



ONTARIO BASEBALL ASSOCIATION REP DIVISION

2026 Tournament Host Checklist

1.		Final date for you to notify all applicants to your tournament of their acceptance or rejection, and all refunds to rejected teams should be made at this time as well (OBA Tournament rules)
	Date 21 days before your tournament start date	
2.		Final date for you to send the schedule of tournament games to each participating team (OBA Tournament Rules)
	Date 14 days before your tournament start date	
3.		Tournament Starts
	Tournament start date	
4.		Final date for you to notify the OBA Competition Manager of any team not fulfilling its commitment in your tournament (OBA Tournament Rules) Competition Manager: Aaron Dunlop aaron@playoba.ca 519-564-5831
	Date 10 after your tournament finish date	
5.		Final date for you to file the convenor's report, any injury reports and/or umpire reports with the OBA Office
	Date 10 after your tournament finish date	

Questions? Reach out to us at

tournaments@playoba.ca

519.740.3900

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ONTARIO BASEBALL ASSOCIATION

2026 Convenor's Duties

The following list of suggested responsibilities for the Game Convenor may be helpful, especially to new convenors. The order may be changed to accommodate your situation.

1.	<input type="checkbox"/>	Know who the umpires are and whether or not they are umpiring a game elsewhere.
	<input type="checkbox"/>	Know whom to contact if the umpires don't arrive.
	<input type="checkbox"/>	Know who the scorekeepers are and whether or not they are keeping score elsewhere.
	<input type="checkbox"/>	Know whom to contact if the scorekeepers don't arrive.
	<input type="checkbox"/>	Know who is on the protest committee.
2.	<input type="checkbox"/>	Make sure you have all the equipment you will need:
	<input checked="" type="checkbox"/>	Scoresheets
	<input checked="" type="checkbox"/>	Line-up cards
	<input checked="" type="checkbox"/>	Pitch Count Record Sheets
	<input checked="" type="checkbox"/>	A designated person to track pitches in the Pitch Count App for every game
	<input checked="" type="checkbox"/>	Baseballs
	<input checked="" type="checkbox"/>	Pencils/pens
	<input checked="" type="checkbox"/>	Clipboard
		You may also be responsible for providing umpires' equipment, brush and counter.
3.	<input type="checkbox"/>	Arrive early. You should arrive at least 1 hour before the first game.
4.	<input type="checkbox"/>	As soon as both teams arrive, introduce yourself to the managers and answer all questions about tournament rules or offer to find the answer if unsure. Remind teams that they are not to provide their own PA (sound) systems. If one is to be used, it must be provided and managed by the host and utilized for both teams.
5.	<input type="checkbox"/>	Give each team a line-up card to be filled out and returned to you as soon as possible.
6.	<input type="checkbox"/>	Conduct the flip for "home" team with the team travelling the furthest distance having the call.
7.	<input type="checkbox"/>	Assign home team's scorekeeper as the official scorekeeper (if tournament doesn't provide one).
8.	<input type="checkbox"/>	Assign each team a dugout.
9.	<input type="checkbox"/>	Collect the line-up cards.
	<input type="checkbox"/>	Give the top copy of the line-up cards to the scorekeeper.
	<input type="checkbox"/>	Before each game, give each coach an up-to-date record of all pitching records.
10.	<input type="checkbox"/>	5 minutes before the game, call the umpires, coaches and captains to home plate for introductions.

