

2025 CV Patriots Red, White, and Boom Baseball Tournament Rules

Welcome to the 2025 CV Patriots Red, White, and Boom Baseball and Fastpitch Softball tournament! We proudly host our annual youth baseball and fastpitch softball tournaments in West Central Wisconsin, with over 30 teams participating this year. We could not achieve this without the help of volunteers, parents, coaches, and teams like yours. We sincerely appreciate your support for our tournament and look forward to hosting your team for many years to come.

Please review the rules in this packet with your players and their families. We want to create a positive atmosphere for all participants and families throughout the weekend. We ask all coaches to lead by example and help us uphold the standards outlined in these rules. Thank you once again for your participation. On behalf of the CV Patriots, good luck and have fun!

Contacts:

Paul Wilkes, VP Baseball and Travel Ball Director / Tournament Director Todd Barnhardt Committee Member Shasta Miller Committee Member Katie Williams, Committee Member

Email: Info@cvpatriots.org



Table of Contents

Bat Rules	2
Pitching Rules	2
Time Limits/Innings: (Pool Play & Bracket Play) *Championship games no time limit	2
Game length	2
Weather Delays/Refund Policy	3
Refund Policy	3
Team Cancellations	3
Run Rules	3
Extra Innings	3
Age Requirements	4
Bracket Seedings	4
Pitching	4
Steeling/Leading Off/ Dropped 3rd Strike & Infield Fly Rules	5
Sliding/Baserunning	5
Fielding	5
Roster/Lineups	6
Batting	6
Uniform	6
Scoring	7
Pregame	7
Sportsmanship	7
Awards	7
Concessions	8
Pop Up Tents	8
Walk Up Music	8
Team Banners	8



Introduction

Coaches, Parents, Umpires, and Players, these rules are not meant to be all-inclusive, but to clarify areas that often become the source of frustration in a tournament. Where rules are not referenced below, NFHS rules apply. https://nfhs.org/

Bat Rules

Age Group Bat Types Allowed

- 9U/10U USA/USSSA 2 3/4 barrel, no more than drop 10
- 11/U12U USA/USSSA 2 ¾ barrel, no more than drop 8
- 14U USA/USSSA/BBCOR 2 ¾ Barrel, no more than drop 5

Pitching and Base Distances

Age Group Pitching / Bases

- 9U/10U 46' / 60'
- 11U 12U 50' / 70'
- 14U 60' / 90'

Time Limits/Innings: (Pool Play & Bracket Play) *Championship games have no time limit

Game length

- 9U-12U 6 Innings 75 Minute Game Length
- 14U 7 Innings 90 Minute Game Length
- Time starts when the home team takes the field
- No new inning can start after the time limit.
- No extra innings in pool play Games will end in a tie.
- 2 MINUTES BETWEEN INNINGS This will be enforced.

Weather Delays

- In the event of rain, we will continue to play unless the rain becomes dangerous. If that
 happens, we will pull all the players from the fields and resume when it is safe to play
 again.
- If one field's team is pulled, all teams on all fields will be pulled. In the event of lightning, we will remove all players from the fields and observe a 15-minute delay.
- Any lightning spotted by an umpire or tournament director will trigger the 15-minute wait;
 we monitor the weather closely for lightning and rain.
- We won't face a delay due to thunder unless lightning is spotted.
- If the weather significantly alters the start times of games, a text message and email will be sent to coaches, along with an announcement at the complexes.

^{*}Time Limits/Innings are subject to change



Refund Policy

- A game started is a game played
- 0 games started- full entry refund
- 1 game started- full refund minus \$100.00.
- 2 or more games started- no credit will be awarded

Team Cancellations

- 30 days before the tournament 50% refund
- Less than 30 days before the tournament No Refunds and no entries for the following year.
- Tournament Directors can make exceptions in certain circumstances.

Run Rules

- 9U 12U 15 after 3 innings 10 after 4 innings N/A
- 14U 15 after three innings, 10 after four innings, eight after five innings

Extra Innings

- No extra innings or Cali Rule in pool play; Only allowed in bracket play
- California Rule after time limit or inning limit (Bracket Play)
- Inning starts with one out, last batter out on 2nd base

Home/Visitor Assignment

- A coin flip will determine the home team during pool play
- The higher seed chooses home or visitor during bracket play
- The higher seed chooses home or visitor during a championship game
- The official scorebook is the home team's.
- The home team is responsible for operating the scoreboard, If the field is equipped with one.

Age Requirements

A player's age is determined as of April 30 of each year. The age calculated on this date is the age bracket in which the player must participate. A player

may elect to play up in age divisions but cannot play in a lower age division. All players' Birth certificates on the roster must be presented if requested by the CV Patriots Baseball League.

Bracket Seedings

Seeding / Tie Breakers are determined by the following:

- 1. Overall Record
- 2. Head to Head
- 3. Runs Against



- 4. Runs Scored
- 5. Run Differential (max 10 runs per game)
- 6. Coin Flip

Pitching

There are no pitching rules for this tournament. We encourage all coaches to understand the guidelines.

their pitchers' arms and health. Remember, this is just a game; just one tournament of many in each of these players' lives. We highly suggest using the MLB Pitch Smart Guidelines:

- 9U/10U: Flat mound; 11U-14U: Elevated mound
- Coaches are permitted one visit per inning; the pitcher is removed after the second visit.
- No balk warnings for 14U; each pitcher receives one balk warning for 11/12U.
- The NFHS balk rule will be enforced.
- No fake to third and throw to first; major league rule; a balk is called.
- Intentional Walks
 - Notify the Umpire of an intentional walk.
 - No pitches will be made on purpose
 - o walks.
- 2 hit batters by a pitcher will result in a warning. Upon the 3rd hit batter, the The pitcher must be removed from the pitching position. It is also up to the umpire's discretion to remove the pitcher at any time if necessary for safety violations
- No metal spikes allowed on portable mounds rubber cleats or tennis shoes only.
- Once a pitcher has left that position, they may not reenter the game in a pitching position.
- New pitchers used in the current inning are allowed five pitches to warm up.

Stealing/Leading Off/ Dropped 3rd Strike & Infield Fly Rules

- Dropped 3rd Strikes / Infield Fly Rule
 - 9U/10U: No dropped third strikes; no infield fly rule.
 - 11U -14U: Dropped 3rd strike and infield fly rules apply.
- Lead-Offs / Stealing
 - o 9U/10U: There is no leading off or stealing until the pitch crosses home plate.
 - If players leave the base before the ball crosses the plate, the umpire may call them out at their discretion. (The umpire can decide to give one warning.)
 - 11U 14U: stealing and lead-offs are allowed
 - Stealing home is permitted.

Sliding/Baserunning

Sliding

• In any close play, the player should slide or they will be called out at the umpire's discretion.



- For players aged 9U and younger, headfirst sliding is NOT allowed when a runner is advancing and will be considered an automatic out.
- A runner can slide headfirst back to the base previously occupied.

Baserunning

- Courtesy runners are permitted for the pitcher and catcher at any time.
- Players are advised to use the orange safety base when available.
- An umpire can call a runner out for failing to use the safety base, but only if it is deemed flagrant.
- Players must try to avoid contact with others during tag-out situations. If, in the umpire's
 judgment, there is intentional contact, that umpire may call the runner out for that play. If
 the contact is deemed intentional and malicious, that umpire may also eject the player
 from the game.
- In force-out situations, if a runner slides, they must slide directly into the base. A slide that does not go directly into the base is grounds for an interference call (umpire's judgment), and the runner could be declared out.

Fielding

- 9U/10U are allowed 10 players on the field. (4 outfielders)
- 11U 14U are allowed nine players. (3 outfielders)
- Substitutions Unlimited Defensive substitutions are allowed

Roster/Lineups

Rosters

- Each team needs to check in and submit their roster before the first game.
- * Please keep birth certificates on file in case they are needed (do not need to turn in)
- Rosters cannot consist of more than 16 players.
- Players may not be on multiple rosters or participate in multiple divisions.
- A team must have 8 players in all games to start or end a game. Any number of available players below 8 at any time during a game will result in a forfeit for that team.

Line Ups

- Teams can bat 9, 10 (with EH), or the entire lineup.
- If an injury occurs while batting the whole lineup, the player will be out for the rest of the game.
- the game unless the opposing coach agrees to nullify the rule.
- There are no designated hitters.
- Lineups must be exchanged between teams before the start of the game.

Batting

9U-12U: A slash bunt is illegal in all games, and the player will be called.



out if this play is attempted.

- A slash bunt occurs when a player shows a bunt during a pitch and then swings at that same pitch.
- The play is ruled dead, and no baserunners may advance.

Uniform

- 9U-12U: Metal spikes are not allowed.
- 14U are allowed to use metal spikes, except on artificial mounds.
- All players must wear a proper uniform and the necessary protective equipment.
- All players must wear a batting helmet when batting / and on deck
- All catchers must wear appropriate protective gear.
- Players who go onto the field to retrieve foul balls need to wear a helmet.
- Any catchers who squat to warm up pitchers need to wear a mask.
- This includes warming up pitchers on the sidelines.

Scoring

- Umpires will submit final scores to the registration table.
- Scores will be updated through the tourney machine app and at the registration table.
- Each park will have a registration and information table.

Pregame

- No infield practice before the game. Warm up exclusively in the outfield.
- Limit batting cage usage to 25 minutes if another team is waiting.
- Hitting wiffle-type balls or no-flight balls in foul territory is permissible.
- Do not hit the fence or backstop.
- Games may start 15 minutes early; if BOTH coaches agree, games can begin more than 15 minutes ahead of schedule.
- Please ensure that families are aware that some games may start early if we are ahead
 of schedule.

Sportsmanship

Profanity from coaches, players, or parents is not allowed. CV Patriots believes in the utmost sportsmanship among teams and families at all times. Negative behavior and poor sportsmanship at youth sporting events have become significant issues. The CV patriots organization strives to model superior sportsmanship. Negative behavior towards players, families, opposing teams, or umpires can result in dismissal from the ball park.

Please remember that the games are for the kids, not the adults, and we expect each adult to set a positive example for the players through their words and actions. Everyone attending a tournament is expected to act positively, regardless of the outcome of a play, an umpire's call, or the game itself. We simply ask the following:

Let the players play



- Let the coach's coach
- Let the umpire be the umpire

Ejections:

- If a coach is ejected, they will be suspended for the next game and asked to leave the entire complex.
- If a PLAYER is ejected, they will be suspended for the next game and can remain in the complex but must be removed from the dugout.
- If a parent is ejected, he or she will be suspended for the next game and asked to leave
 the entire complex. All ejections are subject to further suspension upon review by the
 umpire and tournament director.

Awards

Awards are given out for 1st and 2nd place in each division. Medals will be given out to 12 Rostered players per team. Awards will be presented at the conclusion of the championship. game. All players will be asked to line up on their respective sidelines, and coaches will Tournament staff will distribute medals to each field at the conclusion of the tournament. championship game.

Concessions

Local area food trucks will be on hand to provide concessions.

Pop Up Tents

Please be courteous and avoid obstructing the view of others with pop tents. Pop-up tents are Allowed, but please make sure they are secured to the ground in case of inclement weather. Once your game is completed, all tents need to be removed so incoming teams can have space.

Walk Up Music

Walk-up music, as well as music during the innings, is allowed. The music must be clean versions with no profanity. Music for walk-up songs must end once the batter is in the batter's box. If music is played that interrupts a pitcher or the fielding team, the umpire has the right to cease all music for that game. Coaches will be given one warning. Music played in between innings should be done by the team currently in the field.

Team Banners

Team banners are permitted. They can be temporarily attached to the fence or dugout with Bungees, ropes, or zip ties must be removed after each game. Banners should not obstruct any fan's view of the game.



Closing Message

Thank you for participating in the 2025 CV Patriots Red, White, and Boom Baseball Tournament! We are thrilled to have over 30 teams competing this year, and we couldn't do it without the support of volunteers, coaches, and families like yours. Please review the rules in this packet with your team to ensure a fun and positive experience for everyone. Coaches, we ask that you lead by example and help maintain the standards set for good sportsmanship throughout the weekend. We appreciate your participation and look forward to many more years of hosting your team. Good luck, have fun, and let's make this a memorable tournament!