



Marysville Mitts Dean Lowry Memorial Tournament Rules

9U-18U Rules: Pages 2-4

7U-8U Coach Pitch Rules: Pages 4-6

Please Note the Following:

- If necessary, Dean Lowry Tournament Directors may amend any rule, schedule, diamond location, game format, or combine age brackets as they deem necessary.
- Dean Lowry Tournament Directors will go by 2026 team playing ages, unless otherwise noted. The age cutoff is April 30, 2026. In addition, each team is allowed three (3) grade exceptions per roster.
- All rosters must be uploaded online on your team account with the completion of parent approval. No player can be rostered on two teams in the same tournament.
- We will use OHSAA baseball rules unless otherwise noted in this document.
- All teams must be at their assigned field 30 minutes prior to the scheduled time. We will start early if we are able.
- Dean Lowry Tournament Directors will not allow any protests. The home plate umpire will resolve all protests in-game.

Weather Cancellation Refund Policy:

- 0 games played = \$200
- 1 game played = \$100
- 2 games played = No refund

Reporting Scores:

- The winning team will turn in the final score at the end of the game via text message to the tournament directors at **614-668-1907 and 419-203-4229**.



9U-18U Rules

1. **Home Team:** During pool play, the home team is determined by a coin toss between the umpire(s) and a coach from each team. In bracket play, the higher seed is the home team, including in championship games.
2. **Pitching Limitations:** It is recommended to follow USA Pitch Smart Guidelines.
3. **Time Limits:** No new inning after 1 hour 45 minutes (Including Silver Division Championships). There will be NO time limit for Gold Division Championships.
4. **Innings Played:** 7U-12U games will consist of 6 innings. 13U and up will consist of 7 innings (time permitting).
5. **Pitching Distance and Base Lengths:**
 - 9-10U (46' pitching | 65' bases)
 - 11-12U (50' pitching | 70' bases)
 - 13U (54' pitching | 80' bases)
 - 14U & up (60'6" pitching | 90 bases)
6. **Malicious Contact:** At any base is forbidden (umpire's discretion).
7. **Mercy Rules:**
 - 12 after 3 innings (home team bats if behind).
 - 10 runs after 4 innings (home team bats if behind).
 - 8 runs after 5 innings (home team bats if behind).
8. **Cleats:**
 - **9U-12U:** Plastic or rubber cleats only.
 - **13U and up:** Metal cleats are allowed on dirt/non-turf diamonds. However, you may NOT wear metal cleats on the portable mounds at any time. Plastic or rubber cleats only on turf fields.
9. **Bat Rules:**
 - 13U & under: Bring it and swing it.
 - 14U: -5
 - 15U and up: -3



10. **Courtesy Runner:** You may use a courtesy runner for a pitcher or catcher at any time. This must be someone from your bench OR, if you are roster batting, it must be your last recorded out.
11. **Reporting Scores:** The official scorebook is to be kept by the home team. In addition, the winning team will turn in the “official” score at the end of the game via text message to the tournament directors at **614-668-1907 and 419-203-4229**.
 - **Format:** Age Group, Home Team Name/Score, Visitor Team Name/Score
 - **Example:** 10U, Mitts 7, Hawks 4
12. **Re-Entering:** Once a pitcher is removed from the mound, he cannot go back in to pitch in that game.
13. **Completed Game:** For poor weather purposes, a game is complete after 3 innings are completed regardless of age.
14. **Pregame Warm-Up:** All pregame warm up is to take place off the field. No pregame warm-up is allowed on the infield.
15. **Division Standings Tie Breakers:**
 - Win-Loss Record
 - Head-to-Head (Two Teams Only)
 - Fewest Runs Allowed
 - Highest Total Run Differential
 - Most Runs Scored
 - Coin Flip
16. **Substitution:** If roster batting you can freely substitute.
17. **Player Count:** Team can play with as few as 8 players without taking an automatic out in the batting order. Anything less than 8 is an automatic out in the batting order.
18. **Bracket Play Ties:** If the game finishes in a tie either at time limit or after the final inning, we will resort to international tiebreaker rules. The last two outs of the previous inning will begin on 1st and 2nd base with 1 out to start extra innings.



19. **Extra Innings:** If the game still has time on the clock, teams may play out the extra inning until time expires. All pool play games can end in a tie.
20. **Intentional Walks (Speed-Up Rule):** The coach will notify the umpire they are walking the player, and the umpire will place the batter on first base. This rule applies to ALL ages.
21. **Age Cutoff:** Each team is allotted three (3) grade exceptions (Please have a grade card available IF questioned). Your playing age is determined by what your age is on or before April 30, 2026.