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2026 Convenor's Duties

11.	<input type="checkbox"/>	Handle any problems (not handled by the umpires), which may occur during the game.
	<input type="checkbox"/>	Call for the protest committee if a proper protest is lodged.
12.	<input type="checkbox"/>	At the end of the game:
	<input checked="" type="checkbox"/>	Give each team a copy of the scoresheet (if used), including a record of the pitching
	<input checked="" type="checkbox"/>	Make sure Pitch counts are recorded in the Pitch Count App prior to the teams' next games
	<input checked="" type="checkbox"/>	Make sure each team knows where and when their next game is
	<input checked="" type="checkbox"/>	Complete the Tournament Pitch Count Record. This record is to be kept by the tournament convenor and submitted at the completion of the tournament to the OBA office.
13.	<input type="checkbox"/>	<p>If the umpires have had any problems, i.e.: ejections, remind them to file a report with the Series Chair as soon as possible. Online Umpire Reports are available at https://www.playoba.ca/game-incident-report</p> <p>If there is any reportable physical contact with an umpire, call IMMEDIATELY to the Competition Manager to report the incident and how it was handled. File a report to the Competition Manager including the umpire's reports as soon as possible. Collect names and contact information for umpires and relevant witnesses.</p> <p>Competition Manager: Aaron Dunlop aaron@playoba.ca 519-564-5831</p>
14.	<input type="checkbox"/>	Complete the following:
	<input checked="" type="checkbox"/>	Fill in the draw sheet
	<input checked="" type="checkbox"/>	Take the scoresheets and pitching records to your tournament office
15.	<input type="checkbox"/>	If there are any injuries during your tournament:
	<input checked="" type="checkbox"/>	Complete the OBA Injury Report and submit it to the OBA office as soon as possible.
	<input checked="" type="checkbox"/>	Provide the injured person with the Insurance Claim form if medical treatment is required.

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ONTARIO BASEBALL ASSOCIATION REP DIVISION

MEMORANDUM

TO: Rep Tournament Convenors
FROM: The Ontario Baseball Association
DATE: May 5, 2026
RE: Select Teams Participating In Rep Tournaments

In 2026 Select teams can apply to enter Rep tournaments.

Select teams wishing to participate in any Rep Tournament must provide the tournament host **in advance** with:

- proof of permission from their local association
- a Select roster
- Verification that coaches meet the certification requirements as outlined on the [OBA website](#).
 - Any select team attending rep tournaments must meet the rep coach certification requirements for AA and below at the corresponding age group.

Acceptance of teams applying are at discretion of the local association holding the tournament.

Teams participating must follow the rules in place for the type of event they are participating in (IE: select teams participating in a rep tournament must follow rep tournament rules).

Since Select teams typically span 2 years, they would not qualify for rep minor aged tournaments unless all players on the roster are born in the later year. IE: an 11U Select team with players born in 2015 and 2016 could not participate in a rep minor tournament (10U) they would have to participate in the rep major tournament (11U).

Questions? Reach out to us at

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ONTARIO BASEBALL ASSOCIATION

MEMORANDUM

TO: Hosts of International Rep Tournaments
FROM: The Ontario Baseball Association
DATE: February 26, 2026
RE: Teams From Outside the Province

Please ensure that all teams from outside the province of Ontario meet the following requirements:

- 1.** The team has permission from its association to play in your tournament
- 2.** If the team is from Quebec, they must have permission from Baseball QC to participate in Ontario tournaments.
- 3.** The team has proof of insurance in the form of a Certificate of Insurance. (If needed you may ask that your tournament and facilities be added as additional insured)
- 4.** All players on the team meet the age requirements for OBA rep tournaments
- 5.** All players on the team have proof of age
- 6.** Ensure teams know that OBA rep tournaments from 16U to senior are wood bat only.
- 7.** All players will observe the safety standards of the OBA rep tournaments which include:
 - a.** Helmets will have two flaps. Chinstraps and C-Flaps may be worn at the players' discretion but are not required at any age category.
 - b.** Metal spikes are allowed at all series from 14U to senior, except at 16U girls.
 - c.** Helmets with facemasks are allowed.

