

SUMMER KNIGHTS CLASSIC 9u-12u 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: No metal spikes/cleats are allowed. Cleats must be molded rubber or plastic.
- 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. A two-piece catchers helmet (separate skullcap & mask) is not allowed.

USE OF THE PARK

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

- 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.

PETS ARE NOT PERMITTED AT THE FWNLL COMPLEX.

This is the policy of the facility. Service animals are permitted as directed under WA State Law and following ADA requirements. NOTE: 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 City of Federal Way Parks, unless otherwise posted.

No smoking, vaping or use of tobacco is permitted at any Summer Knights Classic Facility.

ALCOHOL & MARIJUANA POLICY

Alcohol & Marijuana have no place at or around youth sports. There is a ZERO TOLERANCE POLICY for any alcohol and/ or marijuana on any facility hosting the 2025 Summer Knights Classic. This offense will result in immediate removal from the complex, and the fan ejection policies will apply.

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STARTING & ENDING A GAME

HOME TEAM DETERMINATION

Pool Play: The home team will be determined by a coin flip unless otherwise pre-determined on the tournament schedule; the team that wins the coin flip will have the option to choose home or visitor

Bracket Play: The higher seed will have the option to choose home or visitor for that contest. If both teams are the same seed from their respective pool (I.E. A #1 vs. B #1), tiebreakers will be used to determine which team gets to choose home or visitor

GAME LENGTHS, TIME LIMITS, EXTRA INNINGS/TIE GAMES

Game Length: All games are 6 innings – with no new inning after 1 hour, 40 minutes.

Start Time: To ensure consistency across the board and a clear determination of when the time clock will start the official start time clock begins when the plate meeting concludes.

- A “new inning” starts following the third out being recorded in the previous half-inning
- Time limits apply to all pool play and bracket games, with the exception of the Platinum championship games
- We will attempt to stay on schedule as much as possible. Teams should do their best to be warmed up and prepared to play at their scheduled game times, regardless of when the game being played in front of them ends. Player health and safety will be first and foremost, but please show a sense of urgency when getting players & pitchers warmed up for your games if the prior game runs longer than expected
- Games may start prior to the scheduled start time if agreed upon by both coaches

EXTRA INNINGS & TIE GAMES

- For all pool play games, if a game is tied after regulation but time remains, the game will continue until either a winner has been determined or the time limit has been reached
 - All extra innings will be played by placing the previous batter in the lineup on second base with no outs, following the Major League Baseball rule
- For all brackets play games where a winner must be determined, all extra innings will be played by placing the last scheduled batter in the lineup on second base with no outs.

RUN RULES - MERCY RULES & INNING MAX

The following mercy / run rules apply for 9-12u division pool play & bracket games.

- 12 runs after 3 innings of play (2 ½ if the home team is ahead)
- 10 runs after 4 innings of play (3 ½ if the home team is ahead)
- 8 runs after 5 innings of play (4 ½ if the home team is ahead)

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LINEUP & SUBSTITUTION RULES

Lineup Rules: The batting lineup must consist of a minimum of 9 players; there is no maximum.

- (EX) If a team's roster consists of 13 players, they can choose to bat 9, 10, 11, 12 or 13 batters
- **NOTE:** Teams can start a game with as few as 8 players; in that case, the 9th spot in the order is an automatic out. Teams with fewer than 8 players must take a forfeit – the game can still be played
- If players are removed from the lineup for whatever reason (injury, etc.) and there is no substitute on the bench to replace them, the spot of the player removed from the lineup will result in an automatic out.

Re-Entry: High school substitution rules apply – starters are eligible to re-enter the game one time in their original spot in the batting order.

Defense: Regardless of lineup construction, teams are allowed free defensive substitutions throughout the game. A player may enter the game defensively at any time without entering the batting lineup. The only time a player should report as an eligible substitute is when replacing another player in the batting order. This is NOT a requirement per Official Baseball Rules; it just serves as a courtesy to the umpires and the opposing team

- Based on the fact that there are free defensive substitutions, there is no need for a designated hitter, as anyone can be in the field at any given time
- For the purposes of tracking pitching, all pitching changes MUST be reported to both the game officials and opposing team. Pitchers are eligible as free defensive substitutes

PITCHING RULES:

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.

