

**1ST HONG KONG INTERNATIONAL YOUTH BASEBALL CLASSIC**

**第一屆香港國際青少年棒球經典賽**



**香港國際青少年棒球經典賽**  
**HONG KONG INTERNATIONAL**  
**YOUTH BASEBALL CLASSIC**

**TOURNAMENT RULES AND REGULATIONS**

**14-16 MARCH 2025**

# 1. Technical Information

## (A) Time and Location

- I. Competition Date: March 14 - 16, 2025
- II. Competition Venues:
  - U16) Sai Tso Wan Recreation Ground Baseball Field  
(No. 90 Sin Fat Road, Lam Tin, Kowloon)
  - U13) Lion Rock Park Baseball Field  
(Chuk Yuen Road, Wong Tai Sin, Kowloon)
  - HKLL Lion Rock 2 Baseball Field  
(Lung Ting Lane, Lung Cheung Road, Kowloon City, Kowloon)
  - Stanley Ho Sports Centre  
(No. 10 Sha Wan Drive, Southern District, Hong Kong)

## (B) Groups and Participating Teams

- U13) 8 teams;
- U16) 5 teams

## (C) Players Eligibility

- U13) boys & girls, born in 2012 and after;
- U16) boys & girls, born in 2009 and after

## (D) Team Delegation

- 18 players, 2 coaches, 1 Team Manager, 1 Delegation Leader

## (E) Competition Format and Rules

- I. 4-Game Guarantee;
- II. Phase One:
  - U13) Group round-robin format and ranking matches.
  - U16) Round-robin format.
- III. Phase Two:
  - Ranking matches will be held based on the round-robin standings, with A1-B1, A2-B2, and so on determining the final rankings.
- IV. U13) Group round-robin:
  - The ranking of the teams shall be determined according to the wins/loses record of all the games played. Win = 2 points; Draw = 1 point; Loss = 0 point.  
**TIE BREAKING**
  - All ties after the Opening Round and Super Round will be settled as follows (in order):
  - The standing of the teams after the round robin shall be according to their win-loss records of all the games played. All ties after the Opening Round, Super Round and Finals shall be settled in the order of the following list.

That is, if criterion (1) does not break the tie, then it is no longer considered the criteria capable of breaking the tie, and the next criterion (2) will be used. This logic continues through the list, in order, until the tie is broken:

- The team that won the game(s) between the teams tied shall be given the higher position.
- Team's Quality Balance (TQB) and win-loss records in games between the teams tied.

Note: If three or more teams are tied and when criterion 1 does not break a tie, a team or teams with the higher TQB will be placed in the highest spot(s) and a team or teams with the lower TQB will be placed in the lower spot(s). If some of the teams tied have the same TQB, a head-to-head result shall be the first to apply. If the head-to-head result does not break the tie, then the next criterion 3 shall be used.

- The team that has the best Earned Runs Team's Quality Balance (ER-TQB).
- Highest batting average in games between the teams tied.
- A coin flip.

Please refer to Appendix A for the six examples of the application of the Tie Breaker Criteria.

## 2. Game Rules

### (A) Bases & Pitching

U13) Bases 70 feet; Pitching 50 feet; base runners may attempt to advance at any time while the ball is alive and in play;

U16) Bases 90 feet; Pitching 60 feet 6 inches; base runners may attempt to advance at any time while the ball is alive and in play;

### (B) (1) Group Matches or Round-Robin and Ranking Game:

U13) 6 innings/1.5 hours; Three (3) completed innings shall constitute a regulation game.

U16) 7 innings/2 hours; Three (3) completed innings shall constitute a regulation game.

Note: Tie game is allowed during the single round robin game, subject to clause D. Due to the tight game schedule, no new inning will start within 10 minutes of the end of the match, subject to clause C.

### (2) Champion Game & 2nd Runner-up Game:

U13 Group matches will consist of 6 innings with no time limit. If the match is tied after the specified innings, a tiebreaker will be used, placing runners on first and second base (the first two batters from the previous lineup) until a winner is determined.

