



**SWATourneys Handbook**

**Modified Baseball Rules for SWATourneys**

**Updated – Fall 2023**



**\*\*The internet version of these rules found at <https://swatourneys.com> has priority at all times.\*\***

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SWATourneys

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**Notice of assumed risk associated with all SWATourneys events**

Players, coaches, parents, fans, event staff and umpires assume all risk while entering facilities used by SWATourneys. This includes but is not limited to thrown and batted balls entering spectator areas and parking lots, swung or thrown bats, wet bathroom floors, bleachers, stairways and hazards caused by other fans and vendors attending events.

SWATourneys is not responsible for damage to vehicles, personal injury, theft of personal property and any other assumed risk of using public parking. Enter parks at your own risk.

SWATourneys encourages good sportsmanship on and off the field. It should be the primary responsibility of everyone to be positive role models while teaching children the great game of baseball. Young players are impressionable, watching every move and listening to every word spoken by coaches, officials, & parents. Please remember to be a positive participant at SWATourneys events.

To all players, coaches, parents and fans THANK YOU for playing with SWATourneys!!!



## Official Rules

The official rules of SWATourneys are the same as the National Federation of State High School Association except where modified by the following rules listed in this handbook. The National Federation State High School Baseball rules can be found at [www.nfhs.org](http://www.nfhs.org). The following rules are the rules that SWATourneys will follow.

### Coach's responsibilities prior to and during tournament

- All players must be added to the online roster with first and last name and DOB
- SWATourneys must be added as additional insured to team insurance policies and uploaded to the portal prior to the tournament start.
- Upon arrival at the event coaches must check in with the site director to pay entry fees.
- Coaches must have a copy of each player's birth certificate on hand during events.
- At the conclusion of each game it is the team's responsibility to clean their respective dugout.
- Coaches must verify the score and sign the lineup card. This will be the FINAL score entered online. **Scores will not be changed after the game card is signed.**
- No gum, seeds, or tobacco products are allowed on the fields.

### Team Classifications

SWATourneys offers the following classes, which reflect levels of skill. The state directors and tournament directors determine the class for each team.

SWATourneys offers three (3) classifications of play:

- D1 Division
- D2 Division
- D3 Division

Managers will classify their team upon registration and SWATourneys shall have the sole authority to classify/or re-classify any team during the current season.



## Eligibility

### A. Sanctioning, Team Insurance and Registration

Each manager can create an account at [SWATourneys.com](http://SWATourneys.com) by selecting a tournament and clicking the account icon in the upper right corner. Once an account is created, you can begin registering for tournaments.

- i. This is similar to the way other organizations “sanction” teams. We just don’t charge a fee for that. Register your team, enroll in tournaments, submit rosters & insurance online, and let’s play ball.

### B. All teams are required to provide proof of insurance to be eligible to play in any SWATourneys event. If you need to purchase insurance, you may do so by clicking [here](#).

- i. The following MUST be on the policy: SWATourneys, 3108 Dillon Industrial Drive, Clemmons, NC 27012

### C. All teams are required to post their online roster by logging into [swatourneys.com](http://swatourneys.com). The Player’s legal first and last name, D.O.B, and grade must be on the roster.

### B. Age Determination Date

- a. The age determination date for competitors will be May 1 of the current season and will be his/her participation age for that season. The player’s age on April 30th determines the player’s eligible age division for the current season that includes April 30th. All teams will “move up” in age on August 1 of each year.

- i. 8u - Cannot turn 9 prior to May 1st, of current season
- ii. 9u – Cannot turn 10 prior to May 1st, of current season
- iii. 10u – Cannot turn 11 prior to May 1st, of current season
- iv. 11u – Cannot turn 12 prior to May 1st, of current season
- v. 12u – Cannot turn 13 prior to May 1st, of current season
- vi. 13u – Cannot turn 14 prior to May 1st, of current season
- vii. 14u – Cannot turn 15 prior to May 1st, of current season
- viii. 15u – Cannot turn 16 prior to May 1st, of current season
- ix. 16u – Cannot turn 17 prior to May 1st, of current season
- x. 17u – Cannot turn 18 prior to May 1st, of current season
- xi. 18u – Cannot turn 19 prior to May 1st, of current season

### C. Grade Exception Rule

- a. Players playing under grade exception rule must have legal documentation to prove that they are eligible to play in that age division. Acceptable documents are:



- i. School report card
  - ii. Written documentation from school system on school letterhead
- b. Division Specific Grade Exception Rules:
  - i. 7u Division: Players who turn 8 prior to May 1 of the current season are not eligible unless they are in the 1st grade. Any player turning 9 prior to August 1 is not eligible. Players who are 7 are eligible for the division regardless of their grade.
  - ii. 8u Division: Players who turn 9 prior to May 1 of the current season are not eligible unless they are in the 2nd grade. Any player turning 10 prior to August 1 is not eligible. Players who are 8 are eligible for this division regardless of their grade.
  - iii. 9u Division: Players who turn 10 prior to May 1 of the current season are not eligible unless they are in the 3rd grade. Any player turning 11 prior to August 1 is not eligible. Players who are 9 are eligible for this division regardless of their grade.
  - iv. 10u Division: Players who turn 11 prior to May 1 of the current season are not eligible unless they are in the 4th grade. Any player turning 12 prior to August 1 is not eligible. Players who are 10 are eligible for this division regardless of their grade.
  - v. 11u Division: Players who turn 12 prior to May 1 of the current season are not eligible unless they are in the 5th grade. Any player turning 13 prior to August 1 is not eligible. Players who are 11 are eligible for this division regardless of their grade.
  - vi. 12u Division: Players who turn 13 prior to May 1 of the current season are not eligible unless they are in the 6th grade. Any player turning 14 prior to August 1 is not eligible. Players who are 12 are eligible for this division regardless of their grade.
  - vii. 13u Division: Players who turn 14 prior to May 1 of the current season are not eligible unless they are in the 7th grade. Any player turning 15 prior to August 1 is not eligible. Players who are 13 are eligible for this division regardless of their grade.
  - viii. 14u Division: Players who turn 15 prior to May 1 of the current season are not eligible unless they are in the 8th grade. Any player turning 16 prior to August 1 is not eligible. Players who are 14 are eligible for this division regardless of their grade
  - ix. 15u Division: Players who turn 16 prior to May 1 of the current season are not eligible unless they are a freshman in high school. Any player turning 17 prior to August 1 is not eligible. Players who are 15 are eligible for this division regardless of their grade
  - x. 16u Division: Players who turn 17 prior to May 1 of the current season are not eligible unless they are a sophomore in high school. Any player



turning 18 prior to August 1 is not eligible. Players who are 16 are eligible for this division regardless of their grade

- xi. 17u Division: Players who turn 18 prior to May 1 of the current season are not eligible unless they are a junior in high school. Any player turning 19 prior to August 1 is not eligible. Players who are 17 are eligible for this division regardless of their grade
- xii. 18u Division: Players who turn 19 prior to May 1 of the current season are not eligible unless they are a senior in high school. Any player turning 20 prior to August 1 is not eligible. Players who are 18 are eligible for this division regardless of their grade

#### **D. Proof of Age**

- a. Proof of age is required for participation in SWATourneys. Coaches should, at all times, have a copy of birth certificates or other legal records proving player age.

Only the following documents are acceptable:

- i. A photocopy of the player's birth record from the state, county, or municipal bureau of vital statistics of the place of birth. HOSPITAL RECORDS ARE NOT ACCEPTED.
- ii. A photocopy of the delayed registration of birth, if the athlete's birth was not recorded on the day of birth, issued by the same bodies.
- iii. Consular Service Form FS240, "Report on Birth", issued by the U.S. State Department.
- iv. Immigration and naturalization forms I151 and I25 and Form No. 43R3117 issued by the U.S. Department of Justice.
- v. A valid passport, driver's license or Homeland Security card.
- vi. Current School year report card

### **Team Requirements**

- All teams are required to register and provide team insurance, as outlined in the Eligibility section above, to be eligible to participate in any SWATourneys event.
- All rosters can consist of no more than 20 eligible players.
- All players participating in a SWATourneys event must be on the participating team's online roster. Players' first and last names, date of birth should be online at [swatourneys.com](http://swatourneys.com) prior to the team's first game.
- Players can play on multiple teams however, players cannot play on multiple teams on the same weekend.
- Teams have the ability to drop players at any time during the season. Teams have unlimited drops.
- A team cannot add any players once an event has started. Once a team starts their



first game of the weekend their roster is frozen until the end of that tournament.

- All coaches must check in with their site director prior to playing their first game to make payment for the event and verify their roster.
- Rosters freeze once a pitch has been thrown in a team's first game. If a coach neglects to check-in and verify his roster it will be immediately frozen at the time of the first pitch and no additions or corrections can be made. All roster rules and penalties will apply.

