



**Lithia & Driveway Fields**  
**2026 Youth Baseball Tournament Rules, Procedures and Guidelines**  
(Revision effective January 2026)

Registration

The registration process has changed as of 2025. Half of the tournament spots will be first-come, first-serve for local Rogue Valley teams, with the remaining half of tournament spots then being opened to the non-Rogue Valley teams on a first-come, first serve basis. North Medford Jr. Tornado and South Medford Jr. Panther clubs automatically qualify for the first 5 tournaments. Our goal is to have each age division (10U-14U) balanced with Medford, Rogue Valley, and non-Rogue Valley teams to both serve Medford families as well as generate economic stimulus for local businesses.

March Mayhem, Spring Classic, Diamond Dash, Memorial Day, Bigfoot Bash Tournaments:

Registration for Rogue Valley teams opens on Tuesday, January 6th at 9 a.m.

Registration for the remaining half of tournament spots will open for non-Rogue Valley teams on Tuesday, January 13th at 9 a.m.

Summer Sizzler, Bash to School, Fall Classic, Turkey Slam Tournaments:

Registration for Rogue Valley teams opens on Tuesday, April 21st at 9 a.m.

Registration for the remaining half of tournament spots will open for non-Rogue Valley teams on Tuesday, April 28th at 9 a.m.

Rules

NFHS rules govern play unless modified by this document, or by the Tournament Director. The Tournament Director reserves the right to alter Tournament Rules with advance notice to teams.

Coaches or team personnel may not sit outside the dugout / bench on buckets or stools. All buckets must remain inside the dugout door. **Each team is limited to three coaches in the dugout for City of Medford tournaments.**

Age Requirements and Age Verification

- Age divisions are based upon player's age as of March 1, 2026. Example – 12U players cannot turn 13 prior to or on March 1, 2026 and play in the 12U division. Each team must present a team roster and be prepared to present birth certificates (or valid documentation) to the Tournament Director. If a player does not have acceptable identification proving a date of birth, they will not be able to participate in the tournament until the player's age can be verified by the Tournament Director.
- The Tournament Director may request valid proof of player age(s) at any time before and during a tournament.
- If an illegal player is found to be participating the result will be a forfeit. If a coach cannot provide documentation to show the player's date of birth, the player in question will be deemed illegal.





### Rosters

Each team is required to submit a City of Medford roster/liability waiver form with parent/guardian signatures before the start of their first tournament game. To save time in reviewing, teams are asked to email completed rosters to [daniel.ghelfi@cityofmedford.org](mailto:daniel.ghelfi@cityofmedford.org) prior to the day of the tournament. This form can be found on the tournament [webpage](#).

- Rosters are frozen at the first pitch of bracket play.
- Players shall only physically play for one team per tournament per weekend regardless of age division.

### Prohibited at L&D Fields/Park Rules (not a complete list)

- NO METAL CLEATS.
- NO SUNFLOWER SEEDS or TOBACCO products.
- NO animals (exception: service animals).
- NO alcohol.
- NO open flames (including BBQ grills).
- NO overnight RV parking.
- NO SMOKING or VAPING
- NO skateboards, rollerblades, scooters, or bikes. These may be walked but not ridden inside the park.

### Scheduling

- Tournament schedule and brackets will be posted online or emailed, via an email blast, to the individual who registered the team by 5 p.m. Friday, the week prior to the event.
- Age divisions that do not have at least three paid participants at the registration deadline will be cancelled. Refunds will be issued to any participants that submitted tournament fees and do not wish to play in a higher age division.
- Scheduling requests will be considered by the Tournament Director but are not guaranteed. Once the schedules are posted to the public the tournament schedule may not be changed.
- Start times are approximate. Teams should be prepared for early or late starts in tournament play.
- A coin flip determines home team in pool play. The higher seed determines home team in bracket play games.

### Lineups and Substitution

Lineups must be declared at the plate conference and used for the entire game.

**Per NFHS rules each team's lineup card shall list a minimum of nine players to start the game.**

Teams may use 9-player or continuous line-ups. A "DH" (designated hitter) is permitted.

Examples of most commonly used lineups are:

- A 9-person lineup with subs. Subs have one re-entry into the same lineup position.
- A 9 person lineup with a DH (10<sup>th</sup> person). Subs have one re-entry into the same lineup position.
- Continuous lineup – All players bat; any 9 may play defense.



**Injured or Removed Players**

- Any injured player on base with no subs available will be called out and “scratched” from the lineup.
- If a player cannot bat or is removed from the lineup due to injury or ejection, the player will be called out if removed from a base with no sub. A player unable to bat is called out at the plate and is scratched from the lineup.

