous Batting:

- Continuous batting order is mandatory up to 12 players. If a team has more than 12 players at a game, it is optional to bat more than 12. However, if a team starts a game batting more than 12 batters, that team must finish the game with the number of batters they started the game with unless there is an obvious injury. There is no penalty for having less than 12 hitters, as long as all the players present are in the batting order. The opposing team has the option of matching the same number of batters as the team with less than 12. If a team starts a game with less than 12 batters and a player arrives late, it is mandatory that that player be inserted into the last spot of the batting order. If a player starts a game and cannot finish the game for any other reason than an obvious injury, there will be an out recorded when that batters spot in the batting order comes up

Bats, Spikes, Helmets:

- Metal Bats must be 1.15 BPF, USA stamped or USSSA stamped. 13U must use wooden bats. Metal spikes are strictly prohibited. Players must wear helmets covering both ears while hitting and as a base runner. Hockey style helmet is recommended for catchers while catching. If the Hockey Style helmet is not being used the catcher must wear protective helmets

Slide Rule:

- There is a "no contact" rule in effect at all bases except first if a play is being made on a runner. If a play is being made on a runner and there is contact, it is the umpire's judgment if the contact is malicious or otherwise illegal. All runners must slide to avoid contact on a play at a base.