

# DZ Tournament Playing Rules 2026

	8U	9U	10U	11U	12U	13U
Governing Rules	NFHS Rulebook 2026 Unless noted below:					
Minimum # of Players	All games must begin and end with eight (8) defensive players regardless of reason for absent players. A team must play with a minimum of eight (8) defensive players to complete the game. If the number of defensive players available is less than eight (8), the game will be recorded as a forfeit regardless of the score of the game at the time of the absence of the player.					
Chatter	Any behavior which is deemed by an umpire or tournament official to be intentionally distracting to a pitcher, batter, or fielder may result in one warning. Subsequent incidents may result in the manager being ejected and the team forfeiting the game.					
Abusive Language	Unsportsmanlike conduct or any use of inappropriate language by a coach, player, or parent toward another team, official, tournament director, or UIC will not be tolerated and will be asked to leave the park.					
Player Safety	Throwing bats, helmets, gloves, or any other equipment in a dangerous or unsportsmanlike manner is strictly prohibited. Umpires have full discretion to determine if thrown equipment poses a safety risk or violates sportsmanship standards. <b>First offense:</b> Warning <b>Second offense</b> or <b>severe first offense:</b> Automatic out (if applicable) or ejection. NOTE: If an umpire calls a player out, it is a delayed dead ball. Play stands.					
Maximum # of Innings	6 innings					7 Innings
Complete Game	4 innings (3-1/2 innings if home team is winning)  Or determined by time limit. If a game is called due to weather prior to the time limit and the required innings for a complete game.					
Game Time Limit	<b>Pool Play, Bracket Play, and Consolation Games</b>  <b>1hr and 35 minutes No New Inning</b>  A new inning can not begin after the time limit. A new inning begins immediately after the third out of the previous inning. During weather delays, the clock is suspended until play restarts.					
	<b>Pool Play and Consolation Games</b>  <b>1hr and 50 minutes Drop Dead</b>  At which game will be stopped and score will revert back to the last fully completed inning, unless the home team is up to bat and are ahead in the score or have tied the score. Intentionally delaying the game will be considered unsportsmanlike conduct and result in a forfeit. Umpires and directors have full discretion to determine whether a game was intentionally delayed.					
	<b>There is no time limit in the championship</b>					
Mercy Rule	12 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings					
Maximum Runs/Inning	5 runs per inning  This is the maximum runs that can be recorded per inning. This rule applies to the last inning as well.		Unlimited			
Tie games	Ties are allowed in Pool Play.					
	Ties are not allowed in bracket play, if drop dead time limit occurs while there is tie extra innings will begin with the last recorded out runner on 2nd in Bracket Play starting with one out recorded.					
Pitching:	Once the pitcher is removed from the mound, s/he may not return to pitch					
	<b>No pitching limits will be required for this tournament per game or per weekend. We expect that the coaches will monitor pitch count and rest durations appropriate with their players best interests.</b>					
Mound Visits	Upon the coach's second trip to the mound in one inning or third trip to the mound for the same pitcher in one game, the pitcher must be removed from the mound					
Balk Warnings	Unlimited - Instructional per umpire discretion		No balk warnings			
Hit Batter Limitation	For all games a maximum of 3 hit batters/pitcher/game can occur. The pitcher is removed from the pitching position immediately after the 3rd hit batter. Players may remain in game unless determined to be intentional per umpire discretion.					
Stealing/ Lead Offs	Base runners may not lead off or leave a base until a pitched ball has reached the batter. One warning per team is given if a runner leaves a base early, on the second warning the runner is out.	Runners can lead off and steal at any time				
Base Running:	When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.	Runners can lead off and steal at any time				
Stealing Home	No Stealing Home, unless the ball is put into play by a batter or a force walk.	Runners can steal home once per inning on a pitcher catcher exchange. ALL other situations permit a runner to steal home.	Stealing Home is allowed			

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Sliding	Runners are NOT required to slide, but are encouraged to do so. <b><u>Any intentional or reckless contact by a player, including but not limited to malicious slides or collisions, will result in immediate ejection, at the umpire's discretion.</u></b>					
Roster/Players	Once the tournament starts and the final roster has been submitted, teams cannot add players to their roster (maximum roster size is 15 players) Free substitutions / Continuous batting roster					
Minimum / Maximum # of Hitters in Line-up	All Uniformed Players Hit, Continuous batting order					
Minimum Defensive	No requirements for defensive innings played.					
4 <sup>th</sup> Outfielder	<b>4 Outfielders, 10 Fielders Total:</b> Outfielders must remain on the outfield grass until the ball is put into play by a batter.	NOT APPLICABLE				
Absent Without Injury or Illness	If a player is a hitter in the batting order, this position will be declared an 'out' should this player become absent during the game for a reason other than injury or illness. Another player may replace the absent player defensively but may not hit in the absent player's position in the line-up.					
Absent with Injury or Illness	If a player is removed from a game due to injury or illness, his/her position in the batting order will be skipped and will not be considered an out. The injured or ill player may not re-enter the game once their position in the batting order is skipped.					
Equipment:	Coaches are responsible to check their own/players equipment					
Bat Restrictions:	<b>*USSSA Rules Apply. The maximum diameter shall not exceed 2-3/4 inches and the maximum length shall not exceed 36 inches. Bats should not exceed the 1.15 BPF (Bat Performance Factor) as defined for baseball bats by ASTM Standards. (8U-12U @ -10, 13U @ -8, 14/15U @ -5/BBCOR/Wood)</b> <b>*Big barrel bats (diameters of 2-5/8" or 2-3/4") must have the USSSA 1.15 BPF or USA Baseball mark. Older big barrel bats will not be allowed.</b> <b>*Small barrel bats (diameter of 2-1/2") must have the USSSA 1.15 BPF or USA Baseball mark as well. Older small barrel bats will not be allowed.</b> <b>*NFHS Rules Apply. Any solid (one-piece) wood baseball bat will be legal. The only legal non-wood bats will be BBCOR-certified baseball bats. The bat may not exceed minus three (-3) in differential between length and weight</b>					
Cleats/Shoes	Plastic or Rubber Cleats only, no metal					Plastic or Metal Allowed
Courtesy Runner for Pitcher and/or Catcher	<u>At any time</u> , a courtesy runner for the catcher or pitcher of record may be used. It must be the player who made the last recorded out. NOTE: This rule may be used for the player's previous defensive inning or next defensive half inning.					
Field Dimensions:						
Pitching Distance	40' 0"	46' 0"	46' 0"	50' 0"	50' 0"	54' 0"
Base Distance	60' 0"	65' 0"	65' 0"	70' 0"	70' 0"	80' 0"
	If the field dimensions are found to be incorrect after play has started, corrections to the field should be made at the end of the current inning.					
Drop 3rd Strike Rule Applies?	No. On a dropped 3rd strike, the batter is out and the ball is live.		Yes			
Infield Fly Rule Applies?	No	Yes				

- Miscellaneous Rules ALL DIVISIONS:
- Scores will be collected on score sheets by umpires and turned into Tournament Director.
  - MAX runs allowed for tournament score on mercies is 10 Runs (I.E. Score is 18-3, tmnt will use 13-3 for tally)
  - Scores will be recorded on score cards by umpires.

Tie Breaker for Pool Play

- 1) Best Record
- 2) Head to Head - (If three or more teams are tied this will be skipped)
- 3) Runs Allowed
- 4) Run Differential
- 5) Total Runs Scored