



Marc Sweet Memorial Tournament Rules

- Each team needs to check in 1 hour before game time and bring the following items:
 - Proof of Team Insurance
 - Copies of birth certificates for each player available upon request.
 - Tournament fee if not already paid
 - Divisions are based upon players ages as of year 2027 league age (As of April 30th, 2027)
 - 7U, 8U, 9U & 10U - 6 innings or No new inning after 1 hour & 40 minutes.
 - 11U & 12U - 6 innings or No new inning after 1 hour & 40 minutes.
 - 13U, 14U - 7 innings or No new inning after 1 hour & 45 minutes.
 - HS - 7 innings or No new inning after 1 hour & 45 minutes.
 - Games can end in a tie.
 - Mercy Rule in all divisions – 15 runs after 4 innings, 12 runs after 5, 8 runs after 6
 - Pitching restrictions are as follows:

7U & 8U – 3 innings per game per pitcher, 4 innings per day per pitcher
9U-12U – 4 innings per game per pitcher
13U & 14U/ HS – Manager's discretion
 - Once a player is removed from the mound, he may not pitch again in that game.
Violations of pitching rules will result in automatic ejection of offending manager and Player.
 - In all divisions teams may elect to bat 9 players and/or bat 10 players, with the defensive player being an EH.
 - The EH is considered a defensive player and may switch in and out defensively.
 - Starters may re-enter one time in their original batting spot when batting nine.
- Teams may also bat their entire roster.
- Free Substitution applies when the entire roster bats.
 - If the team bats its entire roster and has no subs when a starter is injured, then an out is recorded the first time the injured player's spot comes up.
- Teams must have 8 players to start the game.
- Courtesy Runners - Teams may run for their pitcher and catcher at **anytime**.
 - The runner has to be someone not currently in the game, unless
 - If batting entire line up, runner must be last out.
 - Second Courtesy Runner – if no add'l out has been recorded, must use batter prior to last out, except in following:
 - If lineup has turned over, and last out (or batter prior to last out) are on base, at bat, on deck, or in the hole, umpire has discretion.
 - A courtesy runner can only run once per inning.
 - No metal cleats in 12U and under. **NO METAL CLEATS on PORTABLE MOUNDS.**
 - All protest will be ruled upon immediately and all decisions are final.

- All managers are responsible for their fans.
- **12U & under - Fake to 3rd and throw to 1st will be called a balk. 13U & older it is legal.**

BAT RESTRICTIONS - Wood Bats ok for all divisions

8U THROUGH 12U – No size restrictions must have USSSA Stamp, or wood 13U -8, -5, or -3 BBCOR, or wood 14U & older -3 BBCOR, or wood

TIE-BREAKER / SEEDING RULES

If two or more teams finish pool play with the same record, the following tie-breakers will be used in order:

- Head-to-Head – Result between the tied teams. If three or more teams are tied and all tied teams did not play each other, head-to-head will be skipped.
- Lowest Runs Allowed – Team allowing the fewest runs during pool play.
- Run Differential – Highest run differential during pool play (runs scored minus runs allowed), with a maximum differential of 8 runs per game.
- Most Runs Scored – Team scoring the most runs during pool play.
- Coin Flip – If teams remain tied after all above criteria.

INTERNATIONAL TIE-BREAKER – ELIMINATION GAMES

If an elimination game is tied at the end of regulation, the International Tie-Breaker will be used. Each extra inning will begin with the last completed at-bat from the previous inning placed on second base with 1 out.

If game is still tied, following innings will start with the Bases Loaded and 1 out.

7U & 8U DIVISION

Length of games: 6 innings, OR, No new after 1 hour and 30 minutes

- Bunting is NOT allowed
- The infield fly rule is NOT in effect.
- Runs restrictions – 5 Runs for first 4 innings & unlimited in 5th and 6th innings.
- Pitching restrictions are 3 innings per game. 1 pitch is considered an inning. Once a pitcher is removed from mound, he may not return to pitch in that game.
- Balk rules do not apply in 7U OR 8U.
- Batters may not advance to first on dropped third strikes.
- No lead-offs. Players cannot leave base until ball is released from pitchers hand.
- Stealing is allowed. Runners may advance once the ball is released from the pitchers hand, at their own risk. If a player leaves early he is OUT, no warning will be given.
- Stealing home IS allowed.
- To intentionally walk a batter, no pitches are thrown. Coach just needs to inform umpire and point to first base.
- Courtesy runners are allowed for pitcher or catcher at any time.
- It is the base runner's responsibility to avoid contact with fielder in possession of the ball.