## Player Requirements

- SWATourneys baseball season will run from August 1 – July 31st. The player's age on April 30th determines the player's eligible age division for the current season that includes April 30th. Players can play up an age division but never play down.
- A player is eligible to compete in a SWATourneys event as long as the player follows the rules listed in the SWATourneys Handbook and is included on the team's online roster.
- A player who is in violation of the guidelines and rules is considered an illegal player.
- If a player is found to be an illegal player and is discovered during or after a game, the offending team can be ejected from the event and placed last in the standings with the team forfeiting all awards from the event. This decision will be made by the SWATourney staff and/or tournament director. Other penalties may occur. All results are final and can't be protested once a tournament has concluded.
- A player can only participate on one team per weekend.

## The Playing Field

- The below table describes the recommended mound height, rubber-to-plate, base-to-base, and fence distances for each age division. The pitching distance is measured from the rear of home plate to the front of the pitching rubber or coach's pitching plate.

Age Division	Pitching Distance	Base Distance	Mound Height	Recommended Fence Distance
7U	40'	60'	0"	180'
8U	46'	60'	0"	180'
9U	46'	65'	4"	200'
10U	46'	65'	4"	205'
11U	50'	70'	4"	230'
12U	50'	70'	4"	240'
13U & up	60'	90'	6"	325'





## Uniforms and Equipment

- No one can protest uniforms. Only the director can make rulings on uniform legality.
- Participating players must be uniformed with proper and safe baseball attire.
- All offensive players participating in a SWATournaments event must wear a double ear flapped legal helmet while on the playing field. This includes bat boys/girls while performing their duties. Youth coaches under 18 years of age must abide by this rule too.
- The catcher must wear a head protector, body protector, protective cup, shin guards, and a mask with a throat protector. The throat protector, which is part of or attached to the mask, must adequately protect him. The helmet must have full ear protection. The head, face, dual ear flaps, and throat protector must be one piece.
- Age divisions 12U and below cannot wear metal cleats.
- Pitch communication devices are permitted ONLY if they are 1-way communicators and can only be used on defense.
  - If it is found that the device is used on Offense for any reason, the device will be banned for the remainder of that tournament and the manager/head coach will be ejected.
- Bat Rules:
  - All bats must be made of an approved material, and they must be smooth and round.
  - For age division 12U and below, there are no bat size restrictions.
  - The 8U through 13U age groups shall not be limited by the National Federation of State High Schools (NFHS) regarding bat specifications. However, SWATournaments reserves the right to ban any bat at its sole discretion and without prior notice.
  - 13u only a -5 or heavier is required. 14U and above must use NFHS rules (National Federation of State High School Associations) bat limitations. All bats must be -3 BBCOR stamped.
  - A batter using an altered or banned bat is declared out and all runners return to the base occupied at the time of the pitch. A batter is deemed to have used or attempted to use an illegal bat if the player brings such a bat into the batter's box. Any out or outs made during the play stand.
  - The following bats are illegal regardless if they comply with the above requirements:
    - 2015 Demarini CF7 (-5)
    - 2015 Easton XL1 (-5)
    - 2016 Demarini CF8 (-5)
    - 2016 Demarini CF8 (-8)
    - 2016 Demarini CF8 (-10)
    - 2017 Demarini CF Zen Balanced (-8)\*\*
    - 2017 Demarini CF Zen SL 2 3/4" (-10)\*\*
    - 2017 Demarini CF Zen Zero Dark 2 3/4" (-10)\*\*
    - 2017 Demarini CF Zen - Balanced (-5)
    - 2017 Demarini CF Insane - Endloaded (-5)



- Louisville Slugger Blue Meta Composite (33/30 model only)
  - 2018 Dirty South Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)
  - (Easton) Ghost X (30/20 only - USA Baseball Marked)
  - 2022 Stinger Missile 2 - (33/30 model only)
- \*\*Re-tooled models of these bats MAY be used. They must have the orange endcap and sticker from the manufacturer indicating the corrected performance.

- If the umpire observes any violation of these rules, they will direct the violation to be corrected.
- Wooden bats are always approved for all age groups

