

SQUIRT (U12) SPECIFIC TOURNAMENT RULES

The Tournament ball will be the 11”Worth Red Dot.

All players must wear a batting helmet with CSA approved face guards and the chin strap must be securely fastened under the chin.

Offensive Charged Conference rule does not apply.

Dropped third strike rule applies.

Infield fly rule is in effect.

Mercy Rule 10 runs after 5 innings or 15 runs after 2 1/2 or 3 or 4 complete innings. Mercy rule applies in all games including final games.

There is no DP/Flex player. Offensively nine players are placed in the batting order. Using the substitution and re entry rule other players can replace the original nine players in the batting order.

Teams are allowed unlimited defensive substitutions.

A player arriving late may be added to the bottom of the line up.

No new inning is to begin after 1 hour and 45 minutes, except medal games.

A team is permitted 2 defensive conferences per inning. If there is a third conference the player must be removed from the pitcher position for the remainder of that inning.

Coaches are encouraged to play all players as equally as possible over the course of the season.