### (C) Run Difference Rule (Mercy Rule)

U13) If a team is losing by fifteen (15) or more runs after having batted at least three (3) innings, the game is ended at that point. If a team is losing by ten

(10) or more runs after having batted at least four (4) innings, the game is ended at that point, and if the score difference reaches (20) runs in any inning, the match can be concluded early.

U16) If a team is losing by fifteen (15) or more runs after having batted at least three (3) innings, the game is ended at that point. If a team is losing by ten (10) or more runs after having batted at least four (4) innings, the game is ended at that point, and if the score difference reaches (20) runs in any inning, the match can be concluded early.

However, the Run Difference Rule apply to all matches, including the championship and runner-up game. (Appendix B)

#### **(D) Suspended Games**

In case a game is stopped because of weather, curfew or other reason, the Tournament Committee has the absolute authority to make the decision on whether it shall be ruled a complete game or not.

#### **(E) Pitch Count Rule**

A pitch count limit will be established. When a pitcher reaches the specified number of pitches, they must rest for a designated number of innings under the supervision of the tournament officials before being eligible to pitch again. A pitcher who is under pitch count restrictions may participate in the game in a position other than pitcher.

Each pitcher must observe a inning(s) rest as follow:

U13 Number of pitches	U16 Number of pitches	Rest
1-30	1-35	No rest
31-45	36-50	1 game
46-60	51-65	2 games
61-75	66-80	3 games
76-85 ( Max. 85 )	81-95 ( Max. 95 )	4 games

(1) If a pitcher's total pitches in their first two games exceed 30 for the U13 Group or 35 for the U16 Group, the pitcher will not be allowed to pitch consecutively in the third game. After pitching in three consecutive games, the pitcher must rest for one game, even if they have not reached the limit.

(2) If a pitcher reaches the U13 limit of 85 pitches or the U16 limit of 95 pitches while a current batter has not completed their at-bat, the pitcher may continue to pitch until that batter completes their at-bat.

(3) The pitch count will be accurately recorded by the official scorer. The total number of pitches thrown by the same pitcher in matches on the same day will

be cumulative, and all pitch count information will be announced after the matches.

(4) If a head coach insists on not changing a pitcher who is violating the pitch count limit, the umpire will penalize the head coach with ejection from the game, and the team will lose the match 0-20. The head coach will also be suspended for one game.

(5) The following situations do not count towards the pitch count statistics: pick-off attempts, pitching violations (regardless of whether the pitch was thrown), and intentional walks where no actual pitches occur.

### **3. Speed-up Rules**

- (A) Before the start of the match, in the event of unforeseen circumstances or scheduling constraints, the organizing committee reserves the right to amend the competition rules. During the match, if weather or other special conditions prevent the match from proceeding as planned, the organizing committee has the authority to decide on the match timing and procedures.
- (B) Except for necessary pauses, the head coach or coaches are not allowed to leave the players' bench (including the coaching area). They are responsible for ensuring that their team's bench does not cause disturbances. Violations will be dealt with severely, and the use of whistles, horns, gongs, and loudspeakers is strictly prohibited.
- (C) Similar to provision 1, the organizing committee has the right to amend competition rules due to unforeseen circumstances or scheduling constraints before the match starts. During the match, the committee can also decide on match timing and procedures based on weather or other special conditions.
- (D) Participants from each unit must bring valid identification for qualification verification before the match. All units must arrive 60 minutes before the match and submit their lineup 30 minutes before the start. If a team fails to check in within 15 minutes after the scheduled start time, they will forfeit the match with a score of 0:7.
- (E) Each match allows for 3 coaching timeouts; a maximum of 2 timeouts is allowed in the same inning, and a pitcher must be changed; otherwise, the team will lose 0:20. In crossover matches and finals, if there is extra innings, each inning allows for one coaching timeout. Each inning permits only one substitution timeout for discussions with the pitcher, which does not count as a coaching timeout. Other team members are not allowed to pause for discussions with the pitcher.
- (F) At any time, the head coach, coaches, or players, whether on the field or elsewhere, must not attempt to intentionally cause the pitcher to violate pitching rules. If a violation occurs, the umpire will issue a warning; a second offense will result in ejection. If a violation leads to an illegal pitch, that pitch will not count against the pitcher's statistics.
- (G) If a batter refuses to enter the batter's box or violates Rule 5.04(b)(3), the umpire may declare a strike without requiring the pitcher to throw a pitch. If

there are no runners on base, the catcher must return the ball to the pitcher within 20 seconds to initiate the pitch; failure to do so will result in a ball for the batter and a ball against the pitcher.

