

U11 SPECIFIC TOURNAMENT RULES

The Tournament ball will be the 11" Rawlings Red Dot.

No person is allowed on the field during the progress of a game except players and coaches in uniform.

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

Pitchers are required to wear a defensive face mask.

Offensive Charged Conference rule does not apply.

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.

Dropped third strike does not apply.

Infield fly rule is not in effect.

The intentional walk rule is not in effect.

Base runners are entitled to advance when the pitched ball passes over the plate.

The DP/Flex rule is not used – unlimited substitution applies; all players are listed on the batting order and all players bat. The batting order is followed for the entirety of the game. In case of injury/illness or ejection, the player's spot is omitted. If a runner is injured, a substitute runner may be used (should be the last available batter) until the runner is put out or reaches home and then the injured player is removed from the line up. No penalty is applied (ie the player's spot is not recorded as an out) when that batter does not return to the line up.

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

The Run Ahead Rule shall result in the conclusion of the game (including medal games) when there are:

- 1) 15 runs after 2.5 or 3 complete innings or
- 2) 10 or more runs after 3.5, 4, 4.5, 5, 5.5 or 6 complete innings.

Additionally, the Run Ahead Rule shall be a maximum of 6 runs or 3 outs per inning with the exception of the last inning. In the last inning the following 6 runs or deficit +1 rule will apply:

- i. If Visitor team is behind by 6 runs or more, they are limited to run differential plus 1 run.
- ii. If Visitor team is behind by fewer than 6 runs, then 6 run maximum.
- iii. If Visitor team is ahead, then 6 run maximum.
- iv. If Home team is behind, they are limited to the run differential plus 1.
- v. If Home team is ahead in the bottom of the final inning, the game is over.

Teams are guaranteed 3 games.

No new inning shall start after one hour and thirty minutes from the official beginning of the game, except in medal games. In the event that the medal game is tied after the time limit, complete innings will be played until the tie is broken.

In Round Robin format tournaments, round robin games will remain at a tie. In all other formats, the tiebreaker rule will be used beginning in the top of the 8th inning in all games, except Championship games. In all innings where the tiebreaker is used, a team shall be limited to a maximum of 7 runs during their turn at bat.

A courtesy runner may be used at any time for the catcher, not just when there are 2 outs.

Recommended Player Participation: No player will sit out for more than 1 consecutive inning. All players will sit out 1 inning before a player sits out a second inning. Coaches are encouraged to play all players as equally as possible over the course of the season.