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RP7.2 Open, Invitational, and International Tournaments

- a. Any team, Direct Entry, Local Association or Affiliated Association, wishing to hold a tournament where 3 or more teams are competing, must first apply for permission to hold same from the Rep Council. A fee determined by the OBA Board of Management and Rep Council must accompany each application only if teams are from outside the area Affiliated Association. This application must have been approved by the Affiliated Association secretary in the area from which it came. If more than one series or classification which results in more than 1 tournament schedule being scheduled (e.g. Minor, Major, AAA, AA/A) a fee determined by Rep Council must be paid for each tournament.
- b. The Rep Tournament Chair shall have the power to appoint a Rep Representative to any Rep sanctioned tournament.
- c. A list of all Rep sanctioned tournaments will appear on our website, baseballontario.com.
- d. A declared representative from an Affiliated Association must first honour its Rep Provincial Championship and Affiliated Association obligations before participating in a tournament.
- e. Any team not fulfilling its commitment to any Rep sanctioned tournament may be fined and/or suspended from further participation in any Rep sanctioned tournament and the Rep Provincial Championships provided that this information is provided to the Rep Tournament Chair in writing. The fine for a team not fulfilling its commitment to a tournament is \$500. Any fine collected (after any appeals) is to be split 50/50 between the Rep and the tournament host.
- f. Non-OBA teams registered in Ontario may compete in open, invitational or international tournaments, only if permission of the Rep Tournament Chair is requested. Such non-OBA teams must provide proof of accident and liability insurance to the tournament host prior to being permitted to play in the tournament.
- g. The tournament host is responsible for ensuring that each team in the tournament is either:
 - i. Rep rostered,
 - ii. Select registered,
 - iii. A recognized program as defined by the OBA Recognition Policy, or
 - iv. from outside of the Province of Ontario.
- h. Failure by an OBA team to provide a tournament host with a valid OBA roster number will result in a \$200 fine to the team.
- i. The Host Committee must notify each application of acceptance or rejection into the tournament within 10 days following the final deadline date. Failure to comply with such provisions may lead to the tournament not being approved the following year.



- j. A final date for applications for acceptance to the Rep sanctioned tournament must be in the hands of the Host Association at least 21 days in advance of the first date of the tournament.
- k. The complete schedule of tournament games must be sent to each participating team at least two weeks prior to the first game. A fine of \$500 will apply for Local Associations in violation of this timeline for each tournament.
- l. Only Rep rules shall apply for all Rep tournaments, with the exception of curfews, game length (ie: 7 or 9 innings), time limits, and playoff formats, local rules shall not apply. Tournament convenors shall determine curfews, game length, and schedules, including playoff formats. Tournament hosts are responsible to send a list of these rules as well as a copy of the OBA Arm Care and mercy rules out to all participants with the tournament schedule at least two weeks prior to the first game.
- m. The final score of any game ended by a game length rule will be the score at the time the game ends regardless of whether an inning was incomplete.
- n. Where a tournament is cancelled prior to any game being played the total tournament entry fee must be refunded to all teams. Where a tournament is cancelled after games have been played the teams will be refunded on a pro rata basis for the games not played.
- o. No special concessions will be granted to any team(s) participating in any of these tournaments.
- p. The tournament host is responsible for ensuring that each umpire is properly carded. Teams may request that the host produce verification of umpire certification prior to the game. Teams may not protest a game based on the carding of the umpires during or after a game.
- q. No tournament game shall start before 8:00am on a Saturday, Sunday or holiday, and no tournament game shall start later than 9:30pm on any night. Where the published schedule has a team starting a game at 8:30 pm or later, then the team cannot be scheduled to play earlier than 9:00 am on the following day.
- r. Teams must be given a minimum of 30 minutes from the time of completion of the last game that they played, until the start of their next game, without jeopardy of forfeit. If a team must travel from another location, appropriate travel time shall be added to the 30 minute period.
- s. Barring extenuating circumstances, if 1 team is not able to start a game within 15 minutes of the scheduled starting time for such game, the game will be forfeited to the other team, and the forfeiting team fined \$500. Teams failing to return for the second half of a suspended game shall forfeit the game and be subject to an automatic \$500 fine.
- t. At 22U and below, except as set out in this paragraph, no team may play more than two games in a calendar day. At 8U and 9U and Senior, teams may not play more than three games in a calendar day. At Senior only, a team may consent but may not be required to play four games in a calendar day. At all age categories, on one day of the tournament, a maximum of three games may be played. A suspended game shall count as a game played on both the day it commenced and the day it is completed if three or more innings are played on each day. If less than three innings are played on the day it is completed, it will not count as a game played on that day. Regardless of these rules,



pitch counts must be entered on the day the pitch was actually thrown and days rest are applied according to the day the pitch was actually thrown.

