



WILL SMITH MEMORIAL TOURNAMENT RULES - 2025



Changes from last year's rules are in red text

Will Smith Memorial Tournament will hereafter be referred to as WSMT

ROSTER

- Rosters are to be your regular spring team roster **and must be a mix of 2016/2017 players, or all 2017 players** - NO All-Star or Select teams are permitted!
- Maximum roster size per team is 13 Players . Rosters may be smaller than this, with a minimum of 9 players required.
- Teams are permitted to have up to 2 CALL UP players from 7U teams in your association in order to make the maximum roster size of 13
 - Teams are NOT PERMITTED to call over other 9U players from other teams.
- All players must be included on your roster sheet, including those that may only be attending a portion of the tournament. No additions to the roster will be permitted after the tournament starts.
- Rosters must be submitted to the tournament coordinator by **MONDAY APRIL 28**

1. EQUIPMENT

- 1.1. Full uniform and hats must be worn to all games
- 1.2. It is mandatory that all players wear athletic supporters (jock or jill)
- 1.3. Base runners, batter, and on-deck batter must wear batting helmets with chin straps properly attached
- 1.4. Players may wear running shoes or molded rubber cleats
- 1.5. Shirts are to be tucked in
- 1.6. As per the BCMBA Rulebook 19.03 *Catcher's Equipment (below wording now matches the BCMBA Rulebook)*
 - 1.6.1. *It is mandatory that full catchers' helmets or skull caps shall be worn by all catchers, in addition to a normal chest protector, shin guards, face mask - with throat protector - and athletic supporter with cup*
 - 1.6.2. *Catchers in all age categories must wear a protective helmet and mask while catching in practice and warm-up situations such as bullpen or between innings*
 - 1.6.3. *Coaches must wear at least a mask in all practice and warm up situations. Associations not enforcing this rule will be subject to a fine as determined by BCMBA*
- 1.7. It is recommended that catchers wear a catchers glove
 - 1.7.1. As per the BCMBA Rulebook 19.08 *Gloves* this is mandatory for the 11U division



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2. FIELD SETUP

- 2.1. Basepaths shall be 60-feet
- 2.2. Pitching (distances are measured from the point of home plate to the front side of the rubber)
 - 2.2.1. The front two feet of the pitching machine are to be set up at 42-feet or just behind the 42-foot pitching plate
- 2.3. No children are allowed in equipment room or bin
- 2.4. Each team is responsible for ensuring that their dugout is clean from garbage and debris after the game

3. GENERAL RULES

- 3.1. All BC Minor Baseball Association (BCMBA) rules will be in effect but WSMT rules take precedence
- 3.2. A Level 5 baseball is to be used
- 3.3. Before a game, each Head Coach must give a copy of his batting line-up to the official scorekeeper, opposing team and the home plate Umpire
- 3.4. During a game coaches and parents cannot position themselves on the outside of the backstop behind the umpire to coach the team
 - 3.4.1. Loss of game can occur if after a warning the problem still exists
- 3.5. During game play if the defensive coaches are on the playing field they can only be in foul territory near their dugout or past their dugout towards the outfield
- 3.6. Coaches are responsible for the behavior of their team players, fans and parents during games and to make sure that there is no abuse of the equipment
- 3.7. A team's turn at bat will consist of 3 outs or when the run limit has been met for the inning
- 3.8. Score is kept and If a game is a tie at the end of the game, it will remain a tie
 - 3.8.1. Exception is in championship round
- 3.9. There is no mercy rule in round-robin play
- 3.10. The infield fly rule does not apply
- 3.11. Catcher interference rule is in effect, "no pitch" is to be called
 - 3.11.1. One warning is to be issued to the catcher and if interference occurs again the batter will be awarded 1st base
- 3.12. The Umpire will call interference on a defensive player if the bag or plate is not partly exposed
 - 3.12.1. The runner will be awarded the base
- 3.13. Throwing Bat
 - 3.13.1. Any batter who throws their bat may be called out at the umpire's discretion
 - 3.13.2. If the batter is called out no base runner will advance



