

U20 SPECIFIC TOURNAMENT RULES

The Tournament ball will be the 12" Rawlings K-Master.

All players must wear a batting helmet; chin straps and face guards are optional.

Shoes with ordinary metal sole and heel plates may be used if the spikes on the plates are not rounded and do not extend more than 1.9 cm (3/4 in) from the sole or heel of the shoe.

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 or 4 complete innings or
- 3) 7 runs after 4.5, 5, 5.5 or 6 complete innings of play.

The intentional walk rule is in effect.

The DP/Flex player is permitted.

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.

The charged defensive delay rule is in effect.