

REDNECK



RUMBLE

June 26th-27th
Nephi, UT

TOURNAMENT RULES

Winning team please report all scores over text after each game to (435-660-6044) this is important regarding seeding. Make sure you send the correct score.

TOURNAMENT FORMAT:

3 games guaranteed. Each team will have 2 pool-play games on Friday. A single elimination tournament will be played on Saturday. Teams will be seeded according to results of pool play games. In pool play home team is indicated on the schedule. In the tournament the higher seed will be home team including the championship game. If both teams are the same seed the home team will be determined by a coin flip or rock, paper, scissors. Home teams will be responsible to provide an official scorekeeper unless otherwise designated by the umpire. Please report all scores over text after each game to Randy Cuff (435-660-6044).

We have 8 divisions this year: 7u – 14u

Time limits: 8U-14U Games will be no new innings after 1:30, 6 innings, or 15 run rule after 3 innings, 10 run rule after 4 innings 8 run after 5 innings. Championship games will be 1:45 for 10u-14u with the same mercy rules.

- Pool play can end in a tie if time expires, but may continue if time allows for extra innings. Same rules apply for tournament play and championship game unless game is tied. 4 innings or 1 hour will count as a complete game. If the game goes into extra innings, we will use the MLB rule which will put the last out on 2nd base.

Age Divisions: Division ages are determined by a player's age on April 30, 2025. Proof of age documentation must be available at each game and must be produced upon request of an umpire or tournament official. If player is not of age or proof of age cannot be produced, he will be unable to play the remainder of the tournament and that game will be forfeited.

BIRTH CERTIFICATES:

All players must bring birth certificates (Electronic copies will be accepted) - They will only be checked upon request by Staff or Umpires. **Penalty - If player is not of age and or birth certificate cannot be produced, he will be unable to play the remainder of the tournament and that game will be forfeited. Staff or Umpires may also remove that team from the tournament at their discretion.

7U DIVISION EXCEPTIONS TO THE RULE: (Machine Pitch)

- Games are no new inning after 1:15 or 6 innings
- Machine will be set at 38' from home plate
- Each batter will receive up to 5 pitches (unless the fifth pitch is foul)
- 3 strikes is an out
- No drop 3 strike rule will be in effect
- 3 outs ends the half-inning
- 5 runs per inning max can be scored. All runs which score on the play of the 5th run, are recorded.
- Run rules are: 15 after 3, 10 after 4 & 8 after 5
- Games are a maximum of 6 innings and can end in a tie
- Bases will be set at 60 ft.
- Machine can only be adjusted is the umpire sees needed, *speed can only be changed by the umpire.
- One umpire will be used.
- No lead-offs or pickoffs can be achieved.
- No stealing is allowed in any situation including passed balls or overthrows.
- Once the ball touches the infield, the runner may only advance to the next available/open base. The ball will remain live and an attempt on a runner can result in an out.
- Pitcher must remain behind the pitching machine prior to pitch being hit.
- 7u teams may use 4 out-fielders
- Coaches are allowed on the field during defense but must remain behind the outfield players.
- Defense will be allowed only one team conference per inning.
- No Bunting
- No infield fly rule
- If batted ball hits machine, all runners and batter advance one base
- Pitcher must be within a five foot radius of the machine (may not be used as an up-the-middle defender near 2nd base).
- Outfielders must play on the outfield grass or 20' behind the base.
- Obstruction will be called for players who do not move from the base when they don't have the ball.

8U DIVISION EXCEPTIONS TO THE RULE:

- Lead Offs are NOT allowed.

- Base runners may steal or advance to any base after the ball crosses home plate. If a runner leaves early the player will be called out.
- The play is over on a batted ball when the pitcher is on the mound with the ball or the umpire has called time out.
- Batter is automatically out on a 3rd strike. (No dropped 3rd strike rule will be in effect).
- 6 runs per half inning: After 6 runs score, teams exchange offense and defense. All runs which score on the play of the 6th run, are recorded.
- Pool play last inning, due to time or being the 6th inning will still be played even if the trailing team is too far behind to catch up. 6 runs per half inning rule will still apply in last inning, not unlimited runs. Mercy run rule still applies.
- **No run rule per inning for the Championship on Saturday for both division.**

9U DIVISION EXCEPTIONS TO THE RULE:

- Lead Offs are NOT allowed
- Batter is automatically out on a 3rd strike. (No dropped 3rd strike rule will be in effect).
- 6 runs per half inning: After 6 runs score, teams exchange offense and defense. All runs which score on the play of the 6th run, are recorded. **ONLY APPLIES TO THE FIRST 3 INNINGS**
- Last inning: Will still be played even if the team is trailing too far to catch up. If time will allow. Mercy run rule still applies.
- **No run rule per inning for the semifinal and championship on Saturday for both divisions.**

