



FEDERAL WAY KNIGHTS BASEBALL CLUB

SUMMER KNIGHTS CLASSIC - 2024

9U-12U DIVISIONS - TOURNAMENT RULES

PLAYER'S AGE

Age determination for all divisions will be based on player's age on April 30, 2024.

Photocopies of birth certificates will be required, and made available to the Tournament Committee upon request. Tournament Director reserves the right to declare player(s) in question ineligible to play until birth date can be validated.

EQUIPMENT

Bats:

No bat length/diameter/weight restrictions will be enforced. The Umpire-in-Chief or his on-field representative may disallow the use of a particular bat(s) due to safety concerns (cracks, dents, etc.).

Metal Spikes:

12U and under - no metal spikes are allowed. Cleats must be molded rubber or plastic, **no steel cleats are allowed.**

Batting Helmet:

A full use batting helmet, which covers the top and back of the head and the sides of the face, must be worn when at bat and while on the bases.

Catcher's Gear:

Catcher must wear all appropriate protective gear, which includes a protective helmet/mask that fully covers both ears, chest protector, shin guards, and protective cup. A throat guard is recommended.

The Summer Knights Classic utilizes field rentals provided by Federal Way National Little League (FWNLL), as well as City of Federal Way Parks.

USE OF THE PARK

Teams may warm-up in the outfield grass before their game if time permits.

No formal infield/outfield is allowed prior to the game.

No soft-toss into the chain link fence is allowed.

NO smoking, vaping or use of tobacco is permitted at the FWNLL Complex

No alcoholic beverages or controlled substances are permitted at the FWNLL Complex or Federal Way Parks.

Pets are not permitted at the FWNLL Complex.

Service animals are permitted as directed under WA State Law and following ADA requirements. Emotional support animals, comfort animals, and therapy dogs are not service animals under Washington State Law, and therefore are not permitted.

Pets are permitted at Federal Way Parks, unless otherwise posted.

GAME RULES

A team roster shall be submitted to the Tournament Director prior to the first game. No players may be added to the roster once play has started. **Dual rostering is not allowed.**

Divisions:

Tournament Director reserves the right to combine divisions (*ie: 11U with 12U*) based on the number of teams entered into each division, and will only combine when absolutely necessary. In these instances, the playoff structure will be modified to create as balanced competition as possible, putting teams of similar skill in the Championship brackets.

9U and 10U, "no lead offs":

Playing rules not specifically covered shall follow the 2024 rules for Little League (Majors). Catcher/pitcher rules are waived. No per inning run limit. No dropped third strike.

9U and 10U Fields:

60-foot bases and 46-foot mounds - lead offs not allowed. Headfirst slides are not allowed. Runners may dive headfirst when going back to a base.

When a pitcher is on the mound, in contact with the pitching rubber, and in possession of the ball, and the catcher is behind the plate and in position to receive the pitch, base runners are not to leave the base until the ball has been delivered and reaches the batter. At any time the pitcher is not on the rubber and the catcher is not down and ready to receive the pitch and time has not been called by the umpire, players may run at their own risk.

11U and 12U, lead offs:

Playing rules not specifically covered shall follow the 2024 High School Rule Book (NFHS).

11U and 12U Fields:

70-foot bases and 50-foot mounds – lead offs and steals allowed.

All Division Rules:

If a runner attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he will be called out and ejected from the game. This is a judgment call by the umpire and it is final! Players return to the base last touched at the time of the collision.

The "Slash-Bunt / Butcher-Boy" play is not allowed. This play is defined as when the batter squares to show bunt, but then pulls back and attempts to swing to put the ball into play. If the batter does this the batter will be called out.

Courtesy runners may be used at any time for the pitcher and catcher of record the previous defensive inning. For teams batting a straight 9, DH or EH, the runner shall be a player not in the current batting lineup. For teams batting their entire lineup, the last recorded out must be the runner.

A player judged by the umpire as throwing the bat after successfully hitting the ball will be warned once. A second offense by the same player will result in an out. The third offense by any player on the team will result in an out.

On- deck batters will be allowed and shall be positioned safely as directed by the Umpire Crew Chief.

STARTING AND ENDING A GAME

Start of Game:

Game start time is at the completion of umpire/manager(s) meeting at home plate. Game start time is forfeit time, unless tournament staff creates delay. Teams that are no-shows will forfeit their entry fee.

Pool Play:

A coin flip between the two managers will determine the home team for each game. The team based the furthest from Federal Way shall call the toss, or defer to the opposing manager.

In all playoff and championship games, the higher seeded team has the choice to be home or visitor. There will be no coin flip.

Dugouts:

There is no distinction between "Home" and "Visitor" dugouts. The choice of dugouts will be on first-come basis. All teams must pick up trash and debris following completion of their game. Home team is required to keep the official book.

Regulation:

All pool play games shall be 6 innings in length for 9U-12U divisions.

Time Limit:

No new inning to start after 1 hour and 45 minutes. The current inning will be completed. If the home team is ahead and at bat when the time limit is reached, the game ends immediately. If a pool play game is completed with time remaining, no extra innings will be played.

Ties:

A pool-play game may end in a tie. There will be no ties allowed in playoff and championship games. In playoff games if, at the end of the time limit or at the completion of regulation innings the game is tied, the "California" tiebreaker rule will go into effect. Each team puts the batter who is scheduled to bat last in that respective half of the inning on second base with no outs and plays out a full inning. This happens until the tie is broken and the game is complete. NO time limit or tiebreaker in Division Championship games.

