



SPEARFISH BASEBALL

Crow Peak Spring Training
Spearfish, SD
May 2nd-May 4th 2025

Cost: \$350

9U, 10U, 11u, and 13 u
Register using the Sports Engine Tourney Machine App

2024 Spearfish Youth Baseball 9U-12U Spring Training Rules

Location – Games will be played at SawMill Sports Complex Fields in Spearfish.

Equipment

- Bats: USA, USSSA and wood bats are acceptable.
- Any illegal bat will be removed from the game and the batter is out.
- No metal cleats.
- Catchers MUST wear a mask, helmet, chest protector and shin guards.

Game Length

- All games are 6 innings.
- Time Limit:
 - o No new inning may begin after 1 hour and 45 minutes. A new inning begins when the previous inning ends. (Example: The third out of an inning is made and the umpire has 1 hour 44 minutes on the clock, another inning will be played.)
 - o The home team will receive their turn at bat if the time limit has been reached during the top ½ of an inning if they are behind.
 - o For the purpose of clarification: **The Home Plate Umpire is the official timekeeper.** The time limit begins on the first pitch of the game. No game can stop during the middle of an inning due to the time limit unless the home team is ahead after the top half of the last inning.
 - o The time limit may be adjusted by the tournament director due to weather-related scenarios.
- Run Rule:
 - o 15-run rule is in effect after 3 innings. 10 run rule is in effect after 4 innings.
- Games will finish as a tie if the time limit has been reached.
- No pregame infield.

Pitching Rule

- The following pitching rules will be used:
 - o 9U and 10U – 3 innings per game, 6 innings total for two days.
 - o 12U – 5 innings per game, 6 innings total for 2 days, 8 innings total for 3 days.
- A pitcher may only make one appearance per game. One pitch constitutes an inning pitched.
- Pitching distance:

- o 9U and 10U divisions will be:
 - 46' from home plate, 60' bases
- o 12U division will be:
 - 50' from home plate, 70' bases
- Pitchers will be allowed 5 warm up pitches between innings.
- Balks:
 - o 9U and 10U divisions, there is no balk rule. Balks will not be called.
 - o 12U division, a balk can be called after one warning.

Substitution

- Teams must have 8 players to start the game. The 9th spot is an automatic out. If a team decides to bat the entire roster in batting order and a player gets hurt then that spot in the lineup is also an automatic out. Rationale – a team playing with 8 players should not have any advantage of batting less players. A team batting everyone should never be able to fake an injury to skip a player in the batting order.
- Teams play the field with 9 players, but can bat 9, 10, or the entire roster in the batting order.
- Open substitution allowed in the field, but of course batting order is not open.
- Players must enter/re-enter game in the same spot in the batting order. For clarification, 2 players who occupy the same re-entry position in the batting order may be in the field at the same time.
- Courtesy runners are encouraged for catchers at any point of an inning and must be a bench player. If all players are entered into the batting order, then the last out must be the courtesy runner. It could be the last out from the previous inning as the courtesy runner.

Base Running

- Stealing is permitted:
 - o 9U and 10U division: The runner cannot leave the base until the ball crosses the plate. The runner is out if he leaves the base early.
 - o 12U division: Leading off is allowed.
- Dropped third strike:
 - o 9U and 10U division: The batter is OUT on a dropped third strike.
 - o 12U division: The batter may run on a dropped third strike unless first base is occupied with less than 2 outs.
- Home Plate (9U and 10U Divisions):
 - o Runners may NOT advance to home on a passed ball or wild pitch.

- o A runner may not steal home on an overthrow back to the pitcher nor can a runner advance home by enticing the catcher with an extended lead to throw to 3rd.
- o In 1st and 3rd situations: A runner at third base may not advance home if the catcher has attempted a throw down to second base in a steal situation. If an error occurs on the throw, the runner at third may not advance. In other instances of a runner attempting to steal 2nd, that runner may advance to third at his own risk on an overthrow or error, but no runner may advance from third to home.
- o In other words, home is only open by contact.
- Home Plate (12U Division): Home plate is open.

Slide Rule In Effect

- If a fielder has the ball before the runner reaches 2nd, 3rd, or home, the runner is out if contact is made, umpire discretion will be applied, and decision is final.
- Runners are not required to slide in situations where there is no play being made per the umpire's judgment. Runners must avoid contact or slide.
- Sliding is part of baseball, so when in doubt the umpires have been instructed to error of the side of safety. Please tell your kids to slide.

Sportsmanship

- Bad sportsmanship by coaches and parents is subject to ejection from the game and/or tournament upon the umpire's discretion.
- Coaches are responsible for parent and fan behavior.
- Games may be umpired by youth umpires. Please keep that in mind. These kids will make mistakes and miss calls. Adult umpires make mistakes and miss calls.
- We coach our youth umpires to:
 - o Hustle but don't rush so you keep plays in front of you.
 - o Communicate with coaches who ask questions but don't yell.
 - o Work on consistent strike zones with the understanding kids are there to swing the bats.
 - o Have fun. They all once played in these tournaments.
- If for some reason they make a mistake concerning the rules of the game please have them contact the tournament director. The tournament director will confer with the umpires, not the coaches.