- u. The Rep Convenors Report and specified attachments must be emailed to the Rep Tournament Chair within 10 days following the tournament.
- v. If these rules are not adhered to, the tournament shall not be approved or, if already approved, the host association may be fined \$200.00 and the tournament may not be approved the following year.
- w. The Rep Tournament Chair shall provide, immediately, to the Affiliated Associations a listing of any and all disciplinary problems with managers, coaches, players or other team personnel, as reported by the tournament convenors.
- x. Tournament hosts may determine what awards they give to teams and/or players entering their tournaments, provided, however, that cash prizes may only be given to teams (not players) at 22U or Senior tournaments.

RP7.3 Tie-Breaker Rules

- a. Where tie-breaking rules are required, the following tie-breaking rules will be used for each placement independently:
 - i. Teams with a forfeit loss are ineligible for tie-breakers
 - ii. Head-to-head record among tied teams;
 - iii. Team with the smallest runs against ratio (runs allowed / number of defensive innings played) in games among tied teams;
 - iv. Team with the smallest runs against ratio (runs allowed / number of defensive innings played) in all games;
 - v. Team with the highest runs for ratio (runs scored / number of offensive innings played) in games among tied teams;
 - vi. Team with the highest runs for ratio (runs scored / number of offensive innings played) in all games;
 - vii. Coin toss
- b. When there are 3 or more teams tied, the tie-breakers will exclude RP7.3(a)(ii). After the winner of that tie-breaker is determined, the tie-breakers will continue, if necessary, excluding RP7.3(a)(ii) as long as there are 3 or more teams tied. When only 2 teams remain, the tie-breaker will start at RP7.3(a)(i).



RQ1 APPROVED PLAYING RULES OF 9U

RQ1.1 9U REGULATIONS

- a. All Rep Rules & Regulations pertaining to membership, territorial rights, registration, players signing, fees, insurance, classification, Rep Provincial Championships, and tournaments shall apply as stated in the current version of the OBA Procedures and Playing Rules and the Procedures and Playing Rules of the Rep Division, as amended each year at the Annual Meetings.
- b. The Approved Playing Rules of 9U apply to both 9U and 8U.

RQ1.2 9U DIAMOND LAYOUT

- a. The pitching machine is placed directly in front of home plate at a distance of 44 ft.
- b. An 8 ft. diameter safety circle shall be marked off directly in front of home plate and its centre shall be 44 ft. from home plate. No player is permitted to enter the safety circle, which is considered a dead ball area. Enter means that any part of the body enters the safety circle.
- c. Electrical cord must run along or under the ground from the pitching machine to the electrical source. A ball that hits the cord outside of the safety circle shall remain live and in play.
- d. In addition to electrical pitching machines, Louisville Slugger UPM 45 Blue Flame Pitching Machines are approved for Rep 9U play. It is recommended that a radar gun be present to confirm the machine settings produce pitches at the speed contemplated by RQ1.3 f). Note: A tournament may use either electric or mechanical machines, but not both.

RQ1.3 9U PLAYING RULES

- a. A team shall comprise of a minimum of 10 players and a maximum of 25 players, all signed to team rosters of the series and classification of the team entered. Each team must have at least 1 Head Coach, and/or 1 or more coaches, signed to the roster clearly marked "Head Coach" or "Coach" and who shall be responsible for that team.
- b. Each team shall have a catcher, a first baseman, a second baseman, a third baseman, a shortstop, a left fielder, a right fielder, 1 pitcher and 2 centre fielders in the line-up. A team may play as long as it has 9 players at the game. If it drops to 8 or few players at a game, then the game is forfeited to the other team.
- c. The pitcher must stand beside the pitching machine outside of the safety circle and behind the release point of the pitching machine. Lines shall be drawn from the release point to 4 ft. beyond the circle. The pitcher must have both feet on or within 4 feet behind the white line until the ball is released from the machine. Once the ball is released from the machine, the pitcher may move in front of the line, but may not move through the circle. The machine shall be 44 ft. from home plate.



