



TOURNAMENT RULE INDEX/SUMMARY

(Revised April 2019)



	8U (Coach Pitch)	9U	10U	11U/12U	13U	14U/16U/18U
BASE DISTANCE	60 Feet	60 Feet	60 Feet	70 Feet	90 Feet	90 Feet
PITCHING DISTANCE	46 Feet	46 Feet	46 Feet	50 Feet	60 Feet 6 Inches	60 Feet 6 Inches
GAME LENGTH	6 Innings	6 Innings	6 Innings	6 Innings	7 Innings	7 Innings
TIME LIMIT	1 Hour 15 Minutes	1 Hour 40 Minutes	1 Hour 40 Minutes	1 Hour 40 Minutes	2 Hours	2 Hours
LEAD-OFFS ALLOWED	No	No	Yes	Yes	Yes	Yes
STEALING ALLOWED	No	Yes	Yes	Yes	Yes	Yes
BUNTING ALLOWED	No	Yes	Yes	Yes	Yes	Yes
DROPPED THIRD STRIKE	No	No	Yes	Yes	Yes	Yes
BALKS	No	No	Yes	Yes	Yes	Yes
MERCY RULE	10 After 4 8 After 5	15 After 3 10 After 4 8 After 5	15 After 3 10 After 4 8 After 5	15 After 3 10 After 4 8 After 5	15 After 3 10 After 4 8 After 5 or 6	15 After 3 10 After 4 8 After 5 or 6
LINEUP OPTIONS	Teams have the option to bat their entire roster and substitute freely on defense. If using substitutions, they must be listed on the lineup card prior the start of the game.					
COURTESY RUNNERS	Catcher Only (Anytime)	Pitcher and/or Catcher (Anytime)	Pitcher and/or Catcher (Anytime)	Pitcher and/or Catcher (Anytime)	Pitcher and/or Catcher (Anytime)	Pitcher and/or Catcher (Anytime)
ROSTER LIMITS	All teams can have a maximum of twenty (20) rosters players, but need to have a minimum of nine (9) rosters players to start the game (can finish with 8 players).					
PITCHING RULES	No limit on the number of pitches/innings a player may pitch in a day and/or for the entire tournament, but we encourage teams to use discretion with the safety of their pitchers in mind.					
BAT RULES	1.15 BPF, BBCOR, or USA Baseball	1.15 BPF, BBCOR, or USA Baseball	1.15 BPF, BBCOR, or USA Baseball	1.15 BPF, BBCOR, or USA Baseball	1.15 BPF, BBCOR, or USA Baseball	BBCOR -3 Only
CATCHER EQUIPMENT	Catchers must wear a "hockey-style" mask. Both ears and back of head must be covered by helmet. No skull caps allowed.					
CLEAT RULES	Rubber	Rubber	Rubber	Rubber	Rubber or Metal	Rubber or Metal
DETERMINING HOME & VISITOR	During pool play, home/visitor is determined by a coin toss. In playoff/bracket play, it is determined by seeding (the team with the best seed chooses). Dugout choices are based on a first-come, first served basis.					
INJURIES	If any player is not able to continue in a game due to injury/illness, they can be replaced with a substitute player. If a substitute is not available, the open spot will be an out for remainder of game.					
SPORTSMANSHIP & DISCIPLINE	If a player, coach, or spectator is ejected from a game, they face suspension of the next game and possible remainder of tournament. This decision is the sole discretion of Tournament Director and Umpire-in-Chief.					



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1. TOURNAMENT “STAY TO PLAY” POLICIES & PROCEDURES

1.01. In order to participate in a Disney Baseball Event at ESPN Wide World of Sports Complex, all participants (players and coaches) are required to purchase the minimum travel package at one of the tournament hotels and must make their reservations through the official travel provider of the tournament designated by Disney Baseball. All teams must be in compliance with the “Stay to Play” policy at least 45 days prior to the event start date.

1.02. Failure to comply with the “Stay to Play” policy listed above will result in the entire team being removed from the tournament.

1.03. If you are considered a “local team” for the tournament (any team that holds the majority of their practices within 75 miles of ESPN Wide World of Sports Complex), there is no requirement to purchase a travel package. Please note, Disney Baseball makes the final decision on which teams are considered “local teams” and exempt from the “Stay to Play” policy.

1.04. Local teams are accepted to Disney Baseball Events on an “as needed” basis, typically 30-45 days prior to the event start date.