**Speed-Up Rule:** At any time, the team at bat may use courtesy runners for the pitcher and/or the catcher ONLY. The courtesy runner must be the last complete batter. The Speed-Up Rule applies to any type of batting lineup.

Home team is responsible for keeping an “official” scorebook and operating the scoreboard. The home team may elect to have a representative of the visiting team keep the “official” book and operate the scoreboard. **If a team chooses to not keep a scorebook of the game that is being played, that team may not debate the other team’s scorebook. If neither team keeps a scorebook, the scorecard the umpires keep will be the only official document for the game.**

Mercy Rule and Time Limits

<u>Age Division</u>	<u>Run Differential</u>	<u>After</u>	<u>Game Time Limit*</u>
U10, U11, U12  (6 innings)	15	3rd Inning	1 hour, 45 minutes
	8	4th Inning	
U13, U14 U15, U16  (7 innings)	15	3rd Inning	2 hours
	12	4th Inning	
	8	5th Inning	

- Mercy rules and time limits apply to all tournament games, including the championship.
- Game clock shall remain running unless otherwise directed by an umpire, UIC, or TD.
- A new inning begins the moment the third out is recorded in the bottom of an inning.
- Umpires are responsible for tracking the start time for each game and enforcing time limit rules.

Innings in progress when the countdown clock expires will be completed unless the home team is ahead in the bottom of the inning. In pool play, the Tournament Director reserves the right to not allow a new inning to start when any of the following circumstances occur:

1. The tournament is running behind schedule.
2. Less than five minutes remain on the countdown clock.
3. The visiting team is leading by at least six runs.

#### Tie Game Resolution Procedure

In pool play, if a game is tied and time is still remaining on the clock, one extra inning of regular play is allowed to attempt to break the tie. After completion of an inning in which time has expired, a tie game will be entered as a tie. Completion of an inning in process when the clock runs out is required. No additional innings will be played in pool play if time has expired.

- A tie is considered a half-win and a half-loss in the standings.

In bracket play, tiebreaker inning(s), if needed, will be played to determine the winning team.

- Extra innings are counted as innings pitched. Two outs equal 2/3 of an inning.
- If time is remaining on the clock and the game is still tied at the end of regulation play, a regular inning will be played. If an additional inning(s) is needed, the modified extra-inning rule will be utilized. This places the last player to have completed an official at-bat in the team's last half inning on second base with one out.
- Time limit and run rules will be enforced.

If a game is called due to inclement weather or unsafe conditions, the team leading after the last full inning completed is deemed the winner. If the home team was ahead when the game was called, then the score will be recorded as it stood when the game was called. If the game was tied upon conclusion of the last full inning completed or if the game was tied in the bottom half of the inning, the game is deemed a tie.

#### Pool Play Standings and Bracket Placement

Pool play standings determine bracket placement. In the event of a tie in pool play standings, the following criteria determine seeding:

1. Winning Percentage
2. Head-to-Head Outcomes (If more than 2 teams have the same record skip to #3 unless all tied teams played head-to-head)
3. Total Runs Allowed (If 2 teams are tied on runs allowed and played each other, then head-to-head will be applied as a tiebreaker. If 2 or more teams are still tied, skip to #4)
4. Coin Flip (Winner of coin flip has choice of bracket seed. If no team representative is present at the time of the flip the winner will automatically be moved to the higher seed)

If two teams with the same seed meet in bracket play, a coin-flip will determine the home team. The Tournament Director determines bracket structure and reserves the right to alter seeding for (rare) extenuating circumstances.

Awards

Winners of the Gold Bracket of each age division receive 15 medals, 15 shirts (2 for coaches, 13 for players) and a championship banner. Second place finishers in the Gold Bracket receive 15 medals. Winners of the Silver Bracket receive 15 medals.

Field Dimensions

Age Division	Base Path	Pitching Mound	Fence Distance*
U10	65'	46'	200' to 250'
U11, U12	70'	50'	250'
U13	80'	54'	300' or 315'
U14	90'	60'6"	300' or 315'

\*Fence distances are the minimum distance for each age division.

Tournament Special Rules and Pitching Restrictions

- For player safety, and to avoid pitching rule violations, coaches should track innings charged to each pitcher. Confirmation of innings charged to each pitcher can be checked on the umpire scorecard or bracket boards to avoid discrepancies as the tournament progresses.
- As a reminder, the “31” pickoff move is legal in Oregon if executed correctly.
- According to NFHS rules eye black should not be used as facial decoration and should only be applied as a single strip per eye.
- All catcher’s helmets must be NOCSAE certified and have full ear protection.