Only the pitcher may return a live ball to the operating coach with runners on base. The pitcher must wear a NOCSAE approved batting helmet with facemask attached as designed by the manufacturer and may not be removed until the play is complete. Penalty: Time will be called at the completion of the play and 1 base will be awarded from the position of the runners at the time the play was completed. Neither the pitcher nor any other player may in any way break the plane of the 8 foot diameter circle around the machine whether stepping on the circle line or reaching into the circle while in an attempt to field a ball. Play will be called dead and 1 base will be awarded. All other forced runners will move 1 base.

- d. Infielders can ask for time in the infield area. Time will be given at the umpire's discretion when continuous action from the play has stopped. **NOTE:** The ball does not have to go back to the pitcher before an infield may ask for time. Continuous action ends when the defense stops trying to field the baseball, and the offense stops trying to advance.
- e. Until the ball is fed into the machine, outfielders shall position themselves at least 15 feet beyond the base paths, or on the outfield grass, whichever is closer.
- f. The pitching machine speeds cannot be altered except at the end of an inning. Any tampering with the machine speed by the coach feeding the machine shall result in the coach's immediate ejection. If the speed or the flight of the ball becomes erratic, it shall be corrected at the direction of the umpire. (This may be done at any time.) If the correction is done between innings, both teams will be notified by the umpire. Height can be adjusted at any time. Machine speed is a maximum of 40mph and a minimum of 35mph.
- g. All 8U/9U baseball games shall be 7 innings or until a winner is declared. The game ends immediately after the deciding run scores, except for a home run out of the playing field or where additional runs are scored through the awarding of bases by rule in which case all runs are counted up to the 7 run inning maximum. four innings shall constitute an official game except that a winner is declared and the game declared official at any point that the opposing team is unable to win or tie the game.
- h. Each batter shall receive a maximum of 5 strikes as called by the umpire. The batter shall not be called out if the 5th strike is called a foul ball. If a ball crosses the plate over the batter's head or bounces into the dirt, the umpire will not count it as a strike unless the batter swings at the pitch.
- i. Batters cannot walk or bunt. (Bunts are automatic outs.)
- j. There shall be no passed balls or wild pitches. A player cannot advance on a dropped fifth strike. The player is automatically out on strike 5 regardless of if it is caught.
- k. Base Runners cannot leave the base until the batter makes contact with the ball. If an infraction occurs, the ball will be declared dead and the offending runner will be called out. No other runners may advance. No stealing allowed.
- l. If a batted ball hits the pitching machine or any adult in the playing field, then the ball is declared dead and the batter is awarded first base with the corresponding move of any base runners who may be forced to move. The coach feeding the machine must not interfere with any



play being made by the defensive team. Otherwise, the batter will be called out and the runners will be returned to their base of origin. In case of the third out the side is retired.

