



## KING OF THE CASTLE RULES

1. Players must be born on or after May 1st. Refer to USSSA Age Chart.  
<https://ussa.com/baseball/ageCalculator>
2. The home team will be determined by the schedule via Game Changer and will be required to keep an official book.
  - (a) High seed will be the home team in the playoff rounds. Seeding for the play-off round will go by overall record. If two or more teams have the same record, tie breakers will be decided as follows: head-to-head, least runs allowed, most runs scored, coin flip.
3. Start Time is noted after “Umpire Plate Meeting” before the game. The Umpires will determine the defenses’ warm-up time between innings. The inning ends on the last out.
4. **Time limits:** 1hr 45 minutes, no new inning. NO REVERT BACK

***Sunday Quarterfinals Games:*** No new inning after 1:45 unless it is a tie. If it is a tie after the completed inning, runners will be put on 2nd and 3rd with 1 out.

**\*\* The Semi-final games have a time limit of no new inning after 1 hour and 45 minutes. Championship has no time limit\*\***

5. Teams may choose line-up. Must be declared before the start of each game.  
(a) Bat 9 - Re-entry rule applies.
6. Bat 10 - Re-entry rule applies, free defensive substitution.  
(a) Bat Entire Line-Up: free defensive substitutions.
7. Bat Boys may be used but must wear helmets. Bat boy must be on team insurance.
8. No Metal Cleats. Except 13U & Older
9. No Pre Game infield warm up.
10. **Pitching Rules:** There is no set pitch count limit. It is left to the coach's discretion. Coaches, please be smart.
11. **Pitcher:** Manager has 1 free trip to the mound each inning. The 2nd trip pitcher must be removed. Once a pitcher is removed, they cannot return to the mound in that game.
12. **General Statement Concerning Balks:** Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire's mind, the "intent" of the pitcher should govern. However, certain specifics should be borne in mind: Straddling the pitcher's rubber without the ball is to be interpreted as intent to deceive and ruled a balk. With a runner on first (1st) base, the pitcher may make a complete turn, without hesitating

toward first (1st), and throw to second (2nd). This is not to be interpreted as throwing to an unoccupied base. In 8U- 11U play, pitchers will be warned one time for minor violations that do not affect the outcome of a play. In age divisions 12U – 18U, balks shall be strictly enforced without warning. 11u warning on Saturday.

13. Pool games will end in a tie. Extra innings will be used in play-off games. (The International Rule for extra innings is in effect. To start an extra inning, the visiting team places the last batter to complete an at bat in the previous inning at second base. Play resumes until three outs are recorded. To complete the extra inning, the home team will place the last batter to complete an at bat in the previous inning at second base. Play resumes until 3 outs are recorded or the home team takes the lead.)
14. Courtesy Runners: Can be used any time for the pitcher and catcher. Must be someone not in the current line-up. If everyone is in the line-up, then the last recorded out can run. A courtesy runner can run once per inning.
15. Adverse Weather: Games will be played unless umpire or the venue closes the fields. The format and time limits may be changed to continue weather delays.
16. In the event of adverse weather, our priority is to make sure that each team plays its minimum number of games. We will attempt to maintain the original schedule as much as possible.
17. We will attempt to have a championship game. We will not name a champion of a tournament without a championship game. We may eliminate the quarter-final or semi-final round to ensure a championship game.

18. Suspended/Regulation Games Policy: Games that do not make it to regulation (5 complete innings for a 7-inning game) due to weather or darkness will be considered a suspended game and will be resumed (if possible) from the point of suspension at the earliest time available. If there is not enough time to resume a suspended game, it will be considered complete and official at the end of the last complete inning. Must complete 4 innings out of 6 inning games.
19. Special Points to Suspended/Regulation Games Policy:
  - (a) If a game (pool play, elimination, or consolation) is suspended after it becomes a regulation game (4 complete innings for a 6-inning game) and is unable to resume, it will be considered official at the end of the last complete inning.
20. Pool Play/Time Limit:
  - (a) No new inning after 1hr 45min or 6 innings for 12u and under 7 innings for 13u and up. Whichever comes first.
  - (b) Games can end in a tie.
21. Elimination games:
  - (a) If the championship game starts and is not able to complete due to weather/darkness and there is not time to resume- the game would be considered official at the end of the last complete inning.
  - (b) If tied at the end of the last complete inning- both teams would be named co-champions.
  - (c) If one inning has not been completed in the championship game and the game is suspended and there is not enough time to resume- both teams would be named co-champions.
22. Weather Related Refund Policy:
  - (a) 100% refund IF tournament is cancelled or full credit towards a future tournament.
  - (b) 50% refund IF the tournament is cancelled after one game is played.
  - (c) NO refund IF the tournament is cancelled and your team has played two or more games.
23. Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the

ninth (9th) position in the batting line-up each turn at bat.

(a) *Amendment to Rule 8.03.E Approved Ruling: Any player (s) arriving after the game has begun needs to be listed as a substitute on that games line-up card to be eligible to enter the game.*

24. Managers are responsible for players, coaches, and fans.

25. Tie Breaker Rules in Pool Play: Head-to-Head, Runs Allowed, Runs Scored, Coin Flip

26. Mercy Rule:

- **9u - 12u** - (12) after 3 innings, (10) after 4 Innings, (8) after 5 innings.
- **13u - 14u** - (12) after 4 innings, (10) after 5 innings, (8) after 5 innings.

27. Ejection: If a manager or Coach gets ejected, he must remove himself from the field of play. No contact with team, coaches or parents will be allowed. It will be up to the Tournament Director if the ejected person can coach the next game.

28. Bat Rules:

- (a) For players 13u and younger, a BPF 1.15, BBCOR, or USA Baseball designation must be displayed on the bat (no other weight or diameter restrictions).
- (b) For players 14u and older, the bat must have a BBCOR or USA Baseball designation and may not exceed -3.
  - **Please Note:** Due to our commitment to player safety, the following bats have been deemed ILLEGAL for use at King of the Castle until further notice: For a complete list of bats banned by USSSA and KOTC, please [click here](#).

29. Tournament rosters are final after a team's first pitch of the tournament. Teams using ineligible players will forfeit all contests that those players participate in.

30. There will be a \$100 fee for coaches questioning/requesting birth

dates and birth certificates of players.

31. No slash bunting. Fake bunting is allowed, but the player may not show bunt, pull back, and then hit the ball.
32. **Player Injury:** If a player is injured when you are batting the entire line-up, it will not be an out when it is their turn at bat. The player will be skipped over. The player will then be ineligible for the rest of the game.
33. **Insurance:** **\*\*Certificate of Insurance (COI) must show the certificate holder as GABSA – 398 N Washington Street, Greencastle PA 17225.**

## **Specific Rule Differences Per Age Division**

### **9u & 10u:**

- **Distance Between Bases:** 60 feet.
- **Pitching Mound Distance:** 46 feet
- **Dropped 3rd Strike:** No Advance. Batter Out
- **Sliding:** May enter head or feet first.
- **Stealing Bases:** Players may advance after the pitch crosses home plate.

### **11u & 12u:**

- **Distance Between Bases:** 70 feet Pitching Mound Distance: 50 feet Dropped 3rd Strike: Batters May Advance Sliding: May enter head or feet first.
- **Stealing Bases:** Players may lead off.

### **13u & Older**

- **Distance Between Bases:** 90ft.
- **Pitching Mound Distance:** 60.6"