- (H) Special provisions for speeding up the game:
  - (1) The time to switch between offense and defense is limited to 90 seconds.
  - (2) When changing pitchers, this must also be completed within 90 seconds.
  - (3) Technical timeouts for coaches when changing pitchers are limited to 90 seconds.
  - (4) The above time limits include warm-up pitches and player exchanges. During this time, the pitcher must be on the pitcher's plate; exceeding the time will result in the cancellation of warm-up pitches. If violated after 2 warnings, the coach will be ejected on the third offense.
  - (5) When the pitcher is on the pitcher's plate, the batter must be in the batter's box; violations will lead to ejection of the coach after 2 warnings.
- (I) When a batter hits a home run, teammates are not allowed to touch the player before touching home plate (except for base coaches). Failure to comply will result in a warning for the team on the first offense; repeated offenses will lead to the ejection of the head coach.
- (J) A pitcher must complete one at-bat before they can be replaced.

#### **4. Apparel and Equipment:**

- (A) Each team must prepare two sets of uniforms in dark and light colors. The uniforms worn during matches must be uniform and have matching numbers that are clearly visible.
- (B) Uniforms must not have any metallic shiny materials sewn on or include jewelry with sharp points or spikes.
- (C) Double Ear-flap helmet is mandatory for the hitter, base-runners and it is also mandatory that base coaches wear the skull caps.  
Note: the skull caps for coaches are not required, only recommended.
- (D) Bat: The bat shall be made of wood or of other materials as it complies with the BFA specifications as written in this rule.
  - It shall be a smooth, rounded stick with a constant radius at any point.
  - There must be a direct line from the center of the knob to the center of the large end.
  - The knob and the end plug, if any, must be firmly attached.
  - One-piece wood bats can be used as long as they are included in the current year's Official List of Approved Bats by the World Baseball Softball Confederation (WBSC).
  - Non-wood or multi-piece wood bats shall have a Bat Performance Factor (BPF) of 1.15 or less. If the BPF is not visibly indicated on the bat, manufacturer's proof and/or alternate equivalent certification may be presented to the Technical Commission for approval

U13) Length: no longer than 33 inches

Diameter: 5.7cm-6.7cm (2.25-2.625 inches)

U16) Length: no longer than 34 inches

Diameter: smaller/equal to 6.7cm (2.625 inches)

(E) Official Game Ball

U13) BR300 soft baseball

U16) BR200 hard baseball

## 5. Awards

### Team Awards

- Top 3 teams will be awarded a trophy and medals
- Merit Award to the 4th place and after

### Individual Awards

- Best Coach: Head Coach of Champion Team
- Best Defensive Player
- Leading Hitter
- Most Home Runs
- Most Runs Batted In (RBI)
- Most Runs Scored
- Most Stolen Bases
- The Best Pitcher
- Pitcher with the Best ERA
- Most Valuable Player (each team)

## 6. Protests

- (A) When a protest is made by a Team Manager over a suspected misapplication or misinterpretation of Official Baseball Rules and / or Tournament Rules and Regulations, it shall be made to the Home plate umpire according to the Official Baseball Rules. When such a protest is made, the Home plate umpire shall stop the game, informs the Team Manager of the opposite team, the Technical Commissioner(s) assigned to work that game, and the audience that a protest has been filed. The protest shall be submitted in written form within 10 minutes after it was announced to the Head Umpire, indicating the number(s) of the Baseball Rule(s) / Tournament Rule (s) involved accompanied with US\$100 or HK\$780 in cash to the Technical Commissioner(s) assigned to the game who must immediately take a decision. Once the decision is made, the game shall be resumed without further delay.
- (B) If such protest occurs on a game-ending play, a desire to submit a protest must be announced by the manager or the team delegate before the umpires leave the field. After consultation with umpires, a decision will be taken immediately by the Technical Commissioner(s) before the game is concluded. The opposing team must wait for the decision before they leave the playing field.

