

# 2025 Coastal League Tournament Rules

## Rookies

1. Time Limits
  - a. No new innings will be started after **1hr. 20 min.** of play unless the score is tied. If the score is tied at the 1hr. 20 min. mark, finish the inning. Next inning will be an international tie-breaker where each team will start their at-bat with a base runner on 2<sup>nd</sup> (base runner will be the 3<sup>rd</sup> out of last inning) and 3<sup>rd</sup> (base runner will be the 2<sup>nd</sup> out of last inning), and also starting the at bat with 1 out. Innings will start like this until the tie is broken. With the exception of the championship games, those will continue regular play until a winner is determined.
2. Standard Season Rules Apply

## Minors & Majors

1. Plate Agreements & Pregame Discussions
  - a. There will be no Plate agreements to “change, adjust, or further alter the rules”
  - b. The Tournament games will adhere to the Tournament rules outlined below, and default to the 2025 JBO American baseball rules where a specific rule has not been addressed in the Tournament Rules below.
  - c. Coaches are responsible for letting both the umpire and opposing coach know if they have an athlete arriving late to the game, and or if they have an athlete that is being benched for disciplinary actions. This is required to ensure late arrivals are allowed to join upon arrival, and that a team does not forfeit for not playing their athlete benched for disciplinary action for that portion or the complete game.
2. Time Limits (Minors & Majors)
  - a. No new innings will be started after **1hr. 30 min.** of play unless the score is tied. If the score is tied at the 1hr. 30 min. mark, finish the inning. Next inning will be an international tie-breaker where each team will start their at-bat with a base runner on 2<sup>nd</sup> (base runner will be the 3<sup>rd</sup> out of last inning) and 3<sup>rd</sup> (base runner will be the 2<sup>nd</sup> out of last inning) and also starting the at bat with 1 out. Innings will start like this until the tie is broken. With the exception of the championship games, those will continue regular play as usual until a winner is determined.
3. Athlete Playing Time (Minors & Majors)
  - a. Each player must play a minimum of six defensive outs. If a player arrives late and is unable to complete his/her defensive outs, they must be inserted

immediately and play until the game is completed or they have played their required six defensive outs, should the game go into extra innings. If this rule is violated, the offending team will receive a **forfeit** for that game, regardless of the final score. **Please note that this rule is in full effect even with a game that ends early due to the 10-run Mercy rule, so Coaches need to manage their field rotations accordingly to satisfy this requirement.**

4. Run Limits (Minors & Majors)

- a. **Minors:** 5 run limits for innings 1-4 and open inning for the 5<sup>th</sup>, unless time determines the final inning takes place before 5 innings are played. Based on inning or time needs, the umpire will announce "Open Inning" and both teams will have a chance to score as many runs as possible in that inning without a run limit. Mercy Rules in effect 15 runs after 3, 10 runs after 4.
- b. **Majors:** There are no run limits per inning; however, there is a 10-run mercy rule in effect in the 4<sup>th</sup> inning
  - i. The ten-run rule provides that a game will end after 4 innings for Juniors, or any inning thereafter, when a team is 10 or more runs behind and has completed its turn at bat. Games called as a result of this rule DO NOT waive the six-defensive out rule

5. Leading off and Base Stealing (Minors & Majors)

- a. Leading off is allowed
- b. Base stealing is allowed; however, if runners are stealing home and the batter fails to vacate the batter's box, the batter will be called out – **this is a no warning violation - umpire's discretion**
- c. Base runners must slide on a close play; failure to do so can result in an umpire calling the base runner out – **this is a no warning violation - umpire's discretion**
- d. Sliding feet or head first is allowed

