

# Top Prospect Baseball rules for North and South Carolina Region. 

## Player Safety Rules

## Collision

No base runner shall contact a fielder with or without the ball in a flagrant or malicious manner. Any flagrant or malicious contact will result in ejection from the game and the following game (subject to tournament director). Baserunners may slide to avoid contact but must remain in established base path and may not slide outside of second base in attempt to break up a double play. Illegal slide at second base may result in the defense awarded two outs by umpire. Fielders shall leave a path to the base prior to the ball arriving.

## Fake Bunt Rule

Batters 12 u and below cannot fake a bunt and swing the bat, in an attempt to pull the pull the third baseman in. Penalty is dead ball team warning. Second offence coach restricted to dugout, third offence batter out and coach and player ejected.

Pitching Rules
9-10 u 7 innings max per tournament (4 innings one calendar day off no more than in 6 a day),
11-12u 8 innings per tournament ( 5 innings one calendar day off, no more than 6 in a day),
13-14 u 9 innings per tournament ( 5 innings one calendar day off, no more than 7 in a day)
15-16u innings max per tournament (5 innings one calendar day off no more than 7 in a day)
17-18u 9 innings max per tournament.
Equipment
$12 u$ and under rubber clears or turf shoes, no meal or studded cleats. No metal cleats on portable mounds. 13 u and over can use metal cleats. Catchers must use one-piece helmet and mask below 17 U age group. No jewelry can be worn (with exception religious, medical and Titanium breakaway neckless).

## Playing rule exceptions to MLB

## Balk rules

No balks called at $8-9 \mathrm{u}$, All other age group will use MLB balk restrictions (third to first move is a balk)
"6.02 Pitcher Illegal Action (a) Balks If there is a runner, or runners, it is a balk when: (1) The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery; Rule 6.02(a)(1) Comment: If a left-handed or right-handed pitcher swings his free foot past the back edge of the pitcher's rubber, he is required to pitch to the batter except to throw to second base on a pick-off play. (2) The pitcher, while touching his plate, feints a throw to first or third base and fails to complete the throw; (3) The pitcher, while touching his plate, fails to step directly toward a base before throwing to that base" MLB

## Bat rules

All solid one piece of wood bats are legal. All metal or composite bats must have a visible rating (1.15 BPF) and must be unaltered (exception grip/handle can be altered, provide the alteration doesn't extend on to 12 u and under no restrictions.

13 u may use a -5 up to -3 BBCOR. 14 u and older must use wood or -3 BBCOR bats.
Substitution Rules
Teams must have 8 players to start and must bat a minimum of 9 (an out will be recorded in the $9^{\text {th }}$ batting order every time through; a legal player can be added at any time to fill the $9^{\text {th }}$ batter). Teams may utilize the Dh for any position and treated as any other starter. Teams may also elect to bat the all players below 13 u. Any team electing to bat all players will receive only one out for injured or sick player that can no longer continue the batting order and no legal substitute to use. Players that have been ejected team, will receive an out for each time the ejected player comes to bat and no legal substitute to replace. Injured players cannot renter the game. 13 u and over can only bat 9 and may use DH. Teams below 13 u may use a free substitution on defense coaches may insert a player on defense without placing the player in the batting line up.

## Courtesy Runner

Teams may use courtesy runner for pitcher and catcher. Team must use legal substitute first, if no substitute is available (ie teams batting line up) team must use last recorded out or if no outs have been recorded in the game the batting position 6 spots away from replaced runner.

## Game Administration Rules

## Run Rules

## $9-12$ u 15 runs after 3,10 after 4 , and 8 after 5 .

13u and up 12 after 4, 10 after 5, and 8 after 6. (current Top Prospect run rule 10 runs after three innings and eight (8) runs after four innings. Home team does not bat if ahead by Mercy. Home team will bat if visiting team goes ahead in top of Mercy inning).

## Time limit Rules

8u 1:15 finish the inning (or 5 inning max) 9-12u 1:40 finish the inning (or 6 innings max) 13-14u 1:45 finish inning (or 7 inning max) 15 u and over 2 hour (or 7 inning max). If a game reaches either time limit of max innings with teams tie in pool play each team will receive one point for seating. If a game reaches either time limit or max innings in bracket or championship play the following inning
will start with bases loaded (the previous three batters will occupy each base in order from lineup card starting with last out at $1^{s t}$ ) and one out in the inning. A complete game due to weather will be 3 innings or 2 and a half if home team is leading. If an inning is stopped mid inning due to weather the official score will revert to the last completed inning. One day tournaments may use posted dropdead times.

Tie breaking Rules
First tie break is head to head competition, second is runs allowed, third is runs scored, fourth is run differential of common opponent. Final tie break is team seating if pool play completed, or team ranking at start of tournament from Top Prospect tournament points, If three or more teams with same record from pool play runs allowed will be the first tie breaker for seating for bracket play.

Age Determination - Age cutoff date is May $1^{\text {st. }}$. See Below Examples:
8u-Cannot turn 9 prior to May 1, 2021
9u-Cannot turn 10 prior to May 1, 2021
10u-Cannot turn 11 prior to May 1, 2021
11u-Cannot turn 12 prior to May 1, 2021
12u-Cannot turn 13 prior to May 1, 2021
13u-Cannot turn 14 prior to May 1, 2021
14u-Cannot turn 15 prior to May 1, 2021
15u-Cannot turn 16 prior to May 1, 2021
HS-Cannot turn 19 prior to May 1, 2021
The season runs August $1^{\text {st-}}$-July $31^{\text {st }}$. All teams will move up in age on August $1^{\text {st }}$ of each year.