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- 3.14. Defensive player cannot run with the ball more than 10-feet to put an opposing player out, unless his/her teammates are not in a position to complete the play
 - 3.14.1. If the defensive player does run more than 10-feet the Umpire will rule the runner safe
- 3.15. A team may start the game with eight (8) players. A team with fewer than eight (8) players at the official start time will forfeit the game
 - 3.15.1. In the event of a forfeit the score will be recorded as 5-0, however this score will not be used to calculate Runs For (RF) or Runs Against (RA) in the event of a tie-breaker
 - 3.15.2. Teams are encouraged to play an exhibition game by sharing players
- 1.1. Per BC Minor Baseball Association (BCMBA) Rule Book ([link](#)) 13.3 Prohibition of Cannabis, Tobacco, Alcohol and Non-Prescription Drugs which applies to all coaches, players, managers, parents, spectators and umpires or any official
- 3.16. Standings are kept for the WSMT
 - 3.16.1. All game scores will be kept by an official tournament scorekeeper
 - 3.16.2. Both head coaches must sign the official score sheets at the end of the game
 - 3.16.3. Scores are submitted to the tournament coordinator by the official scorekeeper
- 3.17. Per BC Minor Baseball Association (BCMBA) Rule Book ([link](#)) Rule 13 - On and off Field Code of Conduct for Managers, Coaches, Players, Parents and Spectators has been greatly expanded for 2024 (8-pages long)
 - 3.17.1. This needs to be understood by everyone at the park
 - 3.17.2. Coaches should also understand the Communication Process and Procedures between Coaches, Players and Umpires During Gameplay
 - 3.17.2.1. This is under BCMBA 13.6 & 13.7 for this age group

4. GAME LENGTH

- 4.1. The length of a WSMT game shall be a maximum of 5 innings
 - 4.1.1. No new innings to begin after 1-hour and 45-minutes from the time of the first pitch scheduled start time
 - 4.1.1.1. The decision on whether or not to have another inning is based on the time of the 3rd out of a completed inning
 - 4.1.1.1.1. For example if the 3rd out of the 4th inning occurs at the 1 hour and 44 minute mark, an additional inning will be played
 - 4.1.1.1.2. Any delay starting the next inning will not alter this decision (i.e. while discussing whether there should be another inning)
 - 4.1.2. There is a hard stop at 2-hours and scores are reverted to the previous completed inning
- 4.2. Round robin games will have a 4-run limit per inning



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- 4.2.1. Round robin games will not have an open inning
- 4.3. For all round robin games: There is no mercy rule, games will be completed per rule 4
- 4.4. For all round robin games: All innings will be played to completion as runs for and against factor in on tie-breakers (exception is if hard stop time limit is reached as per rule 4.1.2)
- 4.4.1. This includes the bottom of the last inning with home team leading

5. FAIR PLAY

- 5.1. Fair playing time is expected for each player at this level
- 5.2. Fair Play - Enforcement
 - 5.2.1. The official position tracker will record the player in each defensive position on the field at the top of each half inning. The umpire should instruct all players to turn their backs to home plate before the first pitch of the half inning so this can be recorded
 - 5.2.2. Both coaches must sign the official position tracker sheets at the end of the game
 - 5.2.3. If a team is in violation of Fair Play the official position tracker or opposing coach will bring forward the issue to the offending coach as soon as it is discovered so that it can be corrected as best as possible.

5.3. OFFENSE

- 5.3.1. All players will be included in the batting order
 - 5.3.1.1. Players arriving late will be added to the end of the batting order
 - 5.3.1.1.1. Any player not present by their first at bat will be removed from the line up and not permitted to enter the game.
- 5.3.2. Players unable to complete the game
 - 5.3.2.1. If a player has started the game and must leave before it is over, he/she will be deleted from the line-up and no outs will occur
 - 5.3.2.2. If a player is injured during the game and cannot continue, he/she will be deleted from the line up and no outs will occur

5.4. DEFENCE

- 5.4.1. No player can play more than 2 innings in the same position in one game
 - 5.4.1.1. Exception of the catcher, who may play 3 innings.
- 5.4.2. All players must play the infield for a minimum of 2 innings
- 5.4.3. All players must sit 1 inning prior to any player sitting a 2nd inning
- 5.4.4. All players must play outfield 1 inning prior to any player playing outfield a 2nd inning



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6. PITCHING MACHINE

- 6.1. The pitching machine "Slinger" to be used is the Louisville Slugger UPM45 Blue Flame and/or the Louisville Slugger UPM Black Flame L60222
- 6.2. A coach or parents for the offensive team will operate the pitching machine
- 6.3. No players are permitted to touch the pitching machine at any time, the slinger when loaded is under a lot of tension so to avoid injury do not let players touch or load machine ever**
- 6.4. Pitching machine (Slinger) set-up
 - 6.4.1. The front two feet of the pitching machine should be at 42-feet and anchored to ground with spikes. At Fort Langley the spikes should be set just behind the 42-foot pitching rubber.
 - 6.4.2. Pitching machine (Slinger) is to be set at (these settings have been measured as equivalent):

Pitching Machine	Speed as per Label	Micro Adjust	Release Block	Power Block
Blue Flame	34mph	3	4	6
Black Flame	32mph	3	4	5

