

OFFICIAL TOURNAMENT RULES

2026 Edition



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Official Tournament Rules
2026 Edition

DIRECTOR OF BASEBALL TOURNAMENTS

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MAPLE ZONE SPORTS VILLAGE

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IMPORTANT NOTES

- (1) MSI reserves the right to amend these rules at any time for specific tournament play.
- (2) The Tournament Committee reserve the right to review exceptional circumstances at their discretion.
- (3) In the event any issue is not covered in the playing rules, the Tournament Committee will make the fairest possible ruling and that ruling will be final.
- (4) National Federation of State High School Association (NFHS) Baseball Rules will be enforced with the exceptions listed in this document.

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1.0 FACILITY POLICIES

1.01 - Parking

Please drive all the way to the end of the entrance road and proceed into the parking lot. Please do not park or drop off on the entrance road. Cars that are parked in the fire lanes and or on the grass are subject to towing at the owner's expense. Buses and Recreational Vehicles are required to park in the back of the parking lot. No overnight parking is permitted.

1.02 - Facility Rules

- Obscene, abusive, sexist, and/or racist language, gestures, signage, or behavior directed towards game officials, tournament staff, or opposing team's fans, players or coaching staff is strictly prohibited.
- No Smoking
- No Alcohol
- No Tobacco Use
- Pets are permitted but must be on a leash and controlled by their owners.
- Coolers are permitted and are subject to be inspected for alcoholic beverages.
- Gum, Seeds, and any other shell product are prohibited.
- Watching games from grass area above the little league fields is prohibited.
- Entrance fee for fans age 18 and older to the playing area is \$10.00 per day. Only cash will be accepted for entrance fees. Any fan without an admission wristband will be asked to pay admission or leave the property. All admission sales are final.
- No metal cleats may be worn at any time at MSI or any offsite turf fields.

Maple Zone Sports Village is a privately-owned complex and reserves the right to remove or ban anyone or any team that violates the Facility Rules.

1.03 - Insurance

Each team is required to have proof of insurance with them at all times. Proof must also be provided to MSI prior to the tournament. The insurance certificate must have no less than \$2,000,000 General Aggregate and \$1,000,000 Each Occurrence coverage. Insurance certificate must have "Maplezone Bat Works" listed as the certificate holder and additionally insured. Please use 4881 Chichester Avenue Aston, PA 19014 as the address for the insurance certificate.

1.04 - First Aid

There will be general first aid equipment on site for all tournaments. A local first aid squad is on call in the event of a serious injury.

1.05 - Tournament Photography Service

MSI has partnered with Studio One Action Shots to be available on selected weekends. The photography office is located in the main building at MSI. For more info: <http://www.studioneactionshots.com/>

1.06 - Playbook365

On Playbook365, you can find schedules, game scores, brackets, standings, as well as notifications from the tournament director. All in-event communication will be done through Playbook365. Updates will be posted under the Weather/Event Updates section on the event page. Parents can receive updates directly from the tournament director through Playbook365 after you register your player. Coaches can send the registration link to parents upon registering the team for an event.

1.07 - Inclement Weather

If inclement weather approaches Maple Zone Sports Village, public announcements will be made by MSI staff to update players, coaches, and fans on the situation. Should a lightning strike occur within 8 miles of the complex, play will be stopped immediately. Play will resume 30 minutes after the last strike to occur within the 8-mile threat radius. Fans are strongly encouraged to exit the venue and seek shelter in their vehicles during weather delays. All wristbands should be kept for re-entry into the complex. Updates may also be provided through Playbook365.

NOTE: Umpires may temporarily halt play, but only the Tournament Committee has the authority to suspend/cancel games.

