



Carrie Kerbrat Shine On Memorial Rules

Discipline: All coaches are responsible for the actions and behavior of their players, coaches and fans. Umpires have the authority to warn and eject any coach, player or fan who behaves in an unsportsmanlike manner. There is ZERO TOLERANCE for any physical altercations of any type. This will lead to immediate removal of the team from the tournament.

8u Division

1. Age is based on a player's age as of January 1st of the current calendar year.
2. Pitching machine will be a wheel style, from 35 feet, set at 33 mph (digital, and 33-35 if dial).
 - 2.1. The speed setting shall not be adjusted for preference during game play. Adjustment shall only be made if required due to mechanical failure
 - 2.2. Pitching machine Coach may adjust location as necessary, to keep pitches in the strike zone.
3. Batters will be out after 5 pitches, or 3 strikes, whichever happens first if they have not yet hit a fair ball. A foul on the 3rd strike or 5th pitch earns the batter another pitch.
4. If a batted ball hits the machine, bucket, or coach who has made an attempt to get out of the way, the play is dead.
 - 4.1. ALL base runners advance one base, and the batter is safe at first.
 - 4.2. The bucket must be kept behind the machine.

- 4.3.If the umpire determines the coach intentionally contacted the ball or obstructs a throw, the batter will be called out. The coaches are required to move for hits and throws.
- 5.No leading off is allowed, the base runners shall be in contact with the base until the ball reaches home plate or contact with the bat. No Stealing.
- 6.Advancement on an overthrow is limited to 1 base per attempt made at a base.
Overthrows to the pitcher do not apply for advancement.
- 6.1.*Runner advancement on a hit stops when possession is held by any infield player, on the surface of the infield.* On a grass infield, the surface of the infield will be considered inside the chalk line if marked, if not then the square created by the basepaths. An outfielder in possession on the infield surface does not stop play. An infielder in possession of the ball in the outfield does not stop play.
- 6.2.Runners not past the halfway mark in the baseline at the time of infield possession gained shall return to the previous base. If the lead runner was not past the half way line, all runners must go back.
- 7.No intentional bunting or “slap hitting” is allowed. A full swing attempt should be made.
- 8.There is a maximum of 10 players on the field, 6 infielders (including catcher and pitcher) and 4 outfielders
- 8.1.The entire roster must bat.
- 8.2.Position changes may take place at any time during an inning but not during an at bat with the exception of changes needed due to injury.
- 8.3. Players at the pitcher position must have a face mask and must start with at least 1 foot in the marked circle.
9. The games consist of 6 innings.
 - 9.1. 5 run limit per inning. When the UMPIRE DECLARES prior to the start of a new inning, that it will be the last inning, both the visitor and home team will have the opportunity to score unlimited runs. If the home team is in the lead after the visitors bat, the game is over.
 - 9.2. Mercy rule is: 12 runs after 3 innings, 10 runs after 4, and 8 runs after 5.
 - 9.3. No new inning may be started after 70 minutes (1 hour, 10 minutes)
 - 9.4. A minimum of 3 complete innings make a completed game if stoppage is required.
 - 9.4.1. Postponed games start where play left off.
 - 9.4.2. Rescheduled games start over.
 - 9.5. Home runs (over the fence only) count all RBI's including the batter even if it is more than 5 runs.
- 9.6. Pool Games will be played to completion for time or innings in order to count runs.
10. The tie breaker for seeding purposes will be: 1) Record 2) Head to Head game results 3) Runs allowed 4) Run differential 5) Coin toss

9 and 10u Division

NSA Rules will be used in all instances, except where noted below/as highlighted below:

1. The games consist of 6 innings.
 - 1.1. Mercy rule is 12 runs after 3 innings, 10 runs after 4, and 8 runs after 5.
 - 1.2. 5 run limit per inning. When the UMPIRE DECLARES prior to the start of a new inning, that it will be the last inning, both the visitor and home team will have the opportunity to score unlimited runs. If the home team is in the lead after the visitors bat, the game is over.
 - 1.3. No new inning may be started after 70 minutes (1 hour, 10 minutes)
 - 1.4. A minimum of 3 complete innings make a completed game if stoppage is required.
 - 1.4.1. Postponed games start where play left off.
 - 1.4.2. Rescheduled games start over.
 - 1.4.3. Home runs (over the fence) count all RBI's including the batter even if it is more than 5 runs.
2. The tiebreaker for seeding purposes will be: 1) Record 2) Head to Head game results 3) Runs allowed 4) Run differential 5) Coin toss
3. Drop 3rd strike rule IS in effect for 10U only.
4. Infield fly rule is in effect.
5. 9 players maximum in the field, 3 outfielders and 6 players on the infield. (9U may use 4 outfielders for a total of 10 total players on the field). The entire roster must bat.
6. Runners may leave the base upon release of the ball from the pitcher's hand.

11, 12 and 13U Division

NSA Rules will be used in all instances, except where noted below/as highlighted below:

1. The games consist of 6 innings.

- a. Mercy rule is 12 runs after 3 innings, 10 runs after 4, and 8 runs after 5.
 - b. No new inning may be started after 70 minutes (1 hour, 10 minutes)
 - c. A minimum of 3 complete innings make a completed game if stoppage is required.
 - i. Postponed games start where play left off.
 - ii. Rescheduled games start over.
 - d. Pool Games will be played to completion for time or innings in order to count runs
2. The tiebreaker for seeding purposes will be: 1) Record 2) Head to Head game results 3) Runs allowed 4) Run differential 5) Coin toss
 3. Drop 3rd strike rule is in effect.
 4. Infield fly rule is in effect.
 5. Runners may leave the base upon release.