## Game Rules

- A. Home team: Pool Play is determined by a coin toss; Bracket play will have the higher seed as the home team; Championship Game will be determined by a coin toss.
- B. Batting
  - a. Teams can bat a lineup with any number of players, with EH's and/or subs (min. 9) Or they may roster bat all present uniformed players as EH.
    - i. Example: A team could choose to bat 11 players and have 2 subs. The two players in the batting lineup will be considered as EH's and the other two outside the lineup will be substitutes. If the coach chooses to roster bat he must bat all legal players at the game.
- C. Extra hitters (EH) can move freely in defensive positions.
  - a. If a team chooses to roster bat, then all players other than the 9 defensive position players are extra hitters and can move freely in defensive positions. EH is considered a starting defensive position.
- D. For teams that are not roster batting, the starting players can be withdrawn for a sub and re-enter once, provided that they re-enter in their original position in the batting lineup. Once a pitcher is removed from the pitching position, he or she cannot return to the pitching position during a game but can re-enter to any other position.
- E. Teams can play an official game with an 8-player lineup. If a team plays with an 8-player lineup, an out is declared for the ninth position in the batting lineup at each turn at-bat.
- F. Teams must have a minimum of 8 players to start a game. Any number less than 8 and the game is declared a forfeited game and is not rescheduled. Umpires have no authority to declare a game a forfeit. Only the tournament or site directors can do this.
- G. If a team has a ninth player arrive after the game has started, the player is announced to both the plate umpire and the opposing team and is placed in the ninth spot in the batting order. The game resumes as if he or she was there at the start of the game.
- H. If a team drops below 9 eligible players due to an ejection, illness, or injury or for any other reason, an automatic out is declared in the batting order position of the player



that left the game unless there is an eligible substitute.

- I. If roster batting, player(s) arriving after the game has started are added to the bottom of the batting lineup. If the batting lineup consists of subs, players arriving after the game has started are added to the lineup as legal substitutes. Any and all players who arrive late are to be used as a substitute and must be listed on the line-up card BEFORE the game begins. If a player arriving late is not listed on the card as a substitute, the player arriving late is ineligible for that game. If a player is present at the start of the game and is simply left off the lineup card as a substitute, it is up to the Tournament Director or SWAT staff to determine if that player should be eligible or not. The decision regarding this matter is final and cannot be protested.
- J. If a team drops below 9-players for any reason, an out is recorded for the exiting player's turn at-bat. The exiting player will not be eligible to return to the game once the penalty out is recorded.
- K. A player who enters the game as a substitute, and is removed from the game, is no longer an eligible player. However, this player may be used only as a courtesy runner for the pitcher or catcher of record, at any time.
- L. The designated hitter rules below apply to divisions 15U and older. There is no designated hitter in ages 14U and below.
  - a. A hitter can be designated (not mandatory) for anyone starting player and all subsequent substitutes for that player.
  - b. A starting defensive player cannot be listed as the designated hitter in the starting lineup.
  - c. Failure to declare a designated hitter prior to the game precludes the use of the designated hitter during the game. The role of the designated hitter is terminated for the remainder of the game when either of the following occurs:
    - i. The defensive player or any previous defensive player for whom the designated hitter subsequently bats, pinch-hits, or pinch-runs for the designated hitter.
    - ii. The designated hitter or any previous designated hitter assumes a defensive position.
- M. In 12U & Under, batters are not allowed to fake bunt and swing (slashing) and will be called out. No exceptions and no warnings will be issued.
- N. Injury and Illness
  - a. If a player has to leave the lineup during the game due to illness or injury and the team has no subs left or the team is roster batting, then an out will be recorded for the injured/ill player's place in the lineup, unless there is an eligible substitute/player available. Once a player has left the game due to illness or injury, he or she may not return. \*\*\*If team is roster batting, and a player leaves the game due to illness or injury, and the team still has 9 or more players in the



batting order not including the exiting player, the 1st time the exiting player's spot comes up in the order, it is to be recorded as an out. Once that occurs, the exiting player is removed from the lineup and his/her spot will be skipped with no penalty\*\*\*

O. Courtesy Runner

- a. If eligible, a courtesy runner can be used any time for the pitcher or catcher of record. A courtesy runner is defined as a player not currently active in the lineup. An ineligible sub may still act as a courtesy runner to give more kids the opportunity to play, and keep the pace of play. If roster batting, the courtesy runner is the player with the last recorded out. No skipping outs for courtesy runners will be allowed, IT MUST BE THE LAST RECORDED OUT.

P. Base Running

- a. A legal slide can be either feet first or head first. If a runner slides feet first, at least one leg and buttock must be on the ground. If a runner slides, he or she must slide within the reach of the base with either a hand or a foot.
- b. Runners are never required to slide, but if a runner elects to slide, the slide must be legal.
- c. If a tag play is imminent, the runner should slide or must seek to avoid contact. Jumping over a player is not considered an act of avoidance.
- d. No player can initiate malicious contact. It is the umpire's judgment call that determines whether the contact is malicious.
  - i. Penalty: The player initiating malicious contact is removed from the game.

Note: There can be a collision where both players go head over heels that is not considered malicious contact. The key to malicious contact is intent. Umpires must ask themselves when making the call, "Did the runner deliberately or intentionally run into the fielder to break up the play or cause harm to the fielder?" If the answer is yes, then there is malicious contact. If the answer is no, then it is a clean play without malicious contact. Umpires must be careful when making this call to avoid ejecting players if the intent is not malicious. Keep in mind that younger players are just learning the game. Sometimes unintentional contact is made between a runner who does not slide and a defensive player. Remember, the keyword is intent.

