



7<sup>th</sup> Annual NIXONSTRONG Baseball Tournament 2026 Rules;

Age Divisions will be determined by your age on April 30, 2026.

Player Eligibility - No player may play with more than one team in the same Age Division and any other player participating on playing on another team if in a lower or upper age division, as qualified per age, must be on the team's final roster submitted before the tournament starts.

**MANDATORY;** Each player must have a signed waiver and it must be submitted to the NIXONSTRONG officials prior to tournament play and can be filled out on the Utah Summit Athletics app. <https://play.utahsummitathletics.com/events/nixonstrong-2026> Failure to do this or comply with this can result in player not being able to play in the tournament. Head coaches are responsible to make sure your team has ALL waivers completed.

#### TOURNAMENT RULES & REGULATIONS

The tournament will be governed by Official MLB Rules with the following exceptions:

1. Coin toss determines home and visitor in pool play. Bracket play higher seed has option for home or visitor. Highest seed will be Home Team for Championship Games (coin flip if the seeds are the same).
2. Game length will be 6 innings or no new inning at 1 hour, 40 minutes. Championship games will have 2 hour time limit and will be 6 innings. Championship games still in a tie after 7 innings will then go to International Tie Breaker rules and start a player on second base. **In the event time is expired and the game is tied, the game will end in a tie in pool play.** No tie breaker innings will be played in pool play. If time is not expired use the International Tie Breaker rule to break the tie for pool play when time has not expired.
3. Run Rules; 15 after 3 innings, 12 after 4 innings, 9 after 5 innings.
4. 4 innings or 1 Hour constitutes a complete game when delayed for any reason or called off due to inclement weather per NIXONSTRONG Foundation Officials.
5. No Refund will be allowed 3 days prior to Tournament start date of June 11th, 2026. Tournament Weather/Rainout Minimum Refund Policy; 60% refund if no

games are played. 40% refund if 1 game is completed. No refund if 2 or more games are completed.

6. **8u/9u, Age Divisions Only:**

- 8 runs per half inning. After 8 runs score, teams exchange offense and defense. Only on an over the fence Home Run can more than 8 runs be scored. In the last inning the trailing team can score unlimited runs. If entering the last inning and the score is tied, then both teams can score unlimited runs. The last inning is either the 7th inning or last inning to be played due to time limit (this is the umpire's discretion).
- No lead offs. Base runner may steal or advance to any base after the ball crosses home plate. If a baserunner leaves the base before the pitched ball has crossed the plate, and is not put out on the play, the runner must return to the base occupied before the pitch was made. If a baserunner leaves early and the ball is put into play. The baserunner(s) may only advance as far as forced to advance by the batter/runner.
- Dropped 3rd strike rule does not apply (8u, 9u only).

**10U, 11U, 12U, 13U Divisions; \*8U/9U rules below other than those above.**

**\*Lead offs are allowed. Dropped 3<sup>rd</sup> strike will be in play.**

7. A Pitcher can fake a pick-off move to 3rd Base while being engaged with the pitching rubber.
8. Batting Order Re-entry Rule: Starters may only re-enter one time and in the same spot in the batting order.
9. Batting Order: There is no limit to the number of players you have in the batting lineup. A team must bat a minimum of 9 players.
10. Unlimited Defensive substitutions. Your defensive lineup is non-related to your batting order. A player may play defensively even if they are not in the batting lineup.
11. No metal cleats other than 13U may use them in the field. NO metal cleats on portable mounds! Failure to comply with NO metal cleat rule and seen in violation of this rule on the mound can lead to team paying the fee to replace the mound if damaged.
12. Bat restrictions are as follows; Ages 9U up to 12U can be USA baseball, or USSSA stamped BPF 1.15 -

\*13u divisions bat will only be allowed a max of drop 8 or -8.

Any bat that has been Withdrawn/Disallowed will no longer be permitted. We will use the list provided by USSSA baseball <https://www.ussa.com/baseball/baseball-withdrawn-andor-non-compliant-baseball-bat-models> .

