## I. Killer Bee Tournament Rules

Umpires be aware that there is no unlimited run inning unless games reach the $6^{\text {th }}$ inning for both 10 U and 12U. There was some confusion around this during Heroes and Hitters. There is no declared last inning with unlimited runs during pool play or the first elimination games on Sunday.

| Rule(s) Description | $\begin{aligned} & 10 \\ & \mathbf{U} \end{aligned}$ | 12U |
| :---: | :---: | :---: |
| Each team will turn in an ASA/USA-approved team roster, birth certificates for each player, and insurance binder | X | X |
| Paperwork will be turned in 1 hour before your first game of the tournament | X | X |
| All coaches must display their ASA/USA-approved background check cards at all times. | X | X |
| Game captains, coaches, \& umpire meeting, line-ups, ground rules discussed coin toss to decide home team (two line-ups required- opposing team and umpire) | X | X |
| Base runners may only steal $2 \mathrm{nd} / 3$ rd base and only after the ball leaves the pitcher's hand. | X |  |
| Runners are not allowed to advance on an over throw of a steal attempt | X |  |
| Runners can only advance home on a batted ball or a bases-loaded walk/HBP | X |  |
| Players pitch from 35 feet (11 inch ball) | X |  |
| Players pitch from 40 feet (12 inch ball) |  | X |
| Dropped third strike rule is in effect. |  | X |
| Infield fly rule is in effect. |  | X |
| Six-Run limit per inning, with exception the 6th inning or extra inning | X | X |
| Any team with a $12+$ run lead may not steal or advance (by pass ball or wild pitch) | X | X |
| Mercy Rule: 15 runs after 3, 12 runs after 4 innings, 8 runs after 5 innings | X | X |
| Maximum 10 players (of which 4 are outfielders) play in field, use free substitution | X |  |
| Maximum 9 players may play in field and use free substitution |  | X |
| Continuous Batting Order will be used (all non-injured players present will bat) | X | X |
| If a player becomes injured, they will simply skip their next at bat (not an 'Out') | X | X |
| No Slashing at any level | X | X |
| Pool games can end in tie. | X | X |
| Games will be 6 innings, no new inning beginning after 1 hour 30 minutes | X | X |
| Play-off games will use the international tie breaker rule after 6 innings for U10 \& U12 | X | X |
| Semi-Final Game will not start a new inning after 1 hour and 50 minutes | X | X |
| Championship Games will have no time limit, all innings will be played, international tie breaker will be in effect after 6 innings U10 \& U12. | X | X |
| Highest seed is home team in play off round on Sunday. | X | X |
| Coach/Team will award MVP ball to opposing player during pool games only | X | X |
| Tournament director can change schedules, shorten games, \& revise format in the event of inclement weather. | X | X |
| Umpire in charge will settle all disputes and keep official game time | X | X |
| Unless otherwise listed here, standard ASA/USA rules apply | X | X |
| Coaches responsibility that dugout is clean following each game | X | X |
| Both teams should report score to tournament designee | X | X |
| Absolutely no jewelry, including earrings, bracelets or necklaces. No taping of jewelry (ex. Band-Aids) is allowed. Medical bracelets are allowed. | X | X |
| Courtesy runner allowed for Pitcher/Catcher Only, but only when there are 2 Outs only by the player who made the previous out. | X | X |