- e. If a defensive player is obstructing the runner (judgment call by the umpire), contact by the runner is not illegal unless it is malicious.

Q. Time Limit and Official Games

- a. A regulation game consists of 6 innings for age divisions 12 and below and 7



innings for age division 13U and above, unless the game is shortened due to time limit, mercy rule, or extended by extra innings due to a tie.

- b. If a game is called due to weather or other hazardous conditions, the official score will be recorded as the last completed inning's score.
- c. Time limits for all games are outlined in the table below.

INNINGS	TIME LIMIT	AGE DIVISION
6	1 HR 30 MINS	7U – 8U
6	1 HR 45 MINS	9U – 12U
7	1 HR 45 MINS	13U – 18U

- e. All consolation games in all age groups will be 1:30.
- f. If pool play games continue to be tied beyond regulation time or regulation innings, the game will end in a tie and the results will be used for seeding purposes. All bracket play games that continue to be tied beyond regulation time or regulation innings will continue with California Tie- Breaker Rules.
- g. California Tie Breaker Rules:
  - 1. Each team shall begin their offensive half of the inning with the last 3 batters of the previous inning on base and 1 out. The last at-bat of the previous inning is placed on 1st base, second-to-last on 2nd, third-to-last on 3rd.
  - 2. This rule shall be used from this point forward until a winning team can be declared.
  - 3. Teams may use an eligible courtesy runner when the game is being contested under international tie breaker rules.
  - 4. California Tie-Breaker will NOT be used for championship games.

#### R. Mercy Rules

- i. Mercy rules for 8U Division games include:
  - i. 15 runs after 4 innings or 3 ½ innings if the home team is ahead.
  - ii. 8 runs after 5 innings or 4 ½ innings if the home team is ahead.
- ii. Mercy rules for all other 6 and 7 inning games include:
  - i. 15 runs after 3 innings or 2 ½ innings if the home team is ahead.
  - ii. 8 runs after 4 innings or 3 ½ innings if the home team is ahead.



AGE DIVISION	MAXIMUM INNINGS (1 DAY)	MAXIMUM INNINGS (3 DAYS)
7U – 12U	6	8
13U – 18U	7	9

#### S. Pitching Rules and Limitations

- a. Any player pitching **more than 9 outs on Saturday may NOT pitch on Sunday.**
- b. The above table describes maximum pitching limitations for any one player in a single day or weekend. SWATournaments highly encourages coaches to monitor the number of pitches thrown per pitcher to reduce the potential for pitcher fatigue and injury.
- c. Maximum innings in any 1 day: This is the maximum number of innings a player can legally pitch in one (1)day. Example: In the 7U – 12U age divisions, a player may legally pitch a maximum of six (6)innings in one (1) day. In the 13U – 15U age divisions, a player may legally pitch a maximum of seven (7) innings in one (1) day
- d. Maximum innings in 3 days: This is the maximum number of innings a player can legally pitch in three (3)consecutive days. Example: In the 7U– 12U age divisions, a player may legally pitch a maximum of eight (8)innings in three (3)consecutive days. In the 13U – 18U age divisions, a player may legally pitch a maximum of nine (9) innings in three (3) consecutive days.
- e. Any pitcher in the 18U or younger divisions that has pitched three (3)days in a row must rest the 4th day regardless of innings recorded.
- f. For all cumulative totals in these rules, one (1)out equals one-third ( $\frac{1}{3}$ )of an inning, two (2) outs equals two-thirds ( $\frac{2}{3}$ )of an inning and three (3)outs equals one (1)full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched. Example: A pitcher pitches the 1st inning and records 3 outs, then returns to the mound in the 2nd inning and records 1 out, and is then removed from pitching. This pitcher would have accumulated  $1\frac{1}{3}$ innings pitched for that game.
- g. Once a pitcher is removed from the pitching position, he or she cannot return to the pitching position during that game but can re-enter to any other position.
- h. When a pitcher takes his or her position at the beginning of each inning or when he or she relieves another pitcher, he or she is permitted warm-up pitches, not to exceed eight (8) preparatory pitches to the catcher or coach.
- i. Pitching limitations stop for the day when play has stopped and the park is closed for the night.
- j. When a game is suspended and continued the next day, pitching limitations are split between the two days of gameplay. Note: All outs recorded in a given day, count for out totals on the day they were recorded regardless if it is the continuation of play of a suspended game from a previous day.
- k. All pitching totals will be counted even when a game is not official or when the final score reverts back to the previous inning.
- l. For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out above the legal pitching limits pursuant to these rules. Penalty: It shall be the responsibility of each team manager to challenge pitching violations by notifying the tournament director or site