1.08 - Curfew Policy

1.08.1 Non-Friday/Saturday Games

1.08.1.1 (10u-12u)

- If a game has not started by 9:00 p.m., the game will be rescheduled if possible or ruled as a no-contest.
- If a game in progress is stopped as a result of a significant delay after 9:00 p.m. and cannot be resumed within one hour from the first stoppage, the game will
 - be ruled official as stated in rule [4.08](#)
 - be ruled no contest if game is not official

1.08.1.2 (13u-18u)

- If a game has not started by 10:30 p.m., the game will be rescheduled if possible or ruled as a no-contest.
- If a game in progress is stopped as a result of a significant delay after 10:30 p.m. and cannot be resumed within one hour from the first stoppage, the game will
 - be ruled official as stated in rule [4.08](#)
 - be ruled no contest if game is not official

1.08.2 Friday/Saturday Games

1.08.2.1 (10u-12u)

- If a game has not started by 10:00 p.m., the game will be rescheduled if possible or ruled as a no-contest.
- If a game in progress is stopped as a result of a significant delay after 10:00 p.m. and cannot be resumed within one hour from the first stoppage, the game will:
 - be ruled official as stated in rule [4.08](#)
 - be ruled no contest if game is not official

1.08.2.2 (13u-18u)

- If a game has not started by 11:00 p.m., the game will be rescheduled if possible or ruled as a no-contest.
- If a game in progress is stopped as a result of a significant delay after 11:00 p.m. and cannot be resumed within one hour from the first stoppage, the game will:

- be ruled official as stated in rule [4.08](#)
- be ruled no contest if game is not official

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2.0 PAYMENT POLICIES

2.01 - Payments

MSI requires each team registering for a tournament to make a non-refundable deposit payment (amount varies by event). Payment in full for all events is due 45 days prior to the start of the event. Your final payment will be automatically billed to the method of payment used for your deposit. Visa, MasterCard, American Express, and Discover are accepted online and by phone. Checks can be made out to MSI and sent to: Maple Zone Sports Village, 4881 Chichester Avenue, Aston, PA 19014.

2.02 - Cancellations

2.02.1 No refunds will be issued at any time after payments are made.

However, MSI will hold a credit for a future event if notice of cancellation is given at least three weeks prior to the start date.

Credits may not be transferred to another organization and any credit must be used within 1 year. **ABSOLUTELY NO EXCEPTIONS TO THIS POLICY.**

2.02.2 For teams playing in our College Showcase Series: Teams that pull out within 60 days will not receive a refund or a credit. You are buying a spot at the time of registration.

2.02.3 For teams playing in any partnered event: Teams that pull out after payment has been made will only be given a credit to use for the same event for the following year. Credits are not allowed to be used for an MSI tournament or MSI College Showcase Series.

NOTE: In the circumstance that any Tournament or College Showcase Series is cancelled due to circumstances beyond our control, customers will receive a credit to a future Tournament of College Showcase Series. Partnered events are not eligible under this policy.

2.03 - Weather-Related Cancellations

2.03.1 If rain comes into play, MSI will do everything possible to stay close to the original game schedule. MSI's turf fields will minimize rain outs and delays. If a schedule change is required because of the inclement weather, MSI will do its best to try to maintain the

original tournament schedule. However, some rained out games may not be made up depending on time constraints. **In case of scheduling changes**, it is the team's responsibility, not the Tournament Director's, to make sure they are aware of the new schedule. **This information will be posted on Playbook365.**

2.03.2 Weather Related Credits

- Played 0* Games – 100% credit (no refund)
 - Played 1* game – 40% credit (no refund)
 - Played 2* games – \$100 credit only (no refund)
- *One pitch is considered a game under this policy

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3.0 TOURNAMENT PRELIMINARIES

3.01 - Rosters

Teams can have an unlimited number of players on their roster. There will be no more than 4 coaches (1 manager, 2 coaches, and a scorekeeper) allowed in the tournament. A team can add to their roster up to their first game. If an unforeseeable circumstance happens during tournament play where a coach needs to add to their roster, they must immediately submit their reasoning to the Tournament Committee and the Committee will then either grant or deny the request. A player can be on rosters for two different age groups, but not on multiple teams within a single age group. If an illegal player is discovered during a game, that player is removed for the rest of the tournament. The game is resumed from the point the illegal player was removed.