- m. When a thrown ball hits the pitching machine or the cord within the circle, then the ball is declared dead and each base runner (including the batter-runner) shall advance one base from the time the ball becomes dead.
- n. The plate umpire shall be behind the catcher. The second umpire is the traditional base umpire.
- o. Shoes with metal cleats are prohibited.
- p. All catchers are required to wear a mask with throat protector, helmet, chest protector, shin guards, cup and cup type supporter during the game and during any warm-up, machine set-up, etc.
- q. In addition to wooden bats, metal bats shall be allowed in OBA play. Except with respect to diameter, these bats shall meet the dimensional requirements specified in the Official Rules of Baseball. The maximum diameter of the bat barrel may be $2\frac{3}{4}$.
- r. All players in uniform (Rep Rostered) must be put in a continuous batting order, with the bat person being the exception. If a player is removed from the game due to injury, illness or official ejection, the player's spot in the batting order shall be deleted. In the event a batter must be removed due to injury, official ejection, or has to leave for any reason during the time at bat, the next batter in the batting order shall come to bat assuming the pitch count at the time the batter is removed. If the batter becomes an out, such batter shall then take his/her regular turn at bat.
- s. A coach/manager may only communicate positive instructions to his/her players on the field.
- t. Up to 3 games may be played in 1 day.
- u. An inning will be 3 outs or a maximum of 7 runs.
- v. The infield fly rule does not apply.
- w. The coach operating the pitching machine is required to wear a baseball helmet. For the purposes of this rule a skull cap is considered a baseball helmet. **Penalty:** the team will be warned one time to wear a helmet and for second violation or refusal to wear the helmet, the coach will be ejected.
- x. The coach operating the pitching machine may instruct the batter before feeding the machine, but shall not instruct runners during the play. **Penalty:** the coach shall be warned. If the action continues, the coach will be removed from the game.
- y. Batters at 9U must drop the bat and not throw it (intentionally or unintentionally) upon hitting the ball. **Penalty,** each team shall be entitled to one warning per game. After the warning, any further offences by a team shall result in the batter being declared out, the ball being dead and runners returning to their bases. If, prior to the team's warning, a batter throws the bat resulting in an injury, the ball is dead and play shall be halted and the team will receive its warning. The player's at bat will continue. **NOTE:** The pitch will count as one of the batter's 5 strikes. If it is the 5th strike, the batter will be declared out.



- z. Once time has been granted by the umpire, the ball is returned to the Offensive Coach within the pitching circle. At this time, the plate umpire should say “Play” to make the ball live. The defensive pitcher may ask the offensive coach for the ball so he/she can make an appeal by tagging the base or the runner and indicating to the umpire the runner missed the base/left early/etc. The offensive coach must give the ball to the defensive player when requested. As per the Official Rules of Baseball, appeals must be made while the ball is live on either the base that was missed by a runner or the runner – as long as the defense indicates clearly that an appeal is being made.

RQ1.4 9U APPROVED BALLS

- a. Any baseball approved for 11U play is approved for 9U play.



RP2.10 10U/11U Playing Rules

- a. Home base shall be marked by a five-sided slab of rubber. It shall be a 21-inch square with two of the corners removed so that the front edge is 21-inches wide, and the back of the plate comes to a point at the intersection of the lines extending from home base to first base and to third base.
- b. A team's turn at bat in an inning will end after three outs have been recorded or four runs have been scored. The last inning will have an eight-run maximum. On any play where the last allowed run in an inning is as a result of the ball leaving the playing field and the awarding of home base (ie: home run, overthrow, etc) results in more than the maximum runs allowed in an inning scoring, all awarded runs will score; this only applies to dead ball awards.

Ex. 1: Runners on 1st, 2nd and 3rd. 2 outs. 3 runs have already scored in the inning. The batter hits a groundball to the shortstop, who overthrows first base. The ball goes out of play. Because this is the first play by an infielder, all runners get awarded 2 bases from the time of pitch. 2 runs score for a total of 5 for the inning.

Ex. 2: Runners on 2nd and 3rd. 2 outs. 3 runs have already scored in the inning. The batter hits a ball in the gap between outfielders. Despite the fact that two runs would have scored easily, because the ball stayed in play, the inning ends when the runner from 3rd touches the plate. 1 run scores on the play for a total of 4 runs for the inning.

Ex. 3: Runners on 2nd and 3rd. 3 runs have already scored in the inning. The batter hits a ball down the left field line which rolls past an out of play line. Ball is dead. This is a 2-base award, so 2 runs score on this play, with a total of 5 for the inning.

- c. The following mercy rules shall apply at 10U/11U only:
 - i. 18 runs after 3 innings
 - ii. 15 runs after 4 innings
 - iii. 10 runs after 5 innings
 - iv. 9 runs after 6 innings.

If the home team leads by mercy after the top half of any such inning, the game shall be considered a mercy and the home team will not bat.