13. Bat Boys are not allowed in Dugout or on the Field.
14. Home team will be official scorer unless otherwise designated by NIXONSTRONG Tournament Officials. Put starting time in home book. Umpire is official timekeeper.
15. Protests will not be allowed on judgment calls. Protests must be handled at the time of protest (not after the game). Umpire must confer with NIXONSTRONG Tournament Official for help on ruling.
16. A slide rule will be enforced at Home when there is a play at the plate. If contact is initiated by the runner, it must be through the process of a slide. Malicious contact; runner will be ejected. However, it is the discretion of the umpire if the runner is sliding, attempting to slide, or if there was malicious contact, or a slide is warranted.
17. A slide rule will be enforced when an infielder is attempting to turn a double-play at second base. If the runner is not close enough to merit a slide, he must peel away from the baseline. This rule is for the protection of the base runner. The base runner and batter will be called out if the runner's not sliding or not peeling away affects the defensive play. This is the umpire's discretion.
18. A runner may not hurdle, jump over, or leap over a fielder unless the fielder is lying prone on the ground. Penalty: The runner is out, but the ball remains live unless the umpire calls interference. Note: Jumping over a kneeling fielder is illegal.
19. Eliminate defensive huddles prior to your team taking the field in between innings.
20. Only two coaches outside of dugout during games (does not include base coaches). 4 total coaches in the dugout.
21. Please have a Catcher available to warm up your Pitcher between innings when your Catcher is not ready.
22. Pitchers - Maximum of 5 warm-up pitches between innings. 8 pitches with new pitcher at the beginning of his first warm up on the mound.
23. **No infield before games.** Get teams in the dugout and have your teams ready to play on time
24. End of the game; remove garbage from dugout and clear dugout in a timely manner. Please help sanitize dugouts between each game and teams. Hold post game discussions outside the dugout please.
25. Show respect to the umpires, your players, your opponents, and most of all to this great game.
26. **It is not permitted to slash bunt in any age division up to and including 13u. This is an act by a batter to fake a bunt and then attempt to make a full swing on the same pitch. The runner will be called out and all base runners will return to preciously awarded base.**
27. Any misconduct by Managers, Coaches, Team, or Team member could result in disqualification from the tournament. **This includes parents** or fan of said team.

Any player or coach that uses vulgar language or makes any threats to directed at any tournament official, umpire or player will result in an automatic 1 game suspension or possibly be eliminated from the tournament if tournament officials conclude it a fair violation.

#### NOTES:

- Intentional Walk requires coach to notify the home plate umpire. The batter is awarded first base without any pitches being thrown.
- Speed up runners are not allowed.

#### PITCHING RULES

1. You may re-enter only the starting pitcher one time.
2. 105 pitch max per kid for the tournament. A max of 60 pitches per day (8U,9U) and max of 75 pitches per day for 10,11,12,13U. If, 51 pitches in a day then the kid must have a 36 hour rest period.
3. A pitcher may finish a batter at the 105 mark, but must be removed after that.
4. Failure to comply with this rule, could include disqualification of the player who pitched over the limit and an ejection of the head coach.
5. Each team will keep and be responsible for Scoring their two Home Games on GameChanger to keep track of the Games Pitching.
6. If the NIXONSTRONG Foundation Officials determines that the pitcher in question is ineligible to pitch, the pitcher will be removed from the mound at the time of discovery. This is not a retroactive rule.

#### TIE BREAKER RULES FOR ADVANCEMENT AND SEEDINGS

Seeding is determined as follows;

1. Win/Loss record.
2. Run differential max per game is +7 or -7
3. Head to head.
4. Runs allowed
5. Runs allowed common opponent.

\*Individual awards will be given for 1st & 2nd Place.

\*Any other personal or specific roster approvals must be approved by the NIXONSTRONG officials prior to play that may not adhere to the rules above.