1.05. No refunds will be issued to teams that withdraw within 45 days of the event start date.

2. ROSTER ELIGIBILITY & AGE RULES

2.01. All athletes and coaches must individually complete and sign a Disney Sports Waiver Form and submit electronically at least three weeks prior to the event start date.

2.02. All teams are required to input their tournament rosters, including coaching staff, into the online scheduling system at least three weeks prior to the event start date.

2.03. For every player entered on the roster, proof of age must be submitted electronically at least three weeks prior to the event start date. To show proof of age, a passport or birth certificate with photo ID can be submitted. The following age chart will be used through September 2019 for all Disney Baseball tournaments to determine the correct age division for each player:

8U	Born no earlier than May 1, 2010
9U	Born no earlier than May 1, 2009
10U	Born no earlier than May 1, 2008
11U	Born no earlier than May 1, 2007
12U	Born no earlier than May 1, 2006
13U	Born no earlier than May 1, 2005
14U	Born no earlier than May 1, 2004
16U	Born no earlier than May 1, 2002
18U	Born no earlier than May 1, 2000

2.04. Failure to submit proof of age for any player will render that player ineligible to participate.

2.05. Teams may change their roster anytime up until the on-site team check-in when they will approve their final tournament roster. Each team is allowed up to twenty (20) players on their roster.

2.06. No player shall be listed on more than one team roster, even if it is different age divisions. At Disney Baseball Events, players can only participate on one team during the tournament.



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2.07. Each team is allowed to include up to two non-players on their roster that are considered bat boys and/or bat girls. They can be designated with a “BB” (bat boy) or “BG” (bat girl) on the roster.

2.08. Any team found to be using an ineligible player would forfeit all Disney Baseball tournament games in which the ineligible player has participated (7-0 forfeit score for tiebreaker purposes).

3. PRE-GAME PROCESS

3.01. Teams should arrive to the field at least 30 minutes prior to their schedule start time. Dugout choices are based on a first-come, first served basis.

3.02. There is no infield/outfield practice time between schedule games on the field.

3.03. Lineups must be turned in to the scorekeeper at least 15 minutes prior to the scheduled start time. Player jersey number, first name, last name, and position is required. All substitutions must be listed card as well. They cannot be added once the game begins.

3.04. Before the start of the game, the umpires will have a meeting at home plate with the head coach of each team to review rules, exchange lineups, answer questions, and determine home/away team.

3.05. The home team is determined by coin toss in pool play, and by seeding in playoffs/brackets (best seeded team chooses).

4. BAT RULES

4.01. For a complete list of illegal bats, visit the link below:

<http://www.usssa.com/baseball/baseball-withdrawn-andor-non-compliant-baseball-bat-models>

4.02. Coaches are responsible for checking all player’s bats prior to the start of each game to ensure they meet the minimum bat requirements in Rule 4.03 and/or Rule 4.04 below.

4.03. For the 8U-13U divisions, all bats must have a 1.15 BPF, BBCOR, or USA Baseball designation clearly marked.

4.04. For the 14U-18U divisions, all bats must have a BBCOR designation marked on the bat with a -3 differential (length to weight).

4.05. If an illegal bat is discovered during a game, it must be appealed to the umpire prior to the first pitch of the next at bat. If appealed before the first pitch of the next at bat, the batter will be called out. All outs recorded during the at bat will stand. If any runners advanced during the at bat, they must return to the base occupied prior to the illegal bat being used.

4.06. If an illegal bat is used for a second time during the game, in addition to Rule 4.05 above, both the batter and head coach will be ejected from the game and possibly face further discipline from the Tournament Director.

5. EQUIPMENT RULES

5.01. Catchers must wear a “hockey-style” mask. Both ears and back of head must be covered by helmet. No skull caps allowed.

5.02. For the 8U-12U divisions, only rubber/molded cleats are allowed.

5.03. For the 13U-18U divisions, metal cleats are allowed as well as rubber/molded cleats.



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6. UNIFORM RULES

- 6.01. While we encourage teams to having matching uniforms, there is no penalty if a jersey design/color is slightly different than the rest of the team.
- 6.02. Players must have a visible number on the back of the uniform that matches their number listed on the lineup card submitted prior to the start of the game.
- 6.03. Coaches are not required to wear full uniforms. A team shirt and shorts are acceptable. Proper footwear is required to be on the field though (no open-toed shoes).