End of Game:

A game shall be ruled complete if it is called by the umpires or the Tournament Director due to rain, inclement weather, or other reasons beyond our control, provided four innings have been completed.

If four innings have not been completed, the game shall be suspended and resumed from that point when safe play can be resumed. All reasonable efforts will be made to complete games as scheduled. The Tournament Director reserves the right to extend tournament dates, shorten game length or times to complete the tournament.

Once the last inning is determined, the game ends accordingly. If the home team takes the lead prior to three outs being recorded, the game ends at that point.

Refunds:

In the event the tournament is cancelled for unforeseen circumstances, \$100.00 of the team entry fee will be kept to cover administrative costs and the remaining balance refunded. If the tournament is declared rained out, a refund of \$100.00 per game (*up to a maximum of 3 games*) will be provided.

No refund will be provided for teams having completed three or more games in the tournament.

MERCY RULE

6-Inning Game:

If the home team has a 10-run lead after 3-1/2 innings, or the visitor is ahead by 10 runs after four complete innings, the game shall be terminated. If the home team has a 15-run lead after 2-1/2 innings, or the visitor is ahead by 15 runs after three complete innings, the game shall be terminated.

If after 5-1/2 innings of play (*6-1/2 innings in a 7-inning game*) the home team is ahead, the game is considered complete. The bottom half of the inning will not be played.

7-Inning Game:

If the home team has a 10-run lead after 4-1/2 innings, or the visitor is ahead by 10 runs after five complete innings, the game shall be terminated. If the home team has a 15-run lead after 3-1/2 innings, or the visitor is ahead by 15 runs after four complete innings, the game shall be terminated.

Championship Game:

10-run and 15-run rules will be waived during the Championship; however, the losing coach has the option to call the game.

SEEDING RULES

First factor is Win-Loss record

TWO WAY TIE

1. Head-to-Head between tied teams
2. Fewest runs allowed
3. Total run differential
4. Most runs scored
5. True differential in last pool play game
6. Coin Toss

THREE WAY TIE

- Head-to-Head (if sweep)
- Fewest runs allowed
- Total run differential
- Most runs scored
- True differential in last pool play game
- Coin Toss

RUN DIFFERENTIAL MAXIMUM

1. Forfeits will be scored 8-0
2. Maximum run spread per game is 8 regardless of score

SUBSTITUTION

9U and 10U Division:

Teams will bat their entire line-up. Free substitution will be in effect. If a player is unable to bat, he will be removed for the remainder of the game. However, this will not count as an out.

11U and 12U Division:

May either bat straight 9 players, bat the entire line-up, use a DH and/or use an EH.

Whatever is elected must be used for the entire game but not for the entire tournament.

If batting a straight 9, DH or EH, starting players may re-enter once per game (*same position in the batting order*).

If batting the entire lineup, free substitution will be in effect.

A team must start the game with a minimum of 9 players but can finish with less.

An out will be recorded for any open spot in the lineup.

The EH may not be dropped once the game has started.

PITCHING:

The manager is responsible for keeping an up-to-date tournament pitching log, At the beginning of each game; the pitching log will be made available to the opposing team. At the end of each game, the pitching log will be signed by a representative of the opposing team. Failure to maintain an accurate pitching log may be considered a violation of the pitching rules.

Pitching:

9U-12U Pitchers are allowed 3 innings per game, 6 innings per day, 9 innings for the tournament.

The throwing of a single pitch will be considered an inning pitched.

All innings pitched during tiebreakers will be included in the per game/day/tournament totals.

12U and younger may throw on flat surfaces depending on field availability.

Once the pitcher is removed from the mound, he may not re-enter as a pitcher in that game.

A pitcher must be removed from the mound upon the 3rd visit by the coach/manager to that pitcher. If a coach calls time to confer with another player and crosses the foul line, this is considered a trip to the mound.

Violation of the pitching rules will result in manager disqualification for the balance of the current game plus the next game. Pitcher to be removed from the mound.

Umpires:

The Umpire controls the game and will settle all situations on the field. **Protests are not allowed.**

EJECTIONS

Any manager, coach or player ejected from a game will not be allowed to communicate with their team (*players and personnel*) once play has resumed. Any manager, coach or player ejected from a game will not be allowed to attend the team's next scheduled game. In a new game, this would apply when the pre-game meeting at the plate is called for by the umpire. Tournament Director, or his representative, may impose additional game sanctions as deemed appropriate.

SPORTSMANSHIP

All players, coaches, and fans are expected to conduct themselves in a sportsmanlike manner.

Bullying, heckling, razzing, taunting, or using disparaging remarks to other fans, teams, tournament staff, and umpires will not be tolerated. Any player, coach or fan whose conduct is unbecoming or abusive will be removed from the premises at the discretion of the Tournament Director (*or his representative*), Umpire-in-Chief and umpires.

Any individual ejected from the game will not be allowed to return for the team's next scheduled game. The Tournament Director, or his representative, may impose additional game sanctions as deemed appropriate. If the same person is ejected for a 2nd time, he/she is suspended for the remainder of the tournament. Failure to comply will result in forfeiture of the game.