

GENERAL RULES (Youth Events)

10U Division

- Games are 1 hour, 30 min time limits or 6 innings (time limit is not drop dead)
- No new inning can start after 90 mins
- Open Bases are allowed
- Baseballs & Umpires provided (no pay at the plate)
- Teams may bat as many players as they want (use EH position for extra hitters)
- 46' Mound, 60' Bases, 225' Fences
- No Metal Cleats Allowed at any time (Turfs or Molded Cleats only)
- No Bat Size Restrictions
- Courtesy Runner for Pitcher and/or Catcher at any time. Must use the last BATTED out for courtesy runner.
- All Players must be on the lineup card presented to the umpire before the game
- Umpire keeps official time limit – should notify coaches when time limit is getting close
- Coin Flip Determines Home Team in Pool Play; Higher Seed is home team in Playoffs
- Championship Game has no time limit
- Run Rules in Place are as follows:
 - 10 Runs after 4
 - 15 Runs after 3
 - 20 Runs after 2
- Starters may re-enter the game 1 time (EH players can switch in & out with any player at any time)
- If a player or coach is ejected for malicious contact or unsportsmanlike behavior, he may be subject to missing the rest of that game, as well as the next game.
- If a player or coach is ejected for a snap reaction, but does not become out of control, they may return for the next game (will need to be discussed between Umpire, Crew Chief & Tournament Director)
- If game is tied at end of 6, and time limit hasn't been reached, 7th inning will begin with last batted out at 2nd base, 0 outs. Both teams will play this way until time limit is reached or there is a winner.
- Intentional Walks are granted by request (do not have to throw 4 pitches)
- Players must slide directly into bag. Runners should seek to always avoid collisions at the plate when possible. Jumping the catcher is not considered avoiding contact & is an automatic out.
- Games are official after 3.5 innings of play (if home team winning)

PITCHING RULES FOR 10U: If a player throws more than 6 innings in one day, he cannot return to pitch the next day. (This is only pitching rule Prospect Wire has. It is coach's responsibility to properly manage their arms.)

11U/12U DIVISION

- Games are 1 hour, 45 min time limits or 6 innings (time limit is not drop dead)
- No new inning can start after 1:45 is reached
- Open Bases are allowed
- Baseballs & Umpires provided (no pay at the plate)
- Teams may bat as many players as they want (use EH position for extra hitters)
- 50' Mound, 70' Bases, 250' Fences
- No Metal Cleats Allowed at any time (Turfs or Molded Cleats only)
- No Bat Size Restrictions
- Courtesy Runner for Pitcher and/or Catcher at any time. Must use the last BATTED out for courtesy runner.
- All Players must be on the lineup card presented to the umpire before the game
- Umpire keeps official time limit – should notify coaches when time limit is getting close
- Coin Flip Determines Home Team in Pool Play; Higher Seed is home team in Playoffs
- Championship Game has no time limit
- Run Rules in Place are as follows:
 - 10 Runs after 4
 - 15 Runs after 3
 - 20 Runs after 2
- Starters may re-enter the game 1 time (EH players can switch in & out with any player at any time)
- If a player or coach is ejected for malicious contact or unsportsmanlike behavior, he may be subject to missing the rest of that game, as well as the next game.
- If a player or coach is ejected for a snap reaction, but does not become out of control, they may return for the next game (will need to be discussed between Umpire, Crew Chief & Tournament Director)
- If game is tied at end of 6, and time limit hasn't been reached, 7th inning will begin with last batted out at 2nd base, 0 outs. Both teams will play this way until time limit is reached or there is a winner.
- Intentional Walks are granted by request (do not have to throw 4 pitches)
- Players must slide directly into bag. Runners should seek to always avoid collisions at the plate when possible. Jumping the catcher is not considered avoiding contact & is an automatic out.
- Games are official after 3.5 innings of play (if home team winning)

PITCHING RULES FOR 11U/12U: If a player throws more than 6 innings in one day, he cannot return to pitch the next day. (This is only pitching rule Prospect Wire has. It is coach's responsibility to properly manage their arms.)