7. PITCHING RECOMMENDATIONS

7.01. Disney Baseball does not have a limit on the number of pitches/innings a player may pitch in a day and/or for the entire tournament, but we do encourage teams to use discretion with the safety of their pitchers in mind. A pitch count limit and rest chart recommended by USA Baseball is below:

Player Age	Daily Maximum Pitches	Recommended Rest Based on Total Pitches				
		0 Days	1 Day	2 Days	3 Days	4 Days
8	50	1-20	21-35	36-50	-	-
9-10	75	1-20	21-35	36-50	51-65	66-75
11-12	85	1-20	21-35	36-50	51-65	66-85
13-14	95	1-20	21-35	36-50	51-65	66-95
15-16	95	1-30	31-45	46-60	61-75	76-95
17-18	105	1-30	31-45	46-60	61-80	81-105

8. GAME RULES – ALL AGE DIVISIONS

- 8.01. In all age divisions, unless otherwise noted below, players and managers/coaches shall be subject to the Florida High School Athletic Association (FHSAA) Rulebook. Each manager is responsible for informing his/her players of all rules. The Tournament Director is on-site at team check-in and available throughout the tournament if there are any questions.
- 8.02. Teams have the option to bat their entire roster and substitute freely on defense. Please note when batting the entire roster, if any player cannot continue in a game due to injury or illness, their spot in the lineup will be an out for the remainder of the game.
- 8.03. Teams must start the game with 9 players in the lineup, but can finish with 8 due to injury/ejection.
- 8.04. Courtesy runners are allowed in each age division. Courtesy runners can be used in the 8U division for the catcher only, and for both the pitcher and catcher in the 9U-18U divisions. If you are batting the entire roster, the courtesy runner must be the last recorded out. If the last recorded out is the pitcher or catcher in 9U-18U, then the courtesy runner can be the last recorded out prior to that. If you are not batting your entire roster, and have substitutions available on your lineup card, the courtesy runner must be a substitute that has not been in the game already.
- 8.05. There is a mercy rule in effect for all games (including championship game). For the 13u-18u divisions, if the trailing team finishes their at bat and is losing by 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 or 6 innings, the umpire will end that game at that point due to the mercy rule. For the 9u-12u divisions, if the trailing team finishes their at bat and is losing by 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings, the umpire will end that game at that point due to the mercy rule. For the 8u division, if the trailing team finishes their at bat and is losing by 10 runs after 4 innings, or 8 runs after 5 innings, the umpire will end that game at that point due to the mercy rule.



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9. GAME RULES & FIELD DIMENSIONS, 13U-18U DIVISION

9.01. All games will be scheduled for 7 innings and a 2 hour time limit except for the championship game. The time limit for the championship is 2 hours and 15 minutes.

9.02. Teams will play on full size fields with a 60' mound and 90' bases.

10. GAME RULES & FIELD DIMENSIONS, 11U-12U DIVISIONS

10.01. All games will be scheduled for 6 innings and a 1 hour and 40 minute time limit except for the championship game. The championship game time limit is 1 hour and 55 minutes.

10.02. Games will be played on a skin infield (all dirt). There will be a 50' mound and 70' bases, and the outfield fences will be set at 225' for each event.

11. GAME RULES & FIELD DIMENSIONS, 9U-10U DIVISIONS

11.01. All games will be scheduled for 6 innings and a 1 hour and 40 minute time limit except for the championship game. The time limit for the championship is 1 hour and 55 minutes.

11.02. Games will be played on a skin infield (all dirt). There will be a 46' mound and 60' bases, and the outfield fences will be set at 200' for each event.

11.03. In the 10U division, players are allowed to lead off bases. There is no leading off in the 9U division. Players cannot leave a base until the ball crosses home plate. Any player that leaves their base early (as deemed by the umpire) will be called out.

11.04. In the 10U division, balks will be called on pitchers and the dropped third strike rule is in effect at all times during games. In the 9U division, there is no balks and/or dropped third strike rule.

11.05. Infield fly rule will be called in both divisions.

12. GAME RULES & FIELD DIMENSIONS, 8U COACH PITCH DIVISION

12.01. All games will be scheduled for 6 innings and a 1 hour 15 minute time limit except for the championship game. The time limit for the championship is 1 hour and 30 minutes.

