

## Prospect Wire NextGen General Rules

### 10U DIVISION

- 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, 7<sup>th</sup> inning will begin with last batted out at 2<sup>nd</sup> 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 20 after 2, 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 (must be player not in game or last batted out)
- Starters may Re-Enter the game in same place in the lineup. Once a sub comes out, he's out of the game.
- 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.
- The EH can be switched with any player in the field, except the one being DH'd for. The DH is "Married" to the position/player he is hitting for if you choose to use one.
- 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.

### 11U/12U DIVISION

- 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, 7<sup>th</sup> inning will begin with last batted out at 2<sup>nd</sup> 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 20 after 2, 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 (must be someone not in game or last batted out)
- Starters may re-enter the game in same position/spot in lineup. Once a sub comes out, he is out of the game.
- 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.

- The EH can be switched with any player in the field, except the one being DH'd for. The DH is "Married" to the position/player he is hitting for if you choose to use one.
- 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.

### 13U/14U DIVISION

- Games are 7 innings or 2 hours, whichever occurs first. Time limit is NOT drop dead, unless home team is batting AND winning when time limit hits. No new inning will start after 2 hours. If a game is in the top of an inning when time hits, and home team is losing, the full inning must be completed.
- Games are considered official after 4 full innings of baseball (in the event of weather)
- Games can end in a tie during pool play, consolations or showcase games.
- If a game is tied after 7 innings, and there is time left on the clock, the 8<sup>th</sup> inning & beyond start with the **last batted out** at 2<sup>nd</sup> base, 0 outs. Both teams will hit this way til there is a winner or time limit is reached & game ends in tie. Same rules apply, once top of inning starts, if time limit hits, full inning must finish.
- Teams may hit up to 11 players at one time. If you hit 11, you may use 1 DH & 2 EH's. You may not hit more than 11 at any one time. A DH is "married" to the person he is hitting for. An EH can be interchanged with any player on the field at any time.
- RUN RULES – 15 runs after 4 innings of play OR 10 runs after 5 innings of play
- Courtesy Runners allowed at any time for the catcher and/or pitcher (if he is hitting). The runner must be a player that has not previously entered the game. If no one is available, then it is the last **batted** out.
- Home Team is determined by a Coin Flip (or coach's mutual decision before the game) during pool play, consolations or any showcase event games. Coin flip should be conducted in front of PW scorekeeper or the coaches can let him know if mutually decided upon before the game.
- Coaches should have their lineup cards filled out no less than 15 mins before their game & ready for the Scorekeepers when they come for them. Please make sure to include first & last name (or at least a first initial) and their jersey # & positions.
- Umpires keep the official Game time, and should give a courtesy "reminder" when time limit gets close to hitting. Prospect Wire scorekeepers do not keep official game time.
- Coaches are responsible for their team's parents. If a parent is out of hand and disruptive to the game, the umpire has the right to eject the head coach, and assistants if order cannot be kept.

- When in doubt, National Association (HS) rules apply. This is with regard to substitutions, slide rules at each base, pickoffs & balks, etc.

#### APPROVED BATS

10U: Approved Metals for this age

11/12U: Approved Metals for this age

13U: Approved Metals for this age

14U: BBCOR only (or may swing wood if they want)

#### **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