**Any decision of the Technical Commissioner(s) regarding the playing rules is final and is not subject to appeal.**

## **7. General**

In the case of any matters not specifically covered by these Regulations, the Tournament Director, the Technical Commission and the Organizing Committee shall have the absolute power to decide thereon and to jointly agree on any matters arising from the games.

In the absence of mutual agreement, the final decision shall be made by the Tournament Director.



## APPENDIX A

### Five Examples of the application of the Tie Breaker Criteria.

#### Scenario 1:

Game 1: TeamA-TeamB 5 - 4  
 Game 2: TeamD-TeamC 9 - 1

#### Standings:

Team A 2 Won, 1 Lost \*

Team B 2 Won, 1 Lost \*

Team C 1 Won, 2 Lost \*\*

Team D 1 Won, 2 Lost \*\*

\* Criterion 1: Team A finishes higher than Team B, because of the result of Game 1.

\*\* Criterion 1: Team D finishes higher than Team C, because of the result of Game 2.

#### Scenario 2:

Game 1: Team A - Team B 5 - 4 (8 ½ innings)  
 Game 2: Team C - Team A 2 - 0 (8 ⅔ innings)  
 Game 3: Team B - Team C 8 - 2 (8 ½ innings)

#### Standings after Opening Round:

Team A 2 Won, 1 Lost \*

Team B 2 Won, 1 Lost \*

Team C 2 Won, 1 Lost \*

Team D 0 Won, 3 Lost

\* Criterion 1: No decision between any of the teams A, B and C. Team D is 4<sup>th</sup> place.

Criterion 2: Team B has the highest TQB, followed by Team A and Team C. Therefore, Team B is 1<sup>st</sup> place, Team A is 2<sup>nd</sup> place and Team C is 3<sup>rd</sup> place.

Team	Runs Scored	Offens. Innings	Ratio	Runs Allowed	Def. Innings	Ratio	TQB
A	5	17	0.2941	6	17.67	0.3396	-0.0454
B	12	17	0.7059	7	17	0.4118	0.2941
C	4	17.67	0.2264	8	17	0.4706	-0.2442

Team B: 12 runs scored in 17 offensive innings = 0.706; 7 runs allowed in 17 defensive innings = 0.412 TQB = 0.294

Team A: 5 runs scored in 17 offensive innings = 0.294; 6 runs allowed in 17.67 defensive innings = 0.339 TQB = -0.045

Team C: 4 runs scored in 17.67 offensive innings = 0.226; 8 runs allowed in 17 defensive innings = 0.471 TQB = -0.244

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### Scenario 3:

Game 1: TeamC-TeamD 4 - 3  
 Game 2: Team C - Team E 8 - 5  
 Game 3: TeamD-TeamE 3 - 7

Standings after Super Round:

Team A 5 Won, 0 Lost  
 Team B 3 Won, 2 Lost  
 Team C 2 Won, 3 Lost \*  
 Team D 2 Won, 3 Lost \*  
 Team E 2 Won, 3 Lost \*  
 Team F 1 Won, 4 Lost

\* Criterion 1: Based on the games played between teams C, D and E, team C won both games (record of 2-0), team E has one win one loss (1-1), and team D lost both games (0-2). Therefore this 3-team tie can be broken with criterion 1 as Team C won the games between the 3 teams. C is placed 3<sup>rd</sup>, E is 4<sup>th</sup> place and D is 5<sup>th</sup> place in this scenario.

### Scenario 4:

Game 1: TeamA-TeamB 7-4(8½innings), inearnedruns 3-4  
 Game 2: TeamB-TeamC 7-4(8½innings), inearnedruns 5-2  
 Game 3: TeamC-TeamA 7-4(8½innings), inearnedruns 5-1