director and then filing a protest. A protest may be filed at any point after the pitcher in violation records an out beyond his or her legal limit AND while the pitcher in violation is in the game AND in the pitching position. If such violation is the last recorded out of the game, the protest MUST be filed prior to the umpires and the protesting team leaving the field of play. Violation of the pitching limitation shall result in the player being ejected from that game and the head coach being ejected from that game and the next game played. Violation of the pitching limitation on the last recorded out of the game shall result in an immediate forfeit of the game.

- i. Note: Exception: In the case of a double or triple play, there is no penalty for exceeding outs recorded
- m. It is the duty of each team's manager to protest pitching violations by stopping the game and requesting the tournament director or site director.
- n. Any outs recorded during a game once it is ruled a forfeit count toward the pitcher's recorded outs.
  - f. A second visit to the same pitcher in the same inning causes the pitcher's automatic removal from the mound (not the game).
  - g. Balks
    - In age divisions 10U – 18U, balks shall be strictly enforced without warning. In age divisions 9U and below, balks are not enforced strictly unless a persistent violation of the balk rule occurs. Base runners shall be protected if an out occurs due to an obvious balk in the umpire's judgment. SWATournaments uses NFHS rules for balks. A balk is an immediate dead ball once called no matter if the pitch is thrown or the outcome of said pitch.
- o. Tie- Breaker Rules
  - a. The following rules determine which teams advance to higher seed or position:
    - i. Once a tie is broken with three (3) or more teams, teams advance to the next tie breaker rule until the tie is broken.
  - b. Tie breakers
    - i. Win-Loss Record
    - ii. Head to Head (2 teams only)
    - iii. Fewest Runs Allowed
    - iv. Highest Run Differential – Note – This calculation is determined by taking total runs scored minus total runs allowed.
    - v. Highest total Runs Scored
    - vi. Coin Flip by Tournament Staff
- p. Rain Policy Seeding
  - a. Any game canceled due to rain will report the score of the last completed inning as final.
  - b. Teams will be seeded into brackets based on the following order of records during rained out pool play games.
    - i. 1st seeds 2-0 - Least runs allowed, highest run differential, most runs scored, coin flip
    - ii. 2nd seeds 1-0 - Least runs allowed, highest run differential, most runs scored, coin flip
    - iii. 3rd seeds 1-1 – head to head (2 teams only), Least runs allowed, highest run differential, most runs scored, coin flip



- iv. 4th seeds 0-0 – If multiple teams are 0-0 a coin flip will determine seeding order
  - v. 5th seeds 0-1 - Least runs allowed, highest run differential, most runs scored, coin flip
  - vi. 6th seeds 0-2 - Least runs allowed, highest run differential, most runs scored, coin flip.
- b. When three or more teams are tied in pool play head to head is thrown out and the least runs allowed in all pool play games are used in determining all three places. If there is still a three-way tie, the highest run differential is used to determine all three places. We never revert back to previous tie-breakers when we have a 3+ team tiebreaker.
- c. Once a 3+ team tiebreaker is used, all other seeds will be determined via regular seeding and tiebreakers, if needed, for the new teams.
- V. 8U Coach Pitch Rules
- a. There shall be a thirty (30) foot safety arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
  - b. There is a pitching plate or line 40-feet from the tip of home plate from which the coach must pitch.
  - c. There is a circle drawn with a 10' diameter with the pitching rubber or line in the middle. This is a safety area for the player in the pitching position. The defensive player listed as the pitcher cannot leave the pitching circle until the ball is hit.
  - d. If the defensive player listed as the pitcher leaves the pitching circle prior to the batter making contact and the pitcher fields the ball all base runners will be protected 1 base.
  - e. Teams can use either nine (9) or ten (10) defensive players. One (1) player must be a pitcher and one (1) player must be a catcher.
  - f. All teams must roster bat.
  - g. Because teams must roster bat, there is free substitution on defense. The batting order must remain the same.
  - h. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
  - i. Each batter is allowed six (6) pitches or three (3) strikes. If a batter hits a foul ball on the sixth (6th) pitch, he or she is allowed to continue batting until he or she either does not make contact with the ball or puts the ball in play.
  - j. There are a maximum of seven (7) runs or three (3) outs per inning except in the sixth inning where both teams can score unlimited runs.
  - k. A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules





that the coach pitcher's contact with the ball was unintentional. If, by the umpire's judgment, a coach pitcher intentionally makes contact with a batted ball, the batter is out, and no runner can advance.