12.02. There is a 4 run scoring limit per inning for the first 5 innings, and 10 runs in the 6th inning only. Please note, per Rule 8.05, if one team is trailing by 8 runs or more after 5 innings (4 ½ if the home team is winning), the game is over.

12.03. For the 8U division, teams may play on a skin infield or grass infield. The field location is determined by the Tournament Director prior to the start of the event and is subject to change. All teams will play on fields with 60' bases and 200' fence distance.

12.04. In the coach pitch division, coaches pitch from 46 feet on a flat surface (no mound). The pitching coach must position himself as not to be an obstruction to the defense on any play.

12.05. If a fair batted ball makes contact with the pitching coach, the play is considered dead and the pitch will be replayed (does not count against the batter count). All runners return to their original position prior to the pitch.



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12.06. Batters will receive 6 pitches or three swinging strikes. If the batter hits a foul ball on the sixth pitch, they will continue batting until they either do not make contact with the ball or put the ball in play.

12.07. A batted ball must go past the 20' arc (the line from the 1st base foul line to the 3rd base foul line) to be considered fair. Bunting is not allowed.

12.08. There is no stealing or leading off in the 8U division. Players cannot leave a base until the ball crosses home plate. If a player leaves any base early (as deemed by the umpire), they will be called out.

12.09. Each player can only be intentionally walked one time per game.

12.10. There is no infield fly rule in the 8u division.

12.11. Teams may utilize 10 players in the field when on defense by adding a 4th outfielder. Infielders must stay behind the 30' arc line until the ball is hit. The defensive player lined up at pitcher must keep at least one foot in the pitching mound circle until the ball is hit. Outfielders must stay behind the baseline determined by the umpires, and cannot assume an infield position before the ball is hit.

12.12. Defensive coaches are not allowed on the field.

12.13. To maximize the amount of playing time each game, teams are allowed no more than one defensive timeout per inning.

13. POOL PLAY & PLAYOFF SEEDING DETERMINATIONS

13.01. Games in pool play are determined at random. While our Tournament Staff does their best to accommodate schedule requests, separate teams from the same club into different pools, etc. there are no guarantees.

13.02. In pool play there are no extra inning games (games can end in a tie).

13.03. Standings in a group are determined by overall total points. Teams receive 2 points for a win, 1 point for a tie, and 0 points for a loss. Teams are ranked for the playoff seeding once pool play completes. The team with the most points will be #1 seed in the playoffs, the team with the second most points will be the #2 seed, and so on until all teams from pool play are seeded for the playoffs.

13.04. If two or more teams are tied in overall points after pool play, the following tiebreaking process will be used to determine playoff seeding. The process continues through each level listed below until the tie can be broken. If there are three or more teams tied, once a tie is broken and the first team is seeded for the playoffs, the process then resets back to #1 to determine the next team in the seeding process. The same process continues until all ties have been broken. The tiebreaking process is as follows:

1. Head to head result (only if all tied teams played each other; if not, skip to #2)
2. Most wins
3. Fewest runs allowed
4. Most runs scored
5. Total run differential in pool play (maximum of +10 is highest run differential in any one game)
6. -1 point in overall standings if any team's coach was ejected in pool play games
7. -1 point in overall standings if any team did not complete the pre-arrival check-in process
8. Earliest team to register for event

13.05. To help create unique matchups, and avoid the same teams playing each other in the playoffs, the Tournament Director reserves the right to adjust playoff/bracket pairings of the first round.



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14. INCLEMENT WEATHER & OFFICIAL GAME PROCESS

14.01. Each team is responsible for obtaining the schedule, and any updates that are made throughout the tournament. Any schedule changes and/or inclement weather information will be communicated through text and/or e-mail from our team registration system. It is imperative that each manager and all coaches have their correct cell phone and e-mail address in the registration system, and to also confirm that information at team check-in prior to the tournament.

14.02. In case of extreme weather, the Umpire-In-Chief, Tournament Director, and/or an ESPN Wide World of Sports Representative shall determine if and when play shall cease, resume, or be rescheduled. The Tournament Director will communicate with teams if the event schedule has changed, and when the updates are made online to be viewed by all teams.

14.03. At any point during a Disney Baseball Event, if inclement weather arises, games may be shortened (games proceed with shortened time limit or modified format to allow for the completion of tournament), rescheduled (time and field location determined solely by Tournament Director), and/or cancelled (if a game has no bearing on the seeding/results of the tournament, the Tournament Director reserves the right to cancel the game or games and not reschedule).

