



2024 Pacific Youth Association Tournament Rules and Guidelines

650 South 6th Street, Pacific, MO 63069

Tournament Check-in/Registration and Line-Up Cards

- A PYA Board Member will be available at the park for team check-in.
- Check-in time will be 45 minutes prior to your first game; please have a full player roster available.
- Each team should prepare a written line-up, listing the first and last names along with player numbers for all players/subs prior to each game.
- Line-up cards will be provided to each team at check-in.
- Line-up cards must be provided to the home plate umpire during ground rules.
- Players not listed on the game card are not eligible for that game.
- Each team should be ready to play 30 minutes prior to the scheduled start time.
- Official brackets and game times are posted on our website at www.pyaballpark.com.
- PYA will also display tournament brackets at our Concession Stand.

Rainout Policy

- A refund will be provided in full if the team is unable to play any games due to the weather.
 - A refund will be provided of 50% if the team is only able to play one game due to the weather.
 - A refund will not be provided if the team is able to only play two games due to weather.
- PYA will update game times and/or rainout information as needed directly to our website.*

The Following Rules Apply, All Other Rules Follow Major League Baseball

- In pool play, a coin flip will determine the home team.
- The coin flip will be conducted by the umpiring crew during ground rules.
- In bracket play, the higher seeded team will be the home team in all games.
- The home team will maintain the official game book and start time.
- Start time will be announced immediately following ground rules and confirmed with home team.
- Pitchers must be removed after second mound visit during same inning to same pitcher.
- Inclement weather could force to modify tournament game times on any given weekend.
- Four baseballs per game provided by the Pacific Youth Association.
- In addition, each team should provide two slightly used balls during ground rules.
- All teams should chase foul balls or provide replacement baseballs as needed.
- All teams must keep score books and report the game score to the home plate umpire between innings.
- Umpires will maintain game cards for all games.
- Coaches are responsible for their players and fans.
- Outs will be added or subtracted due to unsportsmanlike conduct at the umpire's discretion.



Coaches Have the Following Lineup Batting Options

- Coaches should bat the roster and are allowed free defensive substitutions.
- If at any time a player does not make their turn at bat due to injury, sickness, etc. their bat in the lineup will be recorded as an out.
- The opposing coach may waive this rule if approached prior to that at bat.
- Teams may start, play, and must finish a game with seven players.
- You may have a courtesy runner at any time for the pitcher and catcher.
- The runner must be last out.

Game Procedures – Pool and Championship Play

- Pool games will end in ties after allotted time has expired or full innings are completed.
- If elimination games are tied after time expires, tie-breaker rules will be implemented.
- Each team will start with the previous innings last batted on 2nd base with one out.
- The following pool play tie breakers will be used for seeding in the championship rounds.
 - a) Head to Head Play
 - b) Total Runs Allowed
 - c) Total Runs Scored
 - d) Coin Flip
- All forfeits, all ages, will be recorded as 7 – 0.
- Any team that forfeits a pool game is not eligible for bracket play.
- Team managers are required to verify game scores and game cards of all games immediately following completion of game.
- Signed game cards are the official scoring for each game played.
- Failure to sign a completed game card assumes acceptance at 10 minutes post completion of game.



General Rules for Softball

- 6 innings will be played per game unless time is exceeded.
- Players cannot wear metal cleats.
- Players cannot take lead offs until the ball is released from the pitcher's hand.
- Batting helmets required at bat, on deck, and on bases.
- Catchers in all divisions must wear helmets, face masks, throat protectors, body protectors, and shin guards.
- Anyone under the age of 18 must wear a face mask while warming up the pitcher.
- The manager and/or coach can make 3 defensive trips per game.
- Offensive coaches are allowed 1 conference per half inning.
- Face guards are encouraged, but not enforced.
- Line-Ups: All divisions have free defensive substitutions and must bat their entire lineup presented for tournament.
- There are no EH, DH or sub players allowed.
- Courtesy Runner - Anytime the last pitcher or catcher of record becomes a base-runner you may substitute a pinch-runner.
- The pinch-runner must be the player who made the last out.

Any rules not in our general tournament rules will fall back to USA rules.

7U and 8U Machine Pitch

- Bases 60 ft – Mound 40 ft
- 10 fielders including the pitcher – teams have the option to play 4 outfielders.
- 6 inning game or 1 hour and 20 minutes for game time limit.
- Once time is reached, players can finish the inning.
- Run Rule – 20 after 4 innings / 15 after 5 innings / Max 5 runs per inning.
- Innings will still be played if time allows, even if one team cannot match runs allowed.
- 5 Pitches max to each batter unless umpire deems pitch is not hittable.
- 3 strikes and out.
- No stealing or lead offs until ball is hit by batter into play.
- The runner can leave the base once the ball is hit by the batter.
- Runners can advance on live ball until one infielder has control of baseball inside of dirt infield area within the playing field.
- Runners will be awarded closest base per umpires judgment.
- Pitchers must start to the side or back of machine prior to the pitch and always stay outside of the chalk circle.
- If a player enters the chalk circle during a play, the play is dead.
- Batted balls that hit machine are ruled as a dead ball with each runner, including batter, advancing one base.
- No dropped 3rd strike, no infield fly rule, no bunting allowed.