- I. Umpires call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur. Time does not have to be called by the defense for the purpose of this rule.
  - i. The lead runner stops attempting to advance.
  - ii. The ball is in the possession of a fielder in the infield.
  - iii. No defensive play is imminent.
  - iv. Teams must have a minimum of eight players to start and finish a game but must take an out for the ninth player. With less than eight players, the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit by the tournament or league director. Umpires have no authority to forfeit a game.
- m. The catcher must be located in the catcher's box, no more than four (4) feet behind home plate.
- n. In 8U coach pitch, there are no:
  - i. Base stealing
  - ii. Lead offs
  - iii. Base on balls
  - iv. Awarding a base for hit by pitcher
  - v. Infield fly rule
  - vi. Intentional walks
- o. Courtesy runners are allowed for the catcher only. The Courtesy runner should be the last recorded out.
- p. A coach that is in the pitching position is prohibited from coaching while in that position either physically or verbally.
- q. Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or before it reaches home plate.
- r. A team can bunt once (1) in an inning (1 successful bunt).
- s. Batters are not allowed to fake bunt and swing (slashing) and will be called out. No warnings will be issued.

#### W. 8U Machine Pitch Rules

- a. There shall be a thirty (30) foot safety arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- b. The front of the pitching machine is set at forty-six (46) feet in a straight line directly toward second (2nd) base.
- c. Pitching machine speed recommendations: 39 – 43 MPH
- d. There is a five-foot mark drawn on both sides of the pitching machine toward



first (1st) and third (3rd) base. These marks are considered safety marks for the player playing the pitching position. The player playing this position is not able to cross this mark until the ball is batted.

- e. If the defensive player listed as the pitcher leaves the pitching circle prior to the batter making contact and the pitcher fields the ball all base runners will be protected 1 base.
- f. Each batter is allowed six (6) pitches or three (3) strikes. If a batter hits a foul ball on the sixth (6th) pitch, he or she is allowed to continue batting until he or she does not make contact with the ball or puts the ball in play.
- g. There are a maximum of seven (7) runs or three (3) outs per inning except in the sixth inning where both teams can score unlimited runs.
- h. When a batted ball hits the pitching machine, the ball is dead, the batter is awarded first (1st) base and all runners shall advance one (1) base.
- i. Umpires call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur. Time does not have to be called by the defense for the purpose of the rule.
  - i. The lead runner stops attempting to advance.
  - ii. The ball is in the possession of a fielder in the infield.
  - iii. No defensive play is imminent.
- j. Teams can use either nine (9) or ten (10) defensive players. One player must be a pitcher and one player must be a catcher.
- k. Teams must have a minimum of eight players to start and finish a game but must take an out for the ninth player. With less than eight players the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit by the tournament or league director. Umpires have no authority to forfeit a game.
- l. The catcher must be located in the catcher's box, no more than four (4) feet behind home plate.
- m. All teams must roster bat.
- n. Because teams must roster bat, there is free substitution on defense. The batting order must remain the same.
- o. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- p. In 8U machine pitch, there are no:
  - i. Base on balls
  - ii. Lead offs
  - iii. Base stealing



- iv. Infield fly rule
  - v. Intentional walks
  - q. A team can bunt once (1) in an inning (1 successful bunt).
  - r. Courtesy runners are allowed for the catcher only. The Courtesy runner should be the last recorded out.
  - s. Runners cannot leave their bases until the pitched ball crosses the front edge of home plate. A runner who leaves early is declared out and the pitch is declared a no pitch.
  - t. Batters are not allowed to fake bunt and swing (slashing) and will be called out. No warnings will be issued.
- X. 8U Hybrid Coach/Machine Pitch Rules
- a. There shall be a thirty (30) foot safety arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
  - b. The front of the pitching machine is set at forty-six (46) feet in a straight line directly toward second (2nd) base.
  - c. Pitching machine speed recommendations: 39 – 43 MPH
  - d. Coach Pitch team's pitcher must pitch in front of the pitching machine on the 40' mark from home plate.
  - e. There is a five-foot mark drawn on both sides of the pitching machine toward first (1st) and third (3rd) base. These marks are considered safety marks for the player playing the pitching position. The player playing this position is not able to cross this mark until the ball is batted.
  - f. If the defensive player listed as the pitcher leaves the pitching circle prior to the batter making contact and the pitcher fields the ball all base runners will be protected 1 base.
  - g. Each batter is allowed six (6) pitches or three (3) strikes. If a batter hits a foul ball on the sixth (6th) pitch, he or she is allowed to continue batting until he or she does not make contact with the ball or puts the ball in play.
  - h. There are a maximum of seven (7) runs or three (3) outs per inning except in the sixth inning where both teams can score unlimited runs.
  - i. When a batted ball hits the pitching machine, the ball is dead, the batter is awarded first (1st) base and all runners shall advance one (1) base.
  - j. A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, by the umpire's judgment, a coach pitcher intentionally makes contact with a batted ball, the batter is out, and no runner can advance.
  - k. All teams must roster bat.
  - l. Because teams must roster bat, there is free substitution on defense. The batting order must remain the same.
  - m. The batting order shall constitute all present players on the team roster at the



beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

- n. In 8U Hybrid Coach/Machine Pitch, there are no:
    - i. Base stealing
    - ii. Lead offs
    - iii. Base on balls
    - iv. Awarding a base for hit by pitcher
    - v. Infield fly rule
    - vi. Intentional walks
  - o. A team can bunt once (1) in an inning (1 successful bunt).
  - p. Teams can use either nine (9) or ten (10) defensive players. One player must be a pitcher and one player must be a catcher.
  - q. Teams must have a minimum of eight players to start and finish a game but must take an out for the ninth player. With less than eight players the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit by the tournament or league director. Umpires have no authority to forfeit a game.
  - r. The catcher must be located in the catcher's box, no more than four (4) feet behind home plate.
  - s. Umpires call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur. Time does not have to be called by the defense for the purpose of the rule.
    - i. The lead runner stops attempting to advance.
    - ii. The ball is in the possession of a fielder in the infield.
    - iii. No defensive play is imminent.
    - iv. Courtesy runners are allowed for the catcher only. The Courtesy runner should be the last recorded out.
  - t. Runners cannot leave their bases until the pitched ball crosses the front edge of home plate. A runner who leaves early is declared out and the pitch is declared a no pitch
  - u. A coach that is in the pitching position is prohibited from coaching while in that position either physically or verbally
  - v. Batters are not allowed to fake bunt and swing (slashing) and will be called out. No warnings will be issued.
- Y. 9U Modified Stealing Rules
- a. All SWATourney rules apply except for base stealing.
  - b. Bases are at 65 feet.
  - c. There is a 10-foot hash mark placed off first (1st), second (2nd) and third (3rd)



base.

- d. The runner can take a lead, but cannot cross the ten (10) foot hash mark until the ball cross home plate.
- e. The runner must be stationary at the time of the pitch and can steal when the ball crosses home plate.
- f. If the runner gets a running start in an attempt to steal before the ball crosses home plate:
  - i. The runner is placed back on the base.
  - ii. If the runner is put out on the play, the runner is out.
  - iii. If the ball is put in play, the runner is only allowed a base if forced up by the batter/runner.
  - iv. If it is a passed ball or wild pitch, the runner does not have to return.

#### Z. Protest

- a. \*\*If players are persistently in violation of leaving early a warning can be given to the manager and after the warning an out can be called for violation of the 10 foot hash mark for the rest of that game.
- a. Protest fee is \$100 in cash. If a team protests, the manager must notify the home plate umpire. That umpire summons the tournament director that is on-site to the field to address the protest. The protest fee is returned if the protest is ruled in favor of the protesting team.
  - i. Note: Judgment calls cannot be protested.
- b. Protests must be made verbally with the umpire by the offended team at the time of the play and before the next pitch.

#### AA. Ejections

- a. When a manager, assistant coach, player, or scorekeeper is ejected from the game, he or she can take no further part of the game. The individual must leave the park.
- b. The tournament director assesses the length of the suspension following the ejection based upon the incidents of the ejection.

#### BB. Suspension and Dismissal

- a. Any player competing under an assumed name or illegal birth certificate or ID card may receive a suspension or permanent dismissal. This rule also applies to coaches and managers who have previous knowledge of such infraction.
- b. Submitting an insufficient check to an event director or league official can result in suspension or dismissal of the team and if payment cannot be settled within a reasonable time frame SWATourneys reserves the right to turn it over to collections.
- c. Any member of SWATourneys behaving in an unsportsmanlike manner can be subject to dismissal or suspension.



- d. Any verbal or physical attack on any SWATourneys participant or member during or after a SWATourneys event can result in suspension or dismissal.
- e. Any suspended member of SWATourneys is not allowed to participate in any SWATourneys event until such suspension is lifted. This rule applies to players, umpires, coaches, fans, and directors.
- f. Head coaches are solely responsible for the actions of their assistant coaches, players, and fans.