

# Graham Youth Baseball Tournament Rules

## OFFICIAL TOURNAMENT RULEBOOK

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### 1. TOURNAMENT STRUCTURE

- Divisions: **Rec All-Star, Minors, Triple-A, OPEN**
  - Pool play is grouped by age.
  - Bracket seeding is based on pool-play results.
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## 2. TEAM REQUIREMENTS

### Player Verification

- Managers must provide a **birth certificate** upon request.
- Players without proof of age or who are too old for the division may be disqualified.

### Insurance

Teams must carry:

- **\$100,000** excess accident/medical
  - **\$2,000,000** general liability (including participant legal liability)
  - Insurance is verified at check-in.
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## 3. ROSTER RULES

- Players may participate with **only one team per event**.  
**Penalty:** Player removed from all teams; non-original manager removed for the event.
- Players may **play up**, but may **not play down**.  
**Penalty:** Game forfeited; player and manager removed from the event.
- Playing age is determined by age on **May 1** of the current year.

### Grade-Based Players Must Provide One:

- Birth certificate
- Current report card
- School ID showing grade
- Government document confirming grade

### Roster Finalization

- Rosters lock before each event.
- Any unrostered player who enters a game is **ineligible**.  
**Penalty:** Player removed; head coach ejected.
- If an ineligible player pitches, they must be removed immediately.

## Roster Entry Requirements

- Players must be listed with **full first and last names**.  
**Penalty:** Team banned from Graham Baseball Tournaments.
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## 4. GAME PRELIMINARIES

- **Coin flip** determines home/visitor in pool play.
  - **Higher seed** is the home team in bracket play.
  - **Dugouts** are first-come, first-served.
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## 5. LINEUP, BATTING & OFFENSE RULES

Teams may choose one lineup format:

1. Straight 9 (with at least 1 substitute)
2. 9 with DH (with at least 1 substitute)
3. 10 with DH + EH (with at least 1 substitute)
4. Bat the entire roster

### General Lineup Rules

- NFHS substitution rules apply.
- Must start with **at least 8 players**.
  - Fewer than 8 = **forfeit**.
- Cannot finish with fewer than 8 players.
- If batting the entire roster and a player is ejected → **automatic out** in that spot.
- A legally rostered 9th player may be added at any time.
- Starters may re-enter **once**, in their original spot.

### Designated Hitter (DH)

- Allowed in **9U–14U**.

### Extra Hitter (EH)

- Allowed in **9U–14U**.
- Must maintain a **10-player lineup** if using an EH.

- If team drops below 9 players → EH spot becomes an **automatic out**.

### Slash Bunts

- **Not allowed** in **9U–13U**.  
    **Penalty:** Batter out + head coach ejected.
- Allowed in **14U** on **60/90 fields** only.

### Courtesy Runners

- Allowed for the **pitcher and catcher** once they reach first base.
  - Must be a **legal substitute** not currently in the game.
  - If batting the entire roster → **last batted out** runs.
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## 6. SLIDE & CONTACT RULES

- Runners must slide or avoid contact on tag plays.
  - **Malicious contact** = runner out + possible ejection.
  - Jumping over a fielder = automatic out.
  - One **dead-ball appeal** allowed per play.
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## 7. PITCHING RULES

- No official pitching limits, but coaches should monitor pitch counts.

### Recommended Guidelines

#### 9U–10U:

- 6 outs or fewer → eligible next day
- 18 outs max per tournament

#### 11U–14U:

- 6 outs or fewer → eligible next day
- 21 outs max per tournament

## Mound Visits

- **2 visits per inning.**
  - Second visit to same pitcher in same inning = **pitching change.**
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# 8. TIME LIMITS, EXTRA INNINGS & MERCY RULES

## Game Time Limits

### 6U:

- Pool: 60 min, finish batter
- Bracket: 60 min, finish inning

### 8U:

- Pool: 60 min, finish batter
- Bracket: 75 min, finish inning

### 10U:

- Pool: 75 min, finish batter
- Bracket: 80 min, finish inning

### 12U:

- Pool: 80 min, finish batter
- Bracket: 90 min, finish inning

### 14U:

- Pool: 90 min, finish batter
  - Bracket: 90 min, finish inning
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## Extra Innings (Bracket Play Only)

- Begins once the time limit or regulation innings are reached.
- Start with the **last two batters** on **2nd and 3rd**, **one out, no count.**
- Continue until a winner is determined.

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## Bracket Seeding Procedure

1. Record
  2. Head-to-head (only if 2 teams tied)
  3. Runs allowed
  4. Run differential (max 10 per game)
  5. Runs scored
  6. Automated coin flip
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## Run (Mercy) Rule

- 20-run lead after 1 inning (or time limit)
  - 15-run lead after 2 innings
  - 12-run lead after 3 innings
  - 10-run lead after 4 innings
  - 8-run lead after 5 innings
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# 9. TIME-OUT RULES

- **Defense:** 2 time-outs per half-inning
    - 2nd timeout = mandatory pitching change
  - **Offense:** 1 time-out per half-inning
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# 10. INTENTIONAL WALKS & BALKS

## Intentional Walk

- A team may request an intentional walk by telling the umpire “**put him on.**”
- No pitches required.

## Balks

- One warning per pitcher.
- After warning → balk = base advance.

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# 11. 8U COACH PITCH RULES

## Field Setup

- 10-foot circle around mound (5-foot radius).
- Pitcher's rubber in center.