Pitching Conversion (Outs to Innings)	
Outs	Inning
1	1/3 inning
2	2/3 inning
3	1 inning

U10-U12: Maximum of 6 innings in one day; Maximum of 8 innings during **the entire** tournament.

U13-U14: Maximum of 7 innings in one day; Maximum of 9 innings during **the entire tournament**.

At the beginning of each game, each team must submit a lineup card to the umpire.

- Umpires should be notified of pitching and substitution changes.
- Umpires will notate pitching changes/substitutions and submit lineup cards to be recorded by the Tournament Director(s).



If it is discovered that a player has exceeded the pitching limitations, the opposing team must file a protest with the umpire and play must be postponed until the Tournament Director and/or the Umpire-in-Chief can address the protest. A team that is found to be in violation of innings pitched restrictions will forfeit the game in which the violation is discovered, if protested properly, and if in bracket play the violating team will not be allowed to advance further in the championship bracket.

#### Approved Bats & Equipment

For U10-U13 age divisions, Medford Parks and Recreation require all baseball bats meet the traditional 1.15 BPF (Bat Performance Factor) and maximum 2 3/4" bat barrel size standards.

U13 may not use more than a drop-8 bat in any tournament and must have readable size markings on the bat when examined.

U14 and older age divisions may not use anything above a drop-3 bat that must have the proper BBCOR certification mark.

All bats must be stamped with the 1.15 BPF or "BBCOR" mark to be used in games or warm-ups at L&D Fields. Bats are subject to inspection at any time by umpires or tournament officials while participants are on City property.

Any bat that has been decertified by NFHS will be classified as an illegal bat. If a team is discovered using an illegal bat or a bat that has been altered to exceed BPF and bat barrel standards, whether knowingly or unknowingly, the team's head coach will be automatically ejected from the game and the team may be disqualified from tournament play at the Tournament Director's discretion. The bat in question will be removed from the field of play. Coaches are not subject to ejection if an illegal or non-conforming bat is discovered during pre-game inspections. Players using an illegal bat are subject to NFHS rules.

#### Protests

All on-field complaints, questions, or protests must first be handled by the field umpire, or the Umpire-in-Chief. The Tournament Director does not override, adjust, or change umpire judgment calls.

The Head Coach must verbalize a protest request at the point of contention on a timeout. Both clock and play must be postponed at the point of contention until the Umpire-in-Chief and/or Tournament Director can address the protest. If a pitch (legal or illegal) is thrown after the point of contention, the protest will not be recognized. Protests may only be made about rulings; umpire judgment cannot be protested.

Protests involving player eligibility must be presented to the field umpire or Umpire-in-Chief and Tournament Director. Once a game has ended, and if umpires have stepped off the field of play, protests will not be considered.

Per NFHS rules: Score of a forfeited game is 7 to 0 except if the game is forfeited after the number of innings required for a regulation game and the offending team is behind. Then the score remains as recorded. If the offending team is leading, the score shall be 7 to 0.





### Code of Conduct Policy

Thanks to all teams, coaches, participants and spectators for:

1. Emphasizing fair play, sportsmanship and civility at all times.
2. Maintaining a positive, cooperative attitude that fosters a family friendly park environment.
3. Cooperating with umpires and City staff.
4. Adhering to facility rules and municipal codes.

Unsporting behavior, violence, profanity and verbal abuse directed toward umpires, City staff or opposing teams are subject to individual/team sanctions, ejection or arrest.

Any player, parent, or coach exhibiting physically threatening, malicious behavior or verbal harassment towards tournament officials, umpires, participants or spectators may be asked to leave the park for the remainder of the tournament and may be subject to police action.

Any parent or coach ejected from a game must immediately leave the park and may not return to the complex for the remainder of the game. The Tournament Director and Umpire-in-Chief will decide whether an ejected parent, player, or coach may return for subsequent games or tournament days.

New NFHS rules prohibit home run celebrations with a "bat flip" or tossing of the bat. Unsportsmanlike conduct may be penalized by ejection.

### Concussion Protocol

A concussion is a serious type of traumatic brain injury that impairs brain functionality, usually a result of a forceful blow or jolt to the head. Concussions, while generally mild in nature, have the potential to cause serious long term brain damage, or even death if not recognized and treated properly.

If Department employees, volunteers, parents, coaches, or legal guardians suspect an athlete under the age of 18 has sustained a concussion or head injury while participating in a sporting event, they shall remove the injured participant immediately. Once the participant has been removed from the sporting event, they will not be permitted back into play without medical clearance from a qualified Health Care Provider.