- d. No new inning shall be permitted to start after 2 hours have elapsed from the start of the game. No time limit during the final championship game. Local tournament rules for regular season tournaments can impose a shorter time limit. In all Rep Play-off tournament games and all play-off round games of regular season tournaments must have a winner declared, so extra innings are to be played regardless of the time limit.
- e. A 10U/11U game ends when the time limit is reached and a full inning has been completed. If the time limit passes during an inning, such inning will be the last inning however it will not be treated as the last inning for the purposes of the 8-run maximum rule. If the top of a new inning is started



within 15 minutes of the time limit, the umpire will declare that inning to be the last inning and the 8-run maximum will apply.

- f. A 10U/11U game ends at any time when a team is unable to score enough runs to win or tie the game based on the innings remaining in the game and the prescribed run limits per inning (RP2.10 (b)), excluding runs allowed because of dead ball awards.
- g. In games where extra innings are required to determine a winner, the 8 run maximum will apply for all extra innings.
- h. Unlimited substitutions defensively are allowed (including for injury or official ejection).
- i. The number of trips to the mound by the Coach shall be limited to 3 trips per inning per pitcher.
- j. Base runners cannot leave the base until the ball leaves the pitcher's hand. If an infraction occurs, the ball will be declared dead, and runners may not advance. One warning will be issued and for any further infractions thereafter, the runner will be called out. (Each team to receive 1 warning).
- k. If a player is removed from the game due to injury, illness, or official ejection, the player's spot in the batting order shall be deleted. In the event a batter must be removed during their time at bat, the next batter in the batting order shall come to bat assuming the balls and strikes count at the time the batter is removed. If the batter becomes an out, such batter shall then take their regular turn at bat.
- l. If a runner is removed by reason of injury or official ejection from the game, the player last put out shall act as pinch runner for the removed player. By virtue of the rules there shall be no pinch runners allowed.
- m. The batter shall not become a runner when a third strike is not legally caught by the catcher. The ball remains live, and all other runners may advance at their own risk.

TOURNAMENT PITCHING RECORDS

Team:

Manager:



10U/11U

Pitchers shall be limited to the number of pitches thrown in a single day as outlined below. Pitchers are required to rest in accordance with the chart below as determined by the total number of pitches thrown on any one calendar day.

10U/11U	Rest Required
1-25 Pitches	None
26-40 Pitches	1 day
41-55 Pitches	2 days

10U/11U	Rest Required
56-65 Pitches	3 days
66-75 Pitches	4 days
75 Pitches	Daily Maximum

P L A Y E R	UNIFORM #		G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE
	NAME:			1	NUMBER OF PITCHES	2	NUMBER OF PITCHES	3	NUMBER OF PITCHES	4	NUMBER OF PITCHES	5

P L A Y E R	UNIFORM #		G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE
	NAME:			1	NUMBER OF PITCHES	2	NUMBER OF PITCHES	3	NUMBER OF PITCHES	4	NUMBER OF PITCHES	5

P L A Y E R	UNIFORM #		G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE
	NAME:			1	NUMBER OF PITCHES	2	NUMBER OF PITCHES	3	NUMBER OF PITCHES	4	NUMBER OF PITCHES	5

P L A Y E R	UNIFORM #		G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE
	NAME:			1	NUMBER OF PITCHES	2	NUMBER OF PITCHES	3	NUMBER OF PITCHES	4	NUMBER OF PITCHES	5

P L A Y E R	UNIFORM #		G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE
	NAME:			1	NUMBER OF PITCHES	2	NUMBER OF PITCHES	3	NUMBER OF PITCHES	4	NUMBER OF PITCHES	5

P L A Y E R	UNIFORM #		G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE
	NAME:			1	NUMBER OF PITCHES	2	NUMBER OF PITCHES	3	NUMBER OF PITCHES	4	NUMBER OF PITCHES	5

P L A Y E R	UNIFORM #		G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE
	NAME:			1	NUMBER OF PITCHES	2	NUMBER OF PITCHES	3	NUMBER OF PITCHES	4	NUMBER OF PITCHES	5

TOURNAMENT PITCHING RECORDS

Team:

Manager:



12U/13U

Pitchers shall be limited to the number of pitches thrown in a single day as outlined below. Pitchers are required to rest in accordance with the chart below as determined by the total number of pitches thrown on any one calendar day.

