



# Advantage Athletic Tournaments

## AAT OFFICIAL RULES

"Lead-Off/Steal & High School Modified"

**EQUIPMENT** - Metal cleats allowed 11u-up. Yet, NO metal cleats on pitching mounds

**BAT RULES: 8u-13u:** AAT will allow "both" BPF 1.15 and USA Bats as youth teams begin the complete transition to USA Bat Standards. AAT feels this is a fair gradual transition as we proceed forward with the various types of clubs and organizations that attend our events.

**14u-19u:** (minus -3) weight/length ratio only. All bats must be stamped BBCOR.

**Batting Helmet:** A full use batting helmet, which covers the top and back of the head and the side of the face, must be worn when at bat and while on base.

**Catcher's Gear:** The catcher must wear all appropriate protective gear which includes: a protective helmet/mask that fully covers ears - skull cap allowed/hockey style, chest protector, shin guards, protective cup and throat guard.

**AGE CUTOFF:** April 30th of the current season. \*AAT reserves the right to grant special exemptions.  
**ROSTER:** May not exceed 15 players throughout the tournament (14 shirts are given to all 1st & 2nd place teams)

**BASEBALLS:** Teams are REQUIRED to provide (3) game balls per game (2 New + 1 Used) \*Balls are returned to you.

**USE OF THE PARK** Teams may warm-up in the outfield grass prior to their game if time permits. NO climbing on fence!  
Formal infield/outfield is not permitted prior to the game. Soft-toss into the chain link fence is not allowed.

**GAME RULES** AAT Tournaments are governed by NFHS rulebook with modified exceptions. Advantage Athletic Tournaments has the right to implement rule variations to assure all levels of play are competitive and safe. Local rule exceptions are stated below or will be stated at the home plate conference. Coaches are expected to maintain rosters and proof of age for all players listed on their official AAT roster "on hand."

### **8U: Player-Pitch Rules**

1. 8u 60/65 ft bases and 46 ft pitching distance
  2. There are 9 defensive players in the field with three outfielders
  3. There is NO LEAD- OFFS, stealing is allowed after the ball crosses the plate
  4. 5 runs max for innings 1-5 per team. 6th inning allows for unlimited runs.
  5. If the base runner leaves early the Umpire will put the runner back on the last occupied base
  6. The infield fly rule applies
  7. There is no advancement on dropped ball strike three
  8. The runner cannot steal home; the runner must be batted in or forced home.
- 8u 60/65 ft bases and 46 ft pitching distance, NO lead offs, stealing after ball passes plate & NO dropped 3rd strike

\***Kid Pitch:** 5 runs max innings 1-5. Unlimited runs 6th inning, mercy rules apply, no stealing home on passed ball

- **9u 60/65** ft bases and 46 ft pitching distance, NO lead offs, stealing after ball passes plate & NO dropped 3rd strike
- **10u** will be played on 60/65 ft bases and 46 ft pitching distance, lead offs, stealing & dropped 3rd strike
- **11u-12u** will be played on 70-ft bases and 50 ft pitching distance, with lead offs, stealing, and dropped 3rd strike.
- **13u** will be played on 80-ft bases and 54 ft pitching distance, with lead offs, stealing, and dropped 3rd strike.
- **14u-19u** will be played on 90-ft bases and 60'6" pitching distance, with lead offs, stealing, and dropped 3rd strike.

**HEADFIRST SLIDES:** NOT permitted (8u-10U) Penalty=Runner out. \*Runners may dive headfirst when returning to a base. \*Malicious contact always supersedes obstruction. \*(11U-19U): Headfirst slides are allowed into all bases.

\*If a runner attempting to reach a base intentionally and maliciously runs into a defensive player in the area of that base, he will be called out and ejected upon judgment of the umpire. This is a Judgment Call by the Umpire and it is FINAL! The Tournament Director shall have the right to reinstate the player for the next game depending on the severity of the ejection. Players return to the base last touched at the time of the collision.

\*Courtesy runners will be allowed for the current pitcher and catcher only (at any time). The courtesy runner will be someone not currently in the line-up or if the team has no players on the bench, the courtesy runner will be the last recorded out. Re-entry status shall not be affected when using a courtesy runner.

\*An intentional walk may take place by announcement by the coach, catcher and/or pitcher.

**SEEDING:** 1.Record, 2.Head to Head, 3.Runs Allowed/max runs allowed-10 per game, 4.Runs Scored/max runs scored-10 per game, 5.Coin Toss

\*Runs Allowed examples: you win (13 to 12 = Runs allowed are 10) & (7 to 5 = Runs allowed are 5)

\*Runs Scored example: you win (13 to 12 = Runs scored are 10) & (7 to 5 = Runs scored are 7)

**STARTING & ENDING GAMES: GAME TIME is FORFEIT TIME!**

Unless the delay is caused by AAT. Teams are required to begin with a minimum of 9 players but may finish with less.

Official Start Time will be made via the Umpire and Home book immediately following the plate meeting HOME/AWAY & DUGOUTS: A coin flip will determine Home Team. Home team is required to keep the official book.

\*Pool-play games; choice of dugout will be on a first-come, first-serve basis. \*Play-off games; the Higher seed will have the option of Home or Visitor (coin flip if same seed). Teams are REQUIRED to pick up their own trash and debris.

**8u-12u GAME TIMES:** 6 Innings or 1 hour and 45 minutes. No new inning may be started after time has expired. A new inning starts when the previous inning ends. 3rd/4th place game will have time limit.

\*No time limit on the Championship game, yet Mercy Rules will still apply.

**13u-19u GAME TIMES:** 7 Innings or 2 hours. No new inning may be started after time has expired. A new inning starts when the previous inning ends. 3rd/4th place game will have time limit.