10U DIVISION EXCEPTIONS TO THE RULE:

- Lead Offs are NOT allowed (sorry Nephi needs bigger fields)
- Dropped 3rd strike rule is in effect
- 8 runs per half inning: After 8 runs score, teams exchange offense and defense. All runs which score on the play of the 8th run, are recorded. **ONLY APPLIES TO THE FIRST 3 INNINGS**
- Run rule will be enforced for the 1st round of the tournament on Saturday. 2nd round semifinal and championship will have no run rule.
- Last inning: Will still be played even if the team is trailing too far to catch up. If time will allow. Mercy run rule still applies.
- **No run rule per inning for the semifinal and championship on Saturday for both divisions.**

Equipment: No bat restrictions for 7u-13u
14u must use drop 3, or wood

Pitching Rules: For player safety, pitchers are limited to a maximum of 110 total pitches during the two-day tournament. This is a cumulative limit covering all games played throughout the event.

Coaches are responsible for monitoring and managing their pitchers' workloads. While the 110-pitch maximum is the tournament rule, coaches know their players best and are encouraged to use sound judgment when determining appropriate pitch counts based on age, conditioning, rest, and game situations.

The intent of this rule is to promote player health and safety while allowing coaches flexibility in managing their pitching staff.

If a coach has a question about the opposing team's pitching log, he may bring it to the attention of our Staff. A coach may not request the pitching affidavit from the opposing coach. If Staff determines that the pitcher in question is ineligible to pitch, the pitcher will be removed from the mound at the time of discovery. This is not a retroactive rule - The pitcher will be removed after discovery.

No metal cleats on portable mounds.

RULES:

Tournament rules will be based on official MLB rules with the following exceptions.

- Dropped third strike will be in effect for 10-14u (Not 7u-9u).
- No pitcher may re-enter as pitcher during game.
- 5 warmup pitches for new pitcher 5 warmup pitches between innings
- All players on the roster may bat. If a player is injured, he may be removed without penalty.
- **No run rule per inning for the tournament in the 11u-14u divisions.**
- We will enforce an avoid contact or must slide rule at home plate only. Malicious contact and the runner will be ejected. It is the discretion of the umpire if the runner is trying to avoid contact or a collision. This is a judgment call by the umpire and will not be open to discussion or protest.
- A slide rule will also be enforced when an infielder is attempting to turn a double-play at second base. If the runner is not close enough to merit a slide, he must peel away from the baseline. This is the umpire's discretion.
- Batting Order: There is no limit to the number of players you have in the batting lineup.
- Unlimited Defensive substitutions.
- Only two coaches outside of dugout during games.
- The batting team is responsible for foul balls - there is not an unlimited supply of balls. Teams keeping HR balls must put new balls into play.
- Speed-up rule/courtesy runners will be allowed for the pitcher or catcher at any time. The courtesy runner will be someone not currently in the game or if the team has no players on the bench, the last batted out. A courtesy runner may only run one time per inning; substitute player can only run for pitcher position or catcher position, not both.

Pool Play Bracketing will be as follows:

- 1 – Best Record
- 2 – Head to Head
- 3 – Fewest runs allowed in pool play
- 4 – Most runs scored in pool play
- 5 -- Coin toss

Conduct of players, coaches and spectators: Unsportsmanlike conduct will not be tolerated by players, coaches and spectators. This type of behavior ruins the game for everyone. This may result from game and possible forfeiture of game if determined by umpire or tournament directors. Any official protests may be submitted at the time of play for a \$1000 fee (this does not apply to judgment calls).

REFUND / CANCELLATION POLICIES:

- **Refund/Cancellation Policy -100% refund - Cancellation 14 or more days prior to Tournament.**
- **75% refund - Cancellation 7 or more days prior to Tournament**
- **No refund - Cancellation less than 7 days prior to Tournament**
- **Weather/Rainout Refund Policy -80% refund if no games are played. 60% refund if 1 game is completed. No refund if 2 or more games are completed.**

FIELD DIMENSIONS AND SPECIAL RULES:

7u- No lead offs – No drop 3rd – Machine 38' – Bases 60'

8u - No lead offs - No drop 3rd - Mound 44' - Bases 60'

9u – No Lead offs - No drop 3rd - Mound 46' - Bases 60'

10u – No Lead Offs - Caught 3rd in effect - 46' Mound - 60' Bases

11u Lead Offs - Caught 3rd in effect - 50' Mound - 70' Bases

12u - Mound 50' Bases 70'

13u - Mound 54' Bases 80'

14u - Mound 60'6" - Bases 90' – Drop 3

PLAYER ELIGIBILITY:

No player may play with more than one team in the same age division. However, a player may play up an age division and play with more than one team as long as it's in two different age divisions. (To be eligible for bracket games a player must play in at least 1 pool games; any other situation must be approved by commissioner.)