- 6.4.3. Changes to the micro adjust screw can be done between pitches
- 6.4.4. *It should be noted that the placement of the ball will have an impact on the height of the pitch*
- 6.5. Operating Pitching Machine
 - 6.5.1. The machine operator must avoid the ball at all times
 - 6.5.1.1. If a batted ball hits the machine or machine operator, it is ruled a "dead ball" and the batter is awarded 1st base, all base runners advance one base.
 - 6.5.1.2. If a thrown ball hits the batting machine during "live play" then the ball is ruled a "dead ball" and each base runner including the batter are awarded one base
 - 6.5.2. The pitching machine operator cannot communicate with the base runners but can communicate with the hitter
 - 6.5.3. The operator must hold up his hand prior to pitch
 - 6.5.3.1. Operator will lower hand and pull release when that hand reaches the height of hand release
 - 6.5.3.2. The release should be pulled in a smooth motion
 - 6.5.4. The player in the position of pitcher must stand to the side of the pitching machine. The pitcher shall not be positioned forward of the front legs while the ball is being pitched by the machine
 - 6.5.4.1. Once the ball has been hit the player is permitted to field the ball in this area.



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- 6.5.4.2. The player in the position of pitcher must hand the ball to the pitching machine operator
- 6.5.5. Each batter will receive a maximum of 5-pitches or 3 swinging strikes (whichever comes first)
- 6.5.6. A foul ball is considered a strike except when the batter has already received 2-strikes
- 6.5.7. If a foul ball is hit on the 5th (or consecutive) pitch the batter gets another pitch

7. HITTING

- 7.1. There is no bunting in 9U, a bunt will be counted as a strike
- 7.2. The batter cannot run on a dropped third strike

8. BASE RUNNING

- 8.1. On a hit ball only, any ball thrown to 1st base or 3rd base that goes out of the play is ruled a dead ball and base runners will be awarded 1 base, but may not score per Rule 9.2
- 8.2. A base runner on 1st or 3rd base may only advance on a hit or when forced by a base-on-balls
- 8.3. On plays at first base, if the first baseman touches the ball with any part of his body or glove runners may not advance more than the base they were originally headed to
- 8.4. Base runners may only advance 1 base on an overthrow to any infield position
- 8.5. If the ball is thrown back to any infield position, and that infielder has control of the ball, and the base runners are not fully committed to advancing a base, the play is ruled dead and the runner cannot advance to the next base.
- 8.6. Lead offs are not allowed, the ball must cross home plate before any base runner(s) can leave their base(s)
 - 8.6.1. When a base runner leaves the base before the pitch crosses home plate and the batter:
 - 8.6.1.1. DOES NOT hit the ball, the Umpire shall call "Leadoff" and the base runner must return to the base and no out is called
 - 8.6.1.2. DOES hit the ball, the base runner is automatically out but the batter will be allowed to advance as normal
- 8.7. Stealing is only allowed from 2nd base to 3rd base
 - 8.7.1. When stealing to 3rd base, the runner may not advance to home base on an over-thrown or under-thrown ball from the catcher
- 8.8. Any base runner that overruns another base runner is declared out



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- 8.9. Head first slides to a base or home plate are not allowed. All offending players will be automatically called out. Diving head first back to a base already legally acquired will be allowed
- 8.10. SLIDE OR AVOID
 - 8.10.1. If a play is being made, or is about to be made, it is MANDATORY for players to slide or make an effort to avoid a collision at all bases and home plate. Failure to do either will result in an automatic out. The ball is dead and no runner may advance beyond the base that was last legally acquired.
 - 8.10.2. An umpire will have the option of ejection if the incident warrants such a measure. A defensive player is not allowed to block a base without possession of the ball.

9. PLAYOFF ROUND

- 9.1. The top team from each pool according to standings will advance to the playoff round
- 9.2. The 1st and 2nd place teams overall in standings will have a bye to the semifinal round
- 9.3. Standings are determined by the following tie-breaking criteria
 - 9.3.1. Record
 - 9.3.2. Head-to-head
 - 9.3.3. Most runs for*
 - 9.3.3.1. This is the total runs for and not the ratio per inning as this will encourage teams to hustle on and off the field and ensure their catcher is ready to go
 - 9.3.4. Least runs against*
 - 9.3.4.1. This is the total runs for and not the ratio per inning as this will encourage teams to hustle on and off the field and ensure their catcher is ready to go
 - 9.3.5. Coin toss
- 9.4. Home team will be decided by coin toss in all playoff round games
- 9.5. Time limit
 - 9.5.1. Quarterfinals and semifinal games will follow the time limit rules above
 - 9.5.2. The Championship and Bronze games will have no time limit
- 9.6. Any new inning starting after 1.5-hours or the 5th inning will be declared an open inning
 - 9.6.1. Open innings will have a 10-run limit
- 9.7. Playoff games will have a 10-run mercy rule
- 9.8. If the home team has the lead in the bottom of the last inning the game will end