- 9U-12U Pitchers are allowed 3 innings per game, 6 innings per day, 9 innings for the tournament.
 - For teams playing a 4th pool play game 11 innings for the tournament will be allowed.
 - All other pitching rules above will apply (3/game + 6/day limits)
- 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.
- 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.

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END OF GAME:

If rain/darkness forces the stoppage of a game, the following rules apply:

- Games are considered official after 3 innings (2 1/2 if the home team is leading)
- If 3 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.

RULES SPECIFIC to 9U and 10U, “No lead-off”:

Playing rules not specifically covered shall follow the 2025 rules for Little League (Majors). Catcher/pitcher rules are waived.

- No per inning run limit. No dropped third strike. Lead-offs not allowed.
- Fields: 60-foot bases and 46-foot mounds
- Headfirst slides are not allowed and will be recorded as an out. 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 a 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.

RULES SPECIFIC to 11U and 12U, “Lead-Off”:

Playing rules not specifically covered shall follow the 2025 Official Baseball Rules (OBR, commonly refereed as “Big Book”) with High School safety rules enforced.

- Fields: 70-foot bases and 50-foot mounds
- Lead offs and steals allowed.
- Headfirst slides are allowed.

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RULES COMMON TO 9u thru 12u divisions:

INTENTIONAL WALKS: Teams simply need to request the umpire to issue an intentional walk

SLIDING: The high school force play/slide rule is in effect. Players must go straight into the bag on force play sides; no malicious contact is allowed.

MALICIOUS CONTACT: 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.

POSSESSION: Defensive players must have possession of the ball to block a base or home plate

COURTESY RUNNERS: Courtesy runners are allowed for the current pitcher and catcher at any time.

- If a team is batting the entire roster, the courtesy runner **MUST BE** the last recorded out.
- If a team is not batting the entire roster, the courtesy runner must be a player **NOT CURRENTLY** in the batting order – they do not have to be an eligible substitute.

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.

ON- DECK BATTERS: will be allowed and shall be positioned safely as directed by the Umpires.

COACHES / TEAM PERSONNEL: We ask that each team has no more than four (4) coaches in the dugout for games. At least one coach is required at the dugout at all times.

NOTE: The coach who represents the team at the pre-game plate meeting is the only coach that may approach and umpire with rules questions or to request help from umpire partners.

SEEDING AND TIEBREAKERS

Divisions (and pools within divisions) will be seeded from top to bottom based on pool play record (win percentage). If ties exist, the following tiebreaker criteria will be used:

1. Head-to-Head record (in the case of a two-way tie or when all tied teams have played each other)
2. Average runs allowed per game (ranked fewest to most)
3. Average run differential (max +/- 8 per game)
4. Average runs scored

NOTE: The following tiebreakers may not be represented in the automated standings results shown online, and will be calculated by tournament officials prior to releasing the brackets

5. Fewest runs allowed in a single game
 - a. (EX) If a team allows 3 runs in one game and 5 in the other, the tiebreaker score would be 3
6. Most runs scored in a single game
 - a. (EX) If a team scores 3 runs in one game and 5 in the other, the tiebreaker score would be 5
7. Last actual run differential – the **ACTUAL** run differential in the last completed pool play game.
8. Coin flip.

PROTESTS

Umpires will settle all situations on the field. Protests will not be allowed.

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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.

EJECTION POLICY

PLAYERS / COACH EJECTIONS - Any player or coach ejection will result in a one-game suspension, to be served in the next tournament game

- For all player ejections, the player should remain in the dugout
- For all coach ejections, the coach must leave the complex immediately and be out of sight from game officials. Failure to comply with this directive will result in forfeiture of the game

If the same player or coach is ejected for a 2nd time (this carries across both weeks of the 2025 Summer Knights Classic), he or she will be suspended for the remainder of the 2025 Summer Knights Classic events.

FAN / PARENT EJECTIONS - Any fan or parent ejections will result in removal from the complex. The fan or parent in question will not be permitted back into the complex for the remainder of the tournament

- NOTE: A second fan or parent ejection for the same team will result in the removal of ALL FANS for that given team. This fan restriction will remain in place for that team for the remainder of the 2025 Summer Knights Classic season

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.