12U/13U	Rest Required
1-30 Pitches	None
31-45 Pitches	1 day
46-60 Pitches	2 days

12U/13U	Rest Required
61-75 Pitches	3 days
76-85 Pitches	4 days
85 Pitches	Daily Maximum

P L A Y E R	UNIFORM #		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE	
	NAME:			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES	

P L A Y E R	UNIFORM #		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE	
	NAME:			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES	

P L A Y E R	UNIFORM #		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE	
	NAME:			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES	

P L A Y E R	UNIFORM #		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE	
	NAME:			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES	

P L A Y E R	UNIFORM #		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE	
	NAME:			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES	

P L A Y E R	UNIFORM #		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE	
	NAME:			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES	

P L A Y E R	UNIFORM #		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE	
	NAME:			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES	

TOURNAMENT PITCHING RECORDS

Team:

Manager:



14U/15U

Pitchers shall be limited to the number of pitches thrown in a single day as outlined below. Pitchers are required to rest in accordance with the chart below as determined by the total number of pitches thrown on any one calendar day.

14U/15U	Rest Required
1-35 Pitches	None
36-50 Pitches	1 day
51-65 Pitches	2 days

14U/15U	Rest Required
66-80 Pitches	3 days
81-95 Pitches	4 days
95 Pitches	Daily Maximum

P L A Y E R	UNIFORM #		G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE
	NAME:			1	NUMBER OF PITCHES	2	NUMBER OF PITCHES	3	NUMBER OF PITCHES	4	NUMBER OF PITCHES	5

P L A Y E R	UNIFORM #		G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE
	NAME:			1	NUMBER OF PITCHES	2	NUMBER OF PITCHES	3	NUMBER OF PITCHES	4	NUMBER OF PITCHES	5

P L A Y E R	UNIFORM #		G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE
	NAME:			1	NUMBER OF PITCHES	2	NUMBER OF PITCHES	3	NUMBER OF PITCHES	4	NUMBER OF PITCHES	5

P L A Y E R	UNIFORM #		G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE
	NAME:			1	NUMBER OF PITCHES	2	NUMBER OF PITCHES	3	NUMBER OF PITCHES	4	NUMBER OF PITCHES	5

P L A Y E R	UNIFORM #		G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE
	NAME:			1	NUMBER OF PITCHES	2	NUMBER OF PITCHES	3	NUMBER OF PITCHES	4	NUMBER OF PITCHES	5

P L A Y E R	UNIFORM #		G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE
	NAME:			1	NUMBER OF PITCHES	2	NUMBER OF PITCHES	3	NUMBER OF PITCHES	4	NUMBER OF PITCHES	5

P L A Y E R	UNIFORM #		G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE	G A M E	DATE
	NAME:			1	NUMBER OF PITCHES	2	NUMBER OF PITCHES	3	NUMBER OF PITCHES	4	NUMBER OF PITCHES	5

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TOURNAMENT PITCHING RECORDS

Team:

Manager:



22U

Pitchers shall be limited to the number of pitches thrown in a single day as outlined below. Pitchers are required to rest in accordance with the chart below as determined by the total number of pitches thrown on any one calendar day.

22U	Rest Required
1-45 Pitches	None
46-60 Pitches	1 day
61-75 Pitches	2 days

22U	Rest Required
76-90 Pitches	3 days
91-115 Pitches	4 days
115 Pitches	Daily Maximum

P L A Y E R	UNIFORM #		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE	
	NAME:			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES	

P L A Y E R	UNIFORM #		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE	
	NAME:			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES	

P L A Y E R	UNIFORM #		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE	
	NAME:			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES	

P L A Y E R	UNIFORM #		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE	
	NAME:			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES	

P L A Y E R	UNIFORM #		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE	
	NAME:			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES	

P L A Y E R	UNIFORM #		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE	
	NAME:			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES	

P L A Y E R	UNIFORM #		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE		G A M E	DATE	
	NAME:			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES			NUMBER OF PITCHES	

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