13U/14U Divisions

- Games are 7 innings or 2 hour time limits (not drop dead time limit)
- No new inning can start after 2 hours
- Games are considered official after 4 full innings (3.5 if home team is winning)
- If game is tied after 7 and time limit still left, 8th inning begins with last batted out at 2nd base, 0 outs. Both teams will play this way until time limit is reached or there is a winner.
- Teams may hit up to 11 players at one time. If you wish to do this, you may use 1 DH and 2 EH's. You may not hit more than 11 players at any one time. ***Note a DH is "married" to that position he is hitting for. An EH can be swapped out with any other position as often as you wish.
- Courtesy Runners allowed at any time for Pitcher and/or Catcher. Must be player on the bench who hasn't played OR last batted out if no bench player is available.
- Home Team determined by coin flip; higher seed is home team in playoffs
- Championship Game has no time limit
- All players must be on lineup card handed to umpires before the game to be legal players for that game.
- Umpires will keep official time; they will notify coaches as a courtesy when time limit gets close.
- If a player or coach is ejected for malicious contact or unsportsmanlike behavior, he may be subject to missing the rest of that game, as well as the next game.
- If a player or coach is ejected for a snap reaction, but does not become out of control, they may return for the next game (will need to be discussed between Umpire, Crew Chief & Tournament Director)
- When in doubt, National High School federation rules apply
- 13U has no bat restrictions (must be no more than -5 though)
- 14U can only use BBCOR
- Run Rules are as follows:
 - 10 Runs after 5
 - 15 Runs after 4

TIE BREAKER RULES (In Order)

1. Head to Head (if 3 or more teams have the same record and did not all play each other, head to head tie breaker is immediately thrown out. In this scenario head to head only is used if 1 team beat everyone else.
2. Average runs Allowed During Pool Play
3. Average runs Scored During Pool Play
4. Run Differential between Runs Scored & Runs Allowed during pool play

PLAYOFF RULE

If a game is tied at the end of the 7th, regardless of how much time is left, during a playoff game, 8th inning immediately starts with last batted out at 2nd base, 0 outs. Both teams will play this way until there is a winner.

In the 1st Round of a Playoff (unless there is only a Semi-Final &/or Championship Round), if two teams from same organization OR same pool match up in Round 1, Tournament Director reserves the right to swap out the next lowest seed in order to avoid a repeat matchup in Round 1. If this occurs in Semi Finals or Championship then it is what it is.

Championship Games have no time limit. All other games follow Age Division Time limits

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- Games are 6 innings OR 1 hour, 30 min time limits. Time limit is NOT drop dead.
- If game is tied after 6 innings and there is time left, 7th inning will begin with last batted out at 2nd base, 0 outs. Both teams will play this way until there is a winner or time limit hits.
- Pool Play games may end in a tie
- RUN RULES are 15 after 3, 10 after 4.
- Open Bases are allowed (players can take leads)
- Courtesy runner for the catcher/pitcher is allowed at any time
- Teams may hit up to 11 players at one time. You can use 1 DH & the rest EH if you wish to hit more than 9. Teams may hit 9, however they are allowed to hit 10 or 11.
- Home Team determined by COIN FLIP or Coach's agreement before the game. (In playoffs, higher seed is home team)
- Umpires keep official time and should remind coaches as a courtesy when time limit is getting close.

PITCHING RULES: Prospect Wire believes coaches should always be responsible for their players. If a coach overuses a pitcher, that should be between him & the player's parent; not a tournament director to police. For this event, Prospect Wire asks all coaches to be smart with regards to your kids. **The only rule we will put into place for this event is if a pitcher throws 4 innings or more on Saturday, he cannot come back and pitch on Sunday.** Again, Prospect Wire prefers to put the responsibility on the coaches to properly manage their arms.

TIE BREAKERS (in order)

1. Head to Head (if 3 or more teams in a pool finish with the same record, head to head only counts if one team beat both of the other two)
2. Average Runs Allowed during pool play
3. Average Runs Scored during pool play
4. Difference between Runs Scored & Runs Allowed during pool play