3.01.1 Roster Submission:

Please submit your team's roster via the Playbook365 registration link your coach will provide.

3.01.2 Age Groups: Refer to [chart](#) on page 13

3.02 - Baseballs/Foul Balls

3.02.1 Game balls will be provided by MSI for all games. Teams are to bring their own practice balls for use in batting cages and for warm up.

3.02.2 All players, coaches, fans, and parents should be aware of foul balls at all times. There will be more than one game going on at a time and foul balls can come from different fields. Please return all foul balls to the umpire or a staff member.

Age Requirements

2026 SPRING/SUMMER AGE CHART

Date of Birth	2017	2016	2015	2014	2013	2012	2011	2010	2009	2008	2007
January	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u	19u
February	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u	19u
March	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u	19u
April	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u	19u
May	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
June	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
July	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
August	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
September	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
October	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
November	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
December	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u

2026 FALL AGE CHART

Date of Birth	2018	2017	2016	2015	2014	2013	2012	2011	2010	2009	2008
January	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u	19u
February	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u	19u
March	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u	19u
April	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u	19u
May	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
June	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
July	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
August	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
September	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
October	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
November	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u
December	8u	9u	10u	11u	12u	13u	14u	15u	16u	17u	18u

10-12u: Age chart only
 13u: 7th grade or age chart
 14u: 8th grade or age chart

15u: 9th grade or age chart
 16u: 10th grade or age chart

17u: 11th grade or age chart
 18u: 12th grade or age chart

NOTE: any player that has graduated high school in 2024 is NOT eligible to participate in our tournaments

3.03 - Uniforms

3.03.1 All players must have a uniform number.

3.03.1.1 Jewelry may be worn but any jewelry that poses harm, injury, or distraction to another player is prohibited.

3.03.2 Coaches are not required to wear full uniform during games.

However, MSI does expect coaches to dress appropriately on the field. Coaches are not required to wear helmets while coaching 1st or 3rd base. **Players must wear helmets if they coach 1st or 3rd base.**

3.03.3 Footwear Restrictions:

3.03.3.1 NO METAL CLEATS ARE ALLOWED ON TURF FIELDS! Players MUST wear baseball turfs, molded plastic cleats, or sneakers on our turf baseball fields.

3.03.3.2 If a player is seen wearing metal cleats on turf fields, they will be required to remove them, and a field warning will be issued. If any player, after the warning, is found wearing metal cleats, they will be restricted to the bench.

3.03.3.3 Please note: some off-site fields are dirt/grass and metal cleats are permitted on those surfaces.

3.04 - Equipment

3.04.1 Teams should bring helmets, bats, gloves, catcher's gear, first aid and other equipment that may be needed for the team.

3.04.2 Pitcher Signal Armband

3.04.2.1 A pitcher may wear a wristband with a signal card insert on his non-pitching wrist/forearm. It must be black or a solid, dark color. If the insert is not covered with a flap, it should be on the inside of the wrist to reduce any distraction to the batter. There shall not be any attachment to the pitcher's glove.

3.04.3 On-Field Electronic Communication

3.04.3.1 MSI permits the use of an exclusively one-way electronic communication device from the dugout to the field for the purpose of relaying the pitch or play call. The use of an in-

ear communication device shall be limited to the defensive position of the catcher.

3.04.4 Bat Restrictions

3.04.4.1 9u-12u: No weight restrictions. Barrel size must be between 2 ¼ - 2 ¾. Players may use BPF 1.15, BBCOR, or USA Baseball designations.

3.04.4.2 13u-18u: **Must be -3 BBCOR.** If you choose to use a wood bat, it can only be single-solid wood.

3.04.4.3 Any illegal bat that is discovered while the player is at bat, but before the bat has contacted the ball...foul, foul tip, hit, out...will simply be removed with no penalty. If a proper appeal is made after a player uses an illegal bat...foul, foul tip, hit, out... that player will be called out and all runners will return to the base they last occupied.