## Pitching

- Adult pitcher must have one foot on rubber.
- Player Pitcher must have one foot in the circle until the ball is hit.
- Must pitch overhand.
- Batter receives:
  - Max **6 pitches**, or
  - **3 swinging strikes**, or
  - A hit
- Fouling off the final pitch keeps the at-bat alive.
- Adult pitcher must avoid interference.

## Lineup Options

Same as older divisions, but:

- Teams batting 9 may only field 9.
- Teams batting 10 may field 10.
- Roster-batting teams take an out if a player cannot bat.

## Defense

- 10 defensive players (4 outfielders).
- No defensive coaches on field.
- No infield fly rule.

## Playing Rules

- 7-run limit per inning.
- No leadoffs or steals.
- Runners may advance on defensive throws.
- No advancing home on passed balls/wild pitches.
- Batter out on 3rd strike even if dropped.
- Throwing the bat = warning, then out.

- No bunting.
  - Courtesy runner allowed for catcher of record.
  - Umpires call time when runners stop advancing.
  - No head-first slides into home.
  - No Intentional Walks.
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## 12. 6U COACH PITCH RULES

### General Rules

- 7-run limit per inning
- Umpires call time when runners stop advancing.
- Mercy rule applies.

### Field Setup

- Same 10-foot circle as 8U.

### Defense

- 10 players (4 outfielders).
- Adult pitcher must have one foot on rubber.
- Player Pitcher must have one foot in the circle until the ball is hit.
- No defensive coaches on field.
- No infield fly rule.
- Adult pitcher must avoid interference.

### Base Running

- No leadoffs or steals.
- Runners must stay on base until ball is hit.
- Courtesy runner allowed for catcher.

### Batting

- 5 pitches max.
- If no ball in play after 5 pitches → one swing off tee.
- If no fair ball off tee → batter out.
- Ball in play off tee = one base only.
- No bunting.
- No Intentional Walks



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## 13. COLLISION AVOIDANCE

- Malicious contact = runner out + ejection + **one additional game suspension**.

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## 14. CLEAT POLICY

- Metal cleats are NOT permitted

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## 15. RAINOUT REFUND POLICY

- **0 games played:** Full refund
- **1 game played:** No refund
- **2 games played:** No refund
- A game is considered “played” once it begins.
- No individual gate refunds.
- **No rings** if pool play is not finished

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## 16. Ejections & Conduct Policy

Absolutely — here is the same professionally rewritten policy with all references to **STS** removed and replaced with neutral language such as “the tournament,” “event officials,” or “the organization,” depending on context.

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### Ejections & Conduct Policy

#### 1. General Ejection Standards

Any coach, player, or spectator who engages in unsportsmanlike conduct—including

malicious contact, verbal abuse of tournament officials, or throwing objects at individuals or onto the playing field—will be immediately ejected and subject to additional suspension.

Each team is limited to a maximum of **three total ejections** per tournament. Upon the **third cumulative ejection** (including those issued to managers, coaches, players, parents, or fans), the team will be **disqualified from the event**.

2. **First Ejection (Per Individual)**

For the first ejection of any player, manager, coach, or fan due to unsportsmanlike conduct or malicious contact, the individual must immediately leave the park premises and will be **ineligible to attend or participate in the team's next tournament game**.

3. **Second Ejection (Per Individual)**

For the second ejection of any player, manager, coach, or fan, the individual must immediately leave the park premises and will be **ineligible to attend or participate in the team's next two tournament games**.

4. **Third Ejection (Per Team)**

Upon the third ejection of any player, manager, coach, or fan within a tournament, the **entire team** will be immediately disqualified from further participation. All team members are prohibited from attending any remaining games as spectators.

The team may also face **permanent disqualification or suspension** from future participation, at the discretion of the organization.

5. **Repeat Offenders**

Any individual who is ejected for a second time at any event will be prohibited from entering the park for the remainder of the tournament. Failure to comply will result in the **immediate disqualification of the team**.

The individual may also face **permanent suspension** from future events.

6. **Security Intervention**

If an umpire or tournament director must call security due to the behavior of a coach, player, parent, or fan—or if an ejected individual refuses to leave the premises—the **entire team** will be immediately disqualified at the moment assistance is requested.

No fees, admissions, or travel expenses will be refunded.

7. **Post-Game Misconduct**

Any team or team member (including managers, coaches, players, parents, or fans) who engages in misconduct after a game—such as verbal abuse, property damage, threats, or physical assault—will result in the team being **permanently disqualified** from further participation.

All responsible individuals will be subject to **arrest and prosecution** to the fullest extent of the law.

8. **Use of Profanity**

Profanity by coaches, players, parents, or fans is considered unsportsmanlike conduct and may result in ejection at the discretion of event officials or the tournament director. These events are youth-focused, and profanity is not considered appropriate or acceptable in this environment.

9. **Refusal to Continue Play**

A manager or coach may not remove their team from the field or refuse to continue play due to a dispute with game officials.

**Penalty:** Immediate forfeiture of the game and disqualification from the tournament. The manager or coach may also face **indefinite suspension** from future participation.

10. **Derogatory Behavior Toward Opponents**

Razzing, heckling, chanting, or making disparaging remarks toward opponents is strictly prohibited. Umpires are instructed to call time and eject the offending player, fan, or spectator.

If a team's fan or spectator is ejected, the **team manager will also be ejected** and must serve an **additional one-game suspension**.