



PROVO CITY TOURNAMENT ADDENDUM



Provo City has adopted the baseball rules of the High School Federation as their official playing rules. The information contained in this rule book is designed to make the game meet with Provo's philosophy, and the information herein will act as a supplemental to anything found in the rule books produced by the High School Federation.

1. **TEAM EQUIPMENT:** Team equipment is subject to inspection by league umpires before, during, or after a game. Please help them by checking bats and helmets where possible. Please review the rules about bat sizes and check rubber grips on all bats. 3rd-6th graders **are allowed** to use bats up to 2 3/4" diameter and have no restriction on weight and length differential. 7th-9th grade must use a -5 or -3 bat.

Provo follows the USSSA current restricted bat list. Wood bats will be allowed, as long as they meet the specifications for each league. No retooled bats allowed. (see URL below for a list of restricted bats)

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http://www.ussa.com/baseball/baseball-withdrawn-andor-non-compliant-baseball-bat-models/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

2. **METAL CLEATS:** No metal cleats allowed 3rd-6th Grade. No metal cleats allowed on the pitching mound at Sunset View Park.
3. **FOUR OUTFIELDERS (ALL DIVISIONS):** Four outfielders MUST play in an umbrella formation (Left, Left Center, Right Center and Right).
4. **BALL GAME TIME LIMIT:** 3rd-4th grade ball games will be limited to 1 hour and 10 minutes or six innings, whichever comes first. 5th-6th grade ball games will be limited to 1 hour and 20 minutes or six innings, whichever comes first. 7th-9th grade ball games will be limited to 1 hour and 30 minutes or seven innings. No new inning should begin after time expires. Time limit is based on when the last out is made. Championship games will not be timed: 3rd-4th will play 5 innings, 5th-6th will play 6 innings and 7th-9th will play 7 innings. Run rules still apply.

For all leagues, when a game is tied at the end of regulation innings or the expiration of the time limit, the game will be decided by an international tie-breaker.

5. **PITCHER'S OUTS:** All leagues will continue using the pitching out rules from the regular season. **As a reminder, pitchers pitching 13 or more outs in one day must have at least one calendar day rest.**

SAME DAY COMBINATION PITCHING RULE: 3rd-6th graders may pitch 18 outs in a day. 7th-9th graders may pitch 21 outs in a day. Pitchers may pitch any combination between the two games in a day. Rest rules for next day will apply.

NO PITCHER RE-ENTRY: A pitcher cannot pitch again in the same game once he is removed from the mound, even though he remains in the game at another position.

6. **CONTACT RULE:** This is an avoid contact rule that will be enforced by umpire judgment (interference). Be smart and slide. Malicious contact will result in an ejection. You may not blow up the catcher. Ejected players or coaches will sit their team's next game as well.
7. **TIME OUTS BY COACH:** If a coach goes onto the playing field to talk to a player or players more than once in a half inning while the same pitcher is pitching, a pitching change must be made. **Upon the fourth visit and every subsequent visit, a pitching change MUST be made.** A visit is not charged if pitching change is made.
8. **INFIELD OR BATTING PRACTICE:** There will be no infield or batting practice taken on the field prior to the game.

9. **LEAVING BASE EARLY: 3rd & 4th GRADE ONLY** - When a pitcher is in contact with the pitcher's rubber with the ball in his possession and the catcher in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.
- A. When a base runner leaves his base before the pitched ball has reached the batter the ball is dead. All runners must return to their base and the pitch does not count.
- B. This rule is enforced as a team. When the 1st infraction occurs, the umpire will give official warning to the player, coach, and team. Any subsequent infraction by the team that has been warned will result in the runner being called out with no advancement by any other runners.
10. **FORFEITS:** Teams with less than 7 players at game time will forfeit the game, however an umpired scrimmage will still be played.
11. **INTENTIONAL WALK:** In order to walk a batter, no pitches need to be thrown.
- ALL LEAGUES** - The batter on a base on balls cannot advance past 1st base unless it is a pass ball, catcher over-throws the pitcher or catcher throws to any other fielder. All other runners can advance at their own risk.
12. **LINE-UPS: ALL LEAGUES** Both teams are required to bat ALL players listed on the roster who are present at the game. If one team has more players than their opponent, both teams are still required to bat ALL of their players. This supersedes language in the current rulebook.
13. **NO TAUNTING RULE:** This will be strictly enforced.
14. **3rd & 4th GRADE FIVE RUN LIMIT:** 3rd/4th Grade games will play a five run offensive limit during the first two innings of play. The play where the fifth run is scored is live and all runs will be counted until the play is complete. Pitcher charged 3 outs. Note: The last play of an inning is live until the defense secures the ball and stops the offense from advancing.
15. **PROTESTS:** Any protest must be made at the time of the infraction, before the next pitch is thrown, and will be handled quickly by the tournament director and the host committee of at least two additional people (three total). No appeal beyond them. Game clock will stop, however no undue game delay will be allowed for lengthy protests.

***** THESE & ALL OTHER PROVO RULES APPLY *****

GOOD LUCK! PLAY WELL ... PLAY FAIR ... AND HAVE FUN!

These programs are to help our youth learn
to become better people through positive adult role models.

Yelling at and/or harassing
umpires or scorekeepers will not be tolerated!

REMEMBER . . . IT'S JUST A GAME!