3.04.4.4 Prohibited Bats

- 2015 Demarini CF7 (-5)
- 2015 Easton XL1 (-5)
- 2016 Demarini CF8 (-5)
- 2016 Demarini CF8 (-8)
- 2016 Demarini CF8 (-10)
- 2017 Demarini CF Zen Balanced (-8)
- 2017 Demarini CF Zen SL 2 ¾" (-10)
- 2017 Demarini CF Zen Zero Dark 2 ¾" (-10)
- 2017 Demarini CF Zen - Balanced (-5)
- 2017 Demarini CF Insane - Endloaded (-5)
- Louisville Slugger Blue Meta Composite (33/30 model only)
- 2018 Dirty South Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)
- (Easton) Ghost X (30/20 only - USA Baseball Marked)
- 2022 Stinger Missile 2 - (33/30 model only)
- 2023 Easton Hype Fire 2¾" USSSA Bat 2024 (-5)
- 2024 Easton Hype Fire 2¾" USSSA Bat 2024 (-5)

3.05 - Batting Cages

There are four turf batting cages which are located down the left field line on field E. Please limit cage use to fifteen minutes when other teams are

waiting. Please use the walking path that leads to fields F and G to access the batting cages.

3.06 - Dugouts

All players, except the on-deck batter, must stay inside the dugout. Players and coaches should be aware of foul balls at all times. Coaches are responsible for the players in the dugouts.

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4.0 TOURNAMENT PLAY

4.01 - Time Limit (except Semifinal and Championship games)

4.01.1 All games will be played with a one hour and 45-minute time limit. No new inning will start after the one hour and 45-minute mark.

4.01.2 Official time will be kept by the umpires.

4.01.3 The time will start immediately after the conclusion of the pre-game meeting.

4.01.4 For each team's pool play games, the home team will be determined by a coin flip at the pre-game meeting.

4.01.5 If the home team is batting and is ahead as the time limit is reached, the game will end immediately.

4.01.6 In consolation games, no new inning may begin after one hour and 45 minutes. At two hours, the game will end immediately after the current batter completes their at-bat. The score will revert to the last completed inning unless the home team is ahead in the bottom half of the inning when the game ends. If the home team has tied the game or taken the lead in the current inning, that score may stand.

4.02 - Time limit for Semifinal and Championship games

4.02.1 All Semifinal and Championship games will be played with a two-hour time limit.

4.02.2 If a game is tied after 6 innings for **9u-12u**, or 7 innings for **13u-18u**, or the two-hour time limit, the two teams will go into tie-break rules:

- Base runners will be placed as follows:
- Last batter from previous inning @ 1st Base
- Second to last batter @ 2nd Base
- Third to last batter @ 3rd Base
- Normal substitution rules apply to these runners.
- The hitting team will start the inning with one out.

- Play continues until one team is ahead at the end of an inning.

4.03 - Score Keeping

MSI encourages all teams (home and visitors) keep a scorebook. The official scorer of the game will be the umpires. It is the team's responsibility to check every inning with the umpires to confirm the score. The tournament committee will not rule on score disputes if neither team has maintained a scorebook. If only one team has kept a scorebook, that record may be used as the basis for any ruling at the tournament committee's discretion.

4.04 - Pre-Game Plate Meeting

Only the head coaches and umpires will be involved in the pre-game plate meeting. The Head Coach shall also inform the other coach and the plate umpire how they intend to bat their players... 9,10,11, all. It is the team's responsibility to verify the accuracy of the opposing team's lineup prior to the first pitch of the game. Head Coach must bring any unresolved issues to the attention of the Tournament Director before the game starts.

4.05 - Starting the Game

4.05.1 All games must be started with at least 8 players. If a team does not have at least 8 players at the start of the game, they forfeit the game.