6. Dropped 3<sup>rd</sup> Strike (Majors Only)

- a. If 1<sup>st</sup> base is not currently occupied by a runner with <2 outs, a batter can attempt to run to first on a dropped 3<sup>rd</sup> strike.
- b. If 1<sup>st</sup> base is occupied by a runner with <2 outs, a batter is not allowed to attempt the run to first base on a dropped 3<sup>rd</sup> strike. If the runner currently at first base elects to attempt a steal of second base, they do so at their own risk, and this does not allow the batter to attempt the run to 1<sup>st</sup> regardless as it is understood that 1<sup>st</sup> base was occupied at the time of the 3<sup>rd</sup> strike pitch.
- c. If 1<sup>st</sup> base is occupied by a runner with 2 outs, the batter may attempt to run to first base on a dropped 3<sup>rd</sup> strike, regardless, but the runner currently occupying 1<sup>st</sup> base must advance to 2<sup>nd</sup> as a force play (bag touch allowed for an out at either base).

7. Infield Fly Rules (Minors & Majors)

- a. Less than 2 outs, runners on 1<sup>st</sup> & 2<sup>nd</sup>, or bases loaded, where a batter hits a routine pop-up to any infield position that could be caught with minimal effort (excludes line drives and bunts). Umpire to announce infield fly loudly, batter is automatically out, and base runners can advance at their own risk as the ball is considered live.

8. Pitcher Balks (Minors & Majors)

- a. **Minors:** Balk calls by an umpire will receive 1 warning per pitcher, with either the umpire or coach explaining the balk call reasoning to the current pitcher. After that pitcher has received 1 balk warning, any subsequent balk calls will award any base runners for the other team the advancement of 1 base for the duration of that pitcher's time spent on the mound.
- b. **Majors:** Balk calls by an umpire will receive 1 team warning per game, with either the umpire or coach explaining the balk call reasoning to the current pitcher. After a team has received 1 team balk warning, any subsequent balk calls, regardless of that team's pitcher, will award any base runners for the other team the advancement of 1 base for the duration of the game.

9. Tournament Pitch Count Rules (Minors & Majors)

Level	Daily Max	0 Days Rest	1 Days Rest	2 Days Rest	Tournament Max
Junior (Majors)	85	1-45	46-70	71+	105
Minors	75	1-40	41-65	66+	95

- a. The pitch count is based on pitches thrown for strikes, balls, foul balls, and outs. Warm-up pitches, pick-off attempts, 'no pitch' call by the umpire do not count towards the pitch count.
- b. Specific rest periods are in place when a pitcher reaches specific thresholds of pitches delivered in a day
- c. A pitcher reaching a day(s) of rest threshold in the middle of an at-bat must be removed from the mound if they want to remain at that threshold. There is no "Finish the Batter".
- d. A Pitcher reaching the maximum daily pitch count limit, or the maximum tournament pitch count limit, in the middle of an at-bat must be removed from the mound. There is no "Finish the Batter".
- e. Days of Rest: 1 full calendar day = 1 day of rest
- f. A pitcher who throws a warm-up pitch must face one batter.

- g. There shall be free defensive substitutions at all positions, excluding pitchers. Once a pitcher has been removed from the mound during the course of the game, they may not re-enter for any reason as a pitcher for the duration of the game.
- h. The Pitch Count Tracker Board will be updated before teams play their next contest. Umpires will not be part of the process or help you track your pitch counts. The coaches are ultimately responsible for knowing all the pitching rules and tracking their pitchers' counts and limits accordingly
- i. Pitchers that exceed their pitch count limits will be immediately removed from the mound for the remainder of the tournament, but it will not be grounds for a forfeit; however, the head coach will be ejected for the remainder of that game.
- j. Pitch Counts cannot be changed once a game has been completed. The signed pitch counts submitted after the game by the home team are considered final. It is the responsibility of the head coaches and scorekeepers to verify counts throughout the game, at the end of every pitcher's time on the mound, and half inning. Any pitch count disputes between scorekeepers that cannot be rectified before the start of the next half inning or top of an inning will default to the home book's pitch count. The Home Team's books are what will be used on the signed pitch count card and pitch tracking board.