\*No time limit on the Championship game, yet Mercy Rules will still apply.

**TIES:** If there is a tie at the end of the game, the "AAT Tie Breaker" will apply. Each team will start the inning with the player who was last recorded OUT, as a Base Runner on 2nd base with one (1) out already on the books.

\*Pool-play: There must be time left on the clock to incorporate the AAT Tie Breaker. If time has expired the game will end in a tie! (no new inning may be started after time has expired in any Pool-play game).

\*Play-off: Games will always incorporate the AAT Tie Breaker in Play-off games, at end of time limit.

A game shall be ruled official and complete if called by the Umpire or Tournament Director due to rain, inclement weather or other reasons beyond our control, provided 3 innings have been completed. If 3 innings have not been completed, the game shall begin from that point when safe play can be resumed.

\*Any game started is considered a full game for refund purposes.

### **MERCY RULES**

12 runs after 2 ½ or 3 innings 10 runs after 3 ½ or 4 innings 8 runs after 4 ½ or 5 innings

### **BATTING**

Teams may bat 9 players, 10 players with extra hitter (EH), or their entire lineup. If a team uses a lineup that contains 10 players, the player in the EH position, while not actually playing a defensive position, is treated as such for substitution purposes. You may not, for example, bat 11 of your 13 batters.

Designated Hitter is allowed. If the DH takes the field defensively, everyone will bat for themselves. All players in the line-up may move freely in defensive positions without reporting with the exception of pitching. If you bat the entire lineup and you have to scratch a player in the lineup due to injury or ejection then that spot will be an out when that player comes up to bat.

\***COURTESY RUNNER** (for pitcher/catcher in game only). Must be Sub Bench player (if no sub - courtesy runner is last out).

\*Teams not roster batting should declare eligible substitutions on their official lineup and present it at the plate meeting.

\*For teams that are NOT roster batting, starting players can withdraw and re-enter once (including DH), provided that the players re-enter in their original position in the lineup (married to the spot)

\*12U and under: DH is interchangeable with no penalty.

\*NO Slug Bunts Allowed

### **PITCHING RULES: COACHES = PLEASE KEEP RECORDS TO VERIFY**

- 8u-9u: pitchers are allowed a maximum of 3 innings per game, 8 innings per tournament

- 10u-12u: pitchers are allowed 8 innings per tournament

- 13u-14u: pitchers are allowed 10 innings per tournament

- 15u-19u: Not monitored

- Any pitching challenges/clarification must be done prior to the game start time

- Any innings pitched violation challenges won, will result in a forfeit: Resulting in the opposing team winning 7-0

One pitch thrown constitutes an inning pitched. Each pitcher must be removed from the mound upon the 2nd visit by the coach/manager in an inning. A coach is prohibited from making a 2nd visit to the mound while the same batter is at bat. If a pitcher is removed from the game, they may NOT return to the pitching position for the remainder of that said game. If a coach calls time to confer with another player and crosses the foul line, this is considered a trip to the mound for that inning. Violation of pitching rules may result in forfeit. One charged conference per inning: 2nd visit = pitching change.

\***BASEBALLS:** Teams are **REQUIRED** to provide (3) game balls per game (2 New + 1 Used). Balls will be returned.

## **UMPIRES/PROTESTS**

The umpires will settle all problems on the field at the time of dispute. Rule Interpretation Protests must be declared to the Umpire **PRIOR** to the next pitch being thrown. No protests will be allowed following the game, or after the next pitch was thrown. The Tournament Director and Umpire-in-Chief will rule on all protests; their decisions are final. A \$100 cash protest fee will be assessed to all protests and is due at the time the protest is made. It must be done **PRIOR** to the next pitch. Winning protests will be refunded.

## **TOURNAMENT AWARDS**

Awards are issued immediately after the 3rd/4th & 1st/2nd games. 1st/2nd teams please line-up on base lines after game.

## **WEATHER**

AAT reserves the right to limit games to 4 innings/90 mins drop dead. Weather refunds are made via a team credit of \$75 per "game guarantee" (AAT is 4gg) not begun. A game started is considered a game played for refund purposes.

## **RULES - Playing up an AGE:**

Teams may choose to play up. If so, they will follow the older division: "Rules/Field Size/Bat Size" unless otherwise noted.

## **COMBINING AGES:**

AAT reserves the right to combine ages if necessary. Ex: 8u/9u (9u rules). 13u/14u (14u rules & field size).

## **SPORTSMANSHIP**

All players, coaches and fans will be expected to conduct themselves in a sportsmanlike manner at all times. Razzing, heckling, taunting, swearing, and making disparaging remarks to the opposing team, fans, and/or umpires **will "NOT" be tolerated**. Any player, coach or fan whose conduct is unbecoming or abusive; will, at a minimum, be removed from the premises at the discretion of the Tournament Director, Umpire-in-Chief and umpires. **Any individual (PLAYER, COACH, or FAN)** ejected from the game will miss the remainder of that game, plus the next game. The Tournament Director has the right to reinstate the player/individual based on the severity of the ejection. If the same person is ejected for a 2nd time, he/she will remain suspended for the remainder of the tournament. Failure to comply with these rules will result in forfeiture of the game. Head Coach/Manager remains responsible for the actions and behaviors of their players, coaches, and fans.

**NO SHOWS:** No shows will result in a forfeit of the no-show team. Opponent will win 7-0. There will be no refunds for games lost due to no-show teams (for opponent or no-show team).

\*Teams that no-show will result in a AAT ban of further tournaments. This is not fair to your opponent.

**Advantage Athletic Tournaments** reserves the right to refuse service (or) entry to any of our tournaments/events at our discretion. This includes: Teams, Coaches, Players, Fans, and Spectators.

\*Maintaining the integrity of a youth based atmosphere is of our utmost importance.