



2026 North Ridgeville Corn Fest Tournament Rules

Playing Rules

- Game Length:
 - 6 innings or time limit; no new inning to be started after 1 hour 30 minutes.
 - No time limits in bracket play unless rain shortens tournament play.
 - Pool play games can end in a tie.
 - The next inning begins as soon as the last out is recorded in the previous inning.
 - Teams must be ready to play 15 minutes prior to scheduled start time. Games will start early if possible.
 - Game is considered complete if 4 innings are completed (3.5 if the home team is winning,) regardless of time elapsed.
- Age limits:
 - Age on May 1, 2026
- Bat Restrictions:
 - 8u-12u: No restrictions.
 - 14u: -5 or -3
 - 16u: High School rules
- Batting Order:
 - Continuous batting order may be used; minimum 9 batters.
 - An Extra Hitter (EH) is permitted. EH is considered a defensive spot.
 - No Designated Hitter (DH) allowed.
- Pitching Rules:
 - 10u-16u are player pitch only; pitchers removed with a second mound visit in an inning may not pitch the remainder of the current game. No limit for overall pitching by players for the duration of the tournament.
 - If no batters are retired by a pitcher, 1/3 of an inning is charged.
- Pitching Limits:
 - 8U - Coach pitch (coaches must pitch from the mound).
 - 10U - 4 innings maximum per player in each game
 - 12U - 5 innings maximum per player in each game
 - 14U & 16U - 6 innings maximum per player in each game
- Pitching and Base Distance:
 - 8U: Mound is 40 feet; Bases are 60 feet.
 - 10U: Mound is 46 feet; Bases are 65 feet.
 - 12U: Mound is 50 feet; Bases are 70 feet.
 - 14U & 16U : Mound is 60.6 feet; Bases are 90 feet.
- Courtesy Runner:
 - Is permitted in each game for the pitcher and catcher only. If no reserve player is available, the player making the last recorded out may be used.
- Mercy Rule:
 - 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.
- Tiebreaker:
 - Pool play games: none (can end in a tie)





North Ridgeville Baseball League, Inc.

- Bracket play games: each team starts with the player making the last recorded out in the previous inning on second base.
- Pool play:
 - 3 points for a win, 1 point for a loss, 2 points for a tie.
- Pool Play Tiebreakers (maximum run differential per game is 15 runs, regardless of final score):
 1. Points
 2. Head-to-head.
 3. Least runs allowed.
 4. Total run differential
 5. Most runs scored.
 6. Coin toss.
- Home team:
 - Determined by coin toss before each game in pool play. Home team determined by seed in bracket play.
- Stealing and leadoffs:
 - 8U: Stealing and leadoffs are not permitted.
 - 10U through 16U: - Stealing and leadoffs are permitted.
- Defense:
 - 9 fielders
- Dropped Third Strike:
 - 8U: The batter is out.
 - 10U through 16U: Is in effect. Ball is live on dropped 3rd strike, per normal rule.
- Infield Fly Rule:
 - In effect for all ages
- Balks:
 - 10U through 16U: No warnings, called immediately.
 - NO FAKE THROW TO 3rd then to 1st.
- Game Balls: Provided by tournament.
- Umpires: Provided by tournament.
- Official Score: Sports Engine Tourney or equivalent program will be used for all tournament play. Scores must be reported to the tournament director or official.
- Uniforms and equipment:
 - Metal spikes are allowed for 14U only if on a dirt field. NO METAL CLEATS on the High School field!
 - Uniform tops must be the same predominant color.
 - Hats are required for all position players except for the catcher.
 - No jewelry restrictions unless deemed excessive or dangerous by the umpire.



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