9U Player Pitch Rules

- Dropped 3rd strike rule does not apply.
- No stealing or advancing to home on pass ball by catcher.
- 3rd base runner can advance to home if play is made at any base.
- No lead offs.
- 5 Runs / Inning – Unlimited in 6th inning only

Mercy Game Run Rules

- 20 runs after 1 inning
- 15 runs after 2 innings
- 12 runs after 3 innings
- 10 runs after 4 innings
- 8 runs after 5 innings

Complete Game Rules

- All games, all ages, 3 innings or 1 hour in time limit played – score reverts to previous finished inning.
- If games are incomplete, games will resume exactly where ended if moved to the next day due to rain and weather.
- No new inning may start after the time limit has elapsed.
- A new inning automatically begins after the 3rd out is recorded in the bottom half of the previous inning.
- The official game time starts after ground rules are completed – umpires will confirm official game start time with home book score keeper.
- Championship games have a 2 hour time limit if last game of day; run rules are still in effect.
- It is the responsibility of managing pitch counts and innings rests with each team's Head Coach.

Cleats

- Metal cleats are allowed in the 14U divisions.
- No metal cleats on portable mounds.

Slide Rules

- Mandatory slide rule at any base. If a player does not slide to avoid contact, and the act is determined by umpire that play is ruled malicious, with intent to hurt, the player will be ruled out and ejected from the game in progress.

Bat Restrictions

- 13U & under must be stamped USSSA 1.15 BPF or USA stamped or BBCOR or WOOD.
- 14U must use -5 (drop 5) 1.15 stamped bats or USA stamped – BBCOR bats are allowed.



Game and Roster Protest

- Protests shall follow major league procedures on the field and stop play to file a protest.
- No protest of a judgment call or game outcome, and only an incorrect rule interpretation can be protested that impacts the natural course of the game.
- Umpires must sign both scorebooks and site the game situation. The manager then has 5 minutes to present his protest, citing the specific baseball rule to justify his protest to the Tournament Director along with submission of a \$100 forfeit fee – cash. If the manager does not file his protest within the 5-minute time frame, the protest will be considered as dropped and no action will be taken.
- If the protest is won, the protest fee is returned.
- If the protest is lost, the fee will be forfeited.
- Game clock does not stop during protest situations.

Age Chart – Proof of Age Requirements

- We will not collect birth certificates prior to the tournament.
- It is the Managers responsibility to have player birth certificates or accepted proof of age identification in case there are any questions regarding the age of their players.
- Failure to produce birth certificates and roster will result in a forfeit in the event roster is protested by opposing team.
- In rain shortened timed games, PYA does run hard stop time limits – game is stopped at designated game length (determined at ground rules). At that time score reverts to previous finished inning’s score. If you have entered the bottom half of an inning and the home team moves ahead in the game, that score will be recorded as official score.

Age	Birth Date	Field	Game Time	Innings	Max Runs Per Inning
14U	Born on or After May 1st, 2009	60'-6" x 90'	1 Hour 30 Minutes	7 Innings	Unlimited
13U	Born On or After May 1st, 2010	54' x 80'	1 Hour 30 Minutes	7 Innings	Unlimited
12U	Born On or After May 1st, 2011	50' x 70'	1 Hour 30 Minutes	6 Innings	Unlimited



11U	Born On or After May 1st, 2012	50' x 70'	1 Hour 30 Minutes	6 Innings	Unlimited
10U	Born On or After May 1st, 2013	46' x 65'	1 Hour 30 Minutes	6 Innings	Unlimited
9U	Born On or After May 1st, 2014	46' x 65'	1 Hour 30 Minutes	6 Innings	See Rules Section
8U	Born On or After May 1st, 2015	40' x 60'	1 Hour 20 Minutes	6 Innings	See Rules Section
7U	Born On or After May 1st, 2016	40' x 60'	1 Hour 20 Minutes	6 Innings	See Rules Section

General Roster Rules

- All teams must provide a roster prior to game time and at tournament check in.
- Teams should keep a copy of their roster and be prepared to present during the game if the opposing coach questions a player.
- Opposing coach should file official roster protest with the PYA prior to observing the roster.
- Game clock will not be stopped during protests of any kind.
- Failure to produce a roster and player birth certificates during game, if protested, will result in immediate forfeit of game in play.
- A player cannot reside on two different rosters – players can be released and added to rosters at coaches discretion.
- A player cannot play on two different teams in the same tournament regardless of age.
- Teams found using ineligible players will immediately forfeit the game being protested and the score will result in a 7-0 loss.



Rules of Conduct – Disruptive Behavior

- PYA likes to create a family atmosphere for its tournament participants and guests.
- No unsportsmanlike conduct by participants or fans will be tolerated, and penalty for such behavior will be removal from the grounds for the remainder of the tournament.
- Coaches are responsible for themselves, their players, and families at all times.
 - Any suspension/ejection imposed by umpires will be served during the game in progress and the next tournament game and/or tournament weekend. Applies for Coaches and Parents.
 - Players are eligible for the next game. Ejected Coaches or Parents will need to be outside the park or near the foul line and foul poles during the game of which they are suspended.
- Ejected coaches and players should leave the playing field and report to Tournament Check In. At the time the Tournament Coordinator will escort players or coach outside the park. Game clock continues during ejections and all time associated with the ejection.
- Failure to leave the field and park in a timely manner could result in a game forfeit.
- Forfeiting would result in a 7-0 loss.
- Game Umpires do not have the authority to call a game forfeit.
- Max 3 coaches and score keeper allowed in dugouts.
 - Head Coach, Two Assistant Coaches, and Score Keeper
- Defensive coaches are not allowed on the playing field during your respective teams defensive 1/2 Inning – Defensive coaches should remain in dugout.

PYA Park Rules

- Please remove all items, including trash, from your dugout promptly at the completion of your game.
- Tournament schedules run tight, so we ask that you clear the dugout first before talking with your team after the game.

We understand that not all fans enjoy eating ballpark food, but please keep in mind that the concession stand generates funds for operations to be successful at the ballpark. We appreciate your consideration in using our Concession Stand when visiting the PYA.

Thank you for choosing Pacific Youth Association to host your team this season!