4.05.2 If a team starts with 8 players, an automatic out will be called every time the 9th slot in the batting lineup comes up. If a 9th player arrives at any time during the game, that player is to be inserted immediately into the lineup in the 9th spot and placed into the game (even if the team is on defense).

4.05.3 Any other player(s) that arrive after the 9th player can only be used as a legal substitute.

4.05.4 All teams should be prepared to start their game 30 minutes prior to the scheduled start time.

4.06 - Hitting Lineup

4.06.1 In all age groups, teams can bat 9, 10, or 11 (DH, EH, XH) or they can bat their entire lineup.

4.06.2 The DH can bat anywhere in the lineup and can hit for anyone.

4.06.3 If the pitcher leaves the mound but stays in the game, then that player hits and the DH is eliminated for the remainder of the game.

4.06.4 The EH and XH may bat anywhere in the lineup.

4.06.5 The EH and XH are considered defensive positions for substitution purposes.

4.06.6 If a team chooses to bat the entire lineup, they will be granted free defensive substitution.

4.06.7 When batting the entire lineup, if a player exits the game for any reason, that player's spot becomes an automatic out.

4.07 - Innings

9u-12u will play 6 inning games, and 13u-18u will play 7 inning games.
(See time limits in rule [4.01/4.02](#))

4.08 - Official Game

If a game is stopped and cannot be resumed for any reason, it is a regulation game (9U-12U), if 4 innings have been completed, or 3 ½ innings if the home team is ahead. (13U-18U), if 5 innings have been completed, or 4 ½ innings if the home team is ahead. If games can not be rescheduled, the game will be removed from the schedule.

4.09 - Tie Games

All pool games that are tied after 6 innings (9u-12u) / 7 innings (13u-18u) or the time limit will be recorded as a tie. No extra innings will be played in pool games even if it is under the time limit after 6 innings (9u-12u) / 7 innings (13u-18u).

4.10 - Forfeits

All forfeits that occur before the start of the game will result in 6-0 win (**9u-12u**) or 7-0 win (**13u-18u**). All forfeits or concessions that occur while the game is in progress will end the game immediately and the game will result in 6-0 win (**9u-12u**) or 7-0 win (**13u-18u**). If any forfeit is deemed to be intentionally unsportsmanlike (ruled on by the Tournament Committee), the forfeiting team may become subject to additional penalties.

4.11 - Mercy Rules

Games will end if the run difference is: 15 runs after 2 innings; 12 runs after 3 innings; 10 runs after 4 innings; and 8 runs after 5 innings.

4.12 - Re-Entry Rule

A starter who is replaced may re-enter the game only once and must re-enter in the same spot in the lineup. If a substitute is replaced, that substitute cannot re-enter. The re-entry rule also applies for the DH, EH and XH.

4.13 - Courtesy Runner

For pitcher and catcher only. May be at any time. If you have substitutes, use them as your courtesy runner(s). If you don't, then use the player(s) who made the last out(s).

4.14 - Warm-up Pitches

Pitchers are allowed 8 pitches before their initial inning and 5 pitches before additional innings.

4.15 - Defensive Conferences

4.15.1 Each team is allowed three charged conferences to permit coaches or their non-playing representatives to confer with a defensive player or players. In an extra inning playoff game, each team shall be permitted one extra conference per inning. Any unused conferences may be carried over to extra innings. A conference is not charged if the pitcher is removed as a pitcher. After three charged conferences (adding one additional free conference for each extra inning), additional visits to the pitcher will require removal of the pitcher as pitcher for duration of the game.

4.15.2 When either team has a charged conference, the other team may also have a conference, which is not charged, provided the conference concludes when the opposing team's charged conference concludes, so that the game is not further delayed.

4.16 - Offensive Conferences

Each team is allowed one charged conference per inning to permit the coach or any of the team's personnel to confer with base runners, the batter, the on-deck batter or other offensive team personnel. In an extra inning playoff game, each team shall be permitted one extra conference per inning.

