

# 53<sup>rd</sup> Annual Hub DeJong & Jerry Smoot Competitive Division Tournament Rules 2026

## Rulebook Reference

Unless otherwise specified in this document, tournament play shall follow the Official Major League Baseball Rule Book.

**SCORE REPORTING: Winning Team must sign card at field and TEXT SCORE:  
360-815-5450**

## I. Age Division Specifications

Division	Base Length	Pitching Distance	Leadoff	Dropped 3rd Strike	Balks	Metal Cleats
9U	60'	46'	No	No	No	No
10U	60'	46'	No	Yes	No	No
11U/12U	70'	50'	Yes	Yes	Yes	Yes

- Balks are enforced at any division allowing leadoffs.
- Metal cleats are NOT allowed on turf mounds and are subject to pre-event announcements.

## II. Age Eligibility

Players' tournament age is determined by their age as of May 1, 2026.

- A player who turns 12 on or before May 1, 2026, is considered 12 years old.
- A player who turns 12 after May 1, 2026, is considered 11 years old.

## III. Game Duration, Time Limits, Runs Per Inning.

Game time limits for all non-Championship pool and bracket play games have been standardized to 1 hour and 45 minutes. The Championship and Top Bracket Semifinal games remain untimed. **5 Runs Per Inning**. Unlimited runs may be scored in the final Inning for Both Teams. Please confirm the final inning per the starting time/time limits.

Division	Innings	Game Time Limit
8U – 12U	6	1 hour 45 minutes
13U – 18U	7	1 hour 30 minutes
Championship	—	No time limit or runs per inning limits

- The game clock begins at the conclusion of the plate meeting.
- New innings start upon the completion of the third out of the previous inning.
- All teams must be ready to start promptly at scheduled times. Please help us prevent delays.

**- The Home team records the official start times.**

## **IV. Bat Regulations**

- USA or USSSA BPF 1.15
- Teams are responsible for ensuring bats are safe for play.

## **V. Pitching Rules**

- Pitchers may not re-enter as pitchers once removed.
- One mound visit per pitcher per inning; second visit requires a change.
- Balks are considered live balls.
- Third-to-First move ("popcorn") is ILLEGAL.
- Pitch count limits:
  - 0–40 pitches: no rest required
  - 41+ pitches: one day of rest required
  - Max per day: 80
  - Max over 2 days: 105
  - Max over 3 days: 125

### Pitch Count Protest Procedure:

- Must occur during the game.
- \$100 cash deposit required (refundable if upheld).
- Home team Game Changer or home book will be the official system of record.

## **VI. Home Team Determination**

- Pool Play: Coin flip determines home team. Winner chooses home or visitor.
- Bracket Play: Higher seed chooses home or visitor.
- If seeds are equal, coin flip determines home team.

## **VII. Mercy Rule**

- 12-run lead after 3 innings (or 2½ if home team leads)
- 10-run lead after 4 innings (or 3½ if home team leads)
- 8-run lead after 5 innings (or 4½ if home team leads)

## **VIII. Tie Games & Bracket Play**

- Pool and consolation games may end in ties.
- Bracket games must have a winner. After time limit, extra innings begin with:
  - Runner on 2nd base (last batted out), no outs.
  - No runner on base for Championship games.

## **IX. Lineup and Substitution Rules**

- Teams may bat 9 players, 10 players with an Extra Hitter (EH), or the full roster.
- EHs can freely move into/out of the field.
- Use of EH must be declared before the game starts.
- If a player is removed from the lineup, it results in an automatic out.
- Designated Hitter (DH) may be used when batting 9 or 10 players.
- Starters may re-enter once in their original lineup spot.
- Free defensive substitutions are allowed, including for pitchers.

## **X. In-Game Rules**

- Intentional Walks: Notify umpire.
- Sliding: Players must slide directly into the base.
- Possession: Required to block bases or home plate.
- Head-first slides allowed in all divisions.
- Lead-off Violations: One team warning, subsequent violations result in an out.
- Courtesy Runners: Not allowed.

## **XI. Seeding & Tiebreakers**

Ties will be broken using the following criteria:

1. Head-to-head record
2. Total runs allowed
3. Run differential (max  $\pm 8$  per game)
4. Total runs scored
5. Fewest runs allowed in a single game
6. Most runs scored in a single game
7. Actual run differential in last pool play game
8. Coin flip

Games ending in a tie count as  $\frac{1}{2}$  win and  $\frac{1}{2}$  loss.

## **XII. Forfeits & Team No-Shows**

- Forfeit score = 8-0
- No refunds will be provided for forfeits.
- Teams responsible for no-shows may be billed for refunding affected opponents.

## **XIII. Sportsmanship & Ejections**

- Unsportsmanlike behavior will result in removal or ejection.
- Only coaches attending the plate meeting may address umpires.
- Ejection Policy:
  - 1st ejection: Suspension for next game
  - 2nd ejection: Removal from tournament
- Coaches must leave complex if ejected.
- Fans ejected must leave the complex for the tournament duration.
- Alcohol is prohibited and will lead to removal.

#### **XIV. Protests**

- Only rule interpretation protests are allowed (not judgment calls).
- Must be initiated before the next pitch.
- \$100 cash deposit required; refundable if protest is upheld.

#### **XV. Conflict Resolution**

Conflicts will be resolved fairly and in the best interest of the tournament.

#### **XVI. Sound Systems, Music & Noisemakers**

- No in-game music or walk-up songs from team devices.
- Pre-game and between-inning music allowed if appropriate.
- Noisemakers must not be used during live play.
- Penalties for violations:
  - 1st offense: warning
  - 2nd: fan ejection
  - 3rd: head coach ejection
  - 4th: forfeit

### **Tournament Directors**

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