14.04. For the 8U-12U divisions, a game is considered an official game after 3 innings (2 ½ innings if home team is in the lead).

14.05. For the 13U-18U divisions, a game is considered an official game after 4 innings (3 ½ innings if home team is in the lead).

14.06. Games Considered Official – after a game is considered and “official” game and due to inclement weather cannot continue on the same day, it shall be ruled complete. In some cases (depending on when the game is stopped), the score may revert back to the last completed inning. This decision is at the sole discretion of the Tournament Director.

14.07. Games Not Considered Official - if inclement weather occurs and a game is not considered “official” because it has not completed enough innings, it shall be declared a “suspended” game. Play shall resume when possible (even if it is another day) from the point of suspension.

14.08. If the game is tied after the last completed inning, it shall still be ruled complete in pool play. If a game is tied in the playoff/bracket rounds, the game will be declared “suspended” and play shall resume when possible. The remainder of the game will be played at the discretion of the Tournament Director either later on the same day or the next day.

14.09. If inclement weather prevents any games from being played on Championship Day (final day of the tournament), the top seeded team in the championship game will be declared the winner. If the two teams tied for the same seed in the championship, please see Rule #13.04 on how the tie will be broken between the two teams.

15. PROTESTS

15.01. All protests must be resolved on the field at the time of the play in question, and will not be heard retroactively. It is the responsibility of the coach to not proceed with the game until a tournament official is contacted and asked for input on a ruling.

15.02. Please note, umpire judgment calls cannot be protested at any time.

15.03. Teams will be given a number to the Tournament Director prior to the start of the event. Please refer to that number to contact tournament staff if needed at any point.



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16. SPORTSMANSHIP & DISCIPLINE/EJECTIONS

16.01. Disney Baseball brings together youth athletes of all ages to compete while creating lifelong memories. Compromising the integrity of the event at any point (games, award ceremonies, etc.) will not be tolerated.

16.02. Disney Baseball has a "Spirit of The Game" policy that takes affect during games in which teams are leading their opponents by more than 15 runs after two complete innings (9U-18U divisions). In these games, we expect the leading team to exemplify sportsmanship and not "run up the score" on their opponent. If the game umpire, Umpire-In-Chief, and/or Tournament Director deem that a team is violating the "Spirit of The Game" policy, the coach will be warned. If the team continues to play in a way that is deemed unsportsmanlike and further violates the "Spirit of The Game" policy, the coach will be ejected from the game and may face an additional suspension (see Rule 16.06).

16.03. Managers and coaches will be responsible for the behavior of their players and their spectators. The umpire, Tournament Director, and/or ESPN Wide World of Sports Staff all have the authority to warn and ultimately eject the coach(es), player(s), and/or spectator(s) whose behavior is deemed abusive or disruptive.

16.04. Due to the proximity of fields to each other, all noise making devices (i.e., speakers, horns, drums, clappers, etc.) are prohibited during tournament play. Play will be stopped if unnecessary noise making (including pounding on bleachers) is causing a disturbance.

16.05. If a coach, player, or spectator is ejected from a game, they must leave the field area immediately and not been seen/heard.

16.06. Any coach, player, and/or spectator that is ejected from a game may be suspended for additional games. This is at the sole discretion of the Tournament Director and Umpire-in-Chief.

16.07. Any coach, player, and/or spectator ejected from a second game is suspended for the remainder of the tournament.

16.08. The Tournament Director and Umpire-in-Chief will review and rule on all reports of unacceptable conduct by any coach, player, and/or spectator. Depending on the severity of the unacceptable conduct, the Tournament Director and/or Umpire-in-Chief may enforce a suspension ranging from one game to the entire duration of the tournament. This decision will be communicated to the appropriate parties prior to their next scheduled game.

17. FINAL TOURNAMENT DECISIONS

17.01. The Tournament Director and Umpire-in-Chief reserve the right to decide all tournament matters, and will make the final interpretation of the aforementioned rules and regulations.

17.02. Disney is not responsible for any expense incurred due to the cancellation/modification of any Disney Baseball Event.

17.03. All Disney Baseball rules are subject to change at any time leading up to a tournament. The official rules that will be followed for each tournament will be displayed in the dugouts at ESPN Wide World of Sports Complex for all teams to reference, and will supersede any other copies of tournament rules that may have been communicated prior to the start of the event.