4.17 - Umpire/Coach In-Game Play Discussion

If a head coach has a question about a call with the base umpire, they may go to, but no further than, the foul line. If the question is with the home plate umpire, the coach will go to the home plate circle. A coach is not allowed to go onto the field to argue a call. If they try to, they will be warned, and if they continue, they will be ejected.

4.18 - Protests

Only roster related issues will be allowed to be protested. Protests must be brought up to either umpire immediately after discovery of a potential illegal player. See roster rules in Rule [3.01](#). In no case will the results of a game be reversed, nor will a game be ordered or permitted to be replayed.

4.19 - Ejections/Suspensions

- For any unsportsmanlike act, including bat flips, the umpire shall issue a verbal warning to the offender on the first offense. A second offense by the same individual shall result in a restriction to the bench or dugout for the remainder of the game; coaches so restricted may only leave the bench/dugout to attend to an injured player. A first offense by a different individual shall result in a verbal warning to both the offender and the head coach. Any subsequent unsportsmanlike conduct by any individual shall result in ejection. The umpire retains the authority to immediately restrict or eject individuals for severe misconduct without prior warning.
- Any unsportsmanlike act by either player or coach that involves physical contact with an official will result in a suspension for the rest of the tournament. That individual will also be barred from the

complex and any offsite field being used.

- If a coach is ejected and the team has no other pre-approved, organization-affiliated coach present and eligible to assume responsibility, the game will result in an automatic forfeit. A pre-approved, organization-affiliated coach is defined as an adult listed as a coach on the official team roster and approved by the team's organization to serve in a coaching role prior to the start of the tournament.

4.20 - Seeding/Pool Play Tie-Breaker Policy

1. Overall Pool play record
2. If two teams are tied: Head-to-Head results
3. If three teams are tied: If one team has defeated both other teams, then that team advances. If not go to #4
4. Total runs allowed in pool play
5. If still tied: Total runs scored in pool play
6. If still tied: Coin flip

NOTE: It is possible for two teams to go undefeated in larger pools. Both teams would advance to the playoffs and be seeded based on the tiebreaker rules. If a pool has teams that don't play the same number of games, the first tie breaker will be winning percentage.

4.21 - Tie-Breaker Policy if TWO teams advance and do not play all common opponents

1. Overall record
2. Head-to-Head (if teams did not play each other then go to rule #3).
3. Total runs allowed in pool play
4. Total runs scored in pool play
5. If still tied coin flip

NOTE: If there is a case where teams have not played the same number of pool play games, seeding will be based on their winning percentage. If multiple teams have 100% winning percentage but a different number of wins, the team with the most wins will be seeded higher than the other team(s). For example: 3-0 will be seeded higher than 2-0.

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5.0 GAMEPLAY RULES GUIDE

RULE	9U	10U	11U	12U	13U-18U
Base Distance	60'	60'	70'	70'	90'
Pitching Distance	46'	46'	50'	50'	60'6"
Courtesy Runner	For pitcher and catcher only. May be at any time.				
Mercy Rule	15 runs after 2 innings; 12 runs after 3 innings; 10 runs after 4 innings; 8 runs after 5 innings (All games)				
Leads	CROSSES PLATE	CROSSES PLATE	YES	YES	YES
Stealing (Including Home)	CROSSES PLATE	CROSSES PLATE	YES	YES	YES
Dropped 3rd Strike	NO	NO	YES	YES	YES
Balks	NO (Educational Purposes Only)	NO (Educational Purposes Only)	YES (1 Warning Per Pitcher)	YES (1 Warning Per Pitcher)	YES
Bunting	YES	YES	YES	YES	YES
Infield Fly Rule	NO	NO	YES	YES	YES
Must Avoid Contact	YES	YES	YES	YES	YES
Intentional Walk	Four balls out of the zone are not required, dugout signal from coach is all that is required.				
Sliding	Headfirst and feet first slides are allowed.				

NOTE: This sheet represents only a summary of some of MSI Tournament rules.

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