7U-8U Coach Pitch Rules

1. **Home Team:** During pool play, the home team is determined by a coin toss between the umpire(s) and a coach from each team. In bracket play, the higher seed is the home team, including in championship games.
2. **Time Limits:** No new inning after 1 hour 15 minutes (Including Silver Division Championships). There will be NO time limit for Gold Division Championships.
3. **Innings Played:** 7U-8U games will consist of 6 innings.
4. **Pitching Distance and Base Lengths:** Coach must have one foot inside the circle when pitching. 60' bases.
5. **Malicious Contact:** At any base is forbidden (umpire's discretion).
6. **Mercy Rules:**
 - 15 after 3 innings (home team bats if behind).
 - 10 runs after 4 innings (home team bats if behind).
 - 8 runs after 5 innings (home team bats if behind).
7. **Runs Scored Per Inning Limit:** Maximum of 6 runs allowed per inning. However, there will be unlimited runs allowed in the last batted/declared inning.
8. **Bat Rules:** Bring it and swing it!



9. **Cleats:** Plastic or rubber cleats only.
10. **Courtesy Runner:** You may use a courtesy runner for the catcher at any time. This must be someone from your bench, OR if you're roster batting, it must be your last recorded out.
11. **Reporting Scores:** The official scorebook is to be kept by the home team. In addition, the winning team will turn in the "official" score at the end of the game via text message to the tournament directors at **614-668-1907 and 419-203-4229**.
 - **Format:** Age Group, Home Team Name/Score, Visitor Team Name/Score
 - **Example:** 10U, Mitts 7, Hawks 4
12. **Completed Game:** For poor weather purposes, a game is complete after 3 innings are completed regardless of age.
13. **Pregame Warm-Up:** All pregame warm up is to take place off the field. No pregame warm-up is allowed on the infield.
14. **Division Standings Tie Breakers:**
 - Win-Loss Record
 - Head-to-Head (Two Teams Only)
 - Fewest Runs Allowed
 - Highest Total Run Differential
 - Most Runs Scored
 - Coin Flip
22. **Substitution:** When roster batting, you may freely substitute.
23. **Player Count:** Team can play with as few as 8 players without taking an automatic out in the batting order. Anything less than 8 is an automatic out in the batting order.
24. **Extra Innings:** If the game still has time on the clock, teams may play out the extra inning until time expires. All pool play games can end in a tie.
25. **Age Cutoff:** Each team is allotted three (3) grade exceptions (Please have a grade card available IF questioned). Your playing age is determined by what your age is on or before April 30, 2026.



Coach Pitch Specific Rules:

- A batter will be allowed 7 pitches or 3 strikes (whichever comes first). If the batter does not put the ball in play on the 7th pitch, they are declared out. A foul ball on the 7th pitch awards them 1 more pitch.
- No stealing, bunting, or leading off. Players may leave the base when the ball is hit. If a player leaves early, the 1st offense is that all runners are sent back to their original base and a team warning is issued. On the 2nd offense, the runner is called out, and all other runners return to their original base.
- A batted ball that hits the adult pitcher will be declared dead and all runners return to their original base and the pitch is played over. The count is resumed as if the pitch did not happen.
- The ball will be declared dead by the umpire when time is called by the defensive youth pitcher inside the pitching circle only. You cannot call time out outside of the pitching circle.
- Hash marks will be between each base on fields when possible. If hash marks are not present on a field, it then becomes a judgement call by the umpire.
 - When the umpire declares the ball dead he will make the judgment on awarding baserunner bases.
 - If a runner is pass the hash mark, they are awarded the base they are headed to.
 - If a runner has not passed the hash mark, they return to the previous base.
 - The umpire's judgment is final.
 - If a player calls time and the umpire declares the play dead at that point, no other play counts. Example: A player calls time and is awarded it by the umpire but then throws a runner out. The dead ball stands, and the runner is not out.
- 7U-8U Coach Pitch will use a maximum of 10 defensive players. 1 Coach may be stationed in the outfield to help coach their players. You may also have a coach against the backstop to help speed up the game with passed balls.
- Coaches must have one foot inside the pitching circle when pitching. When the coach is pitching, the youth pitcher must also have one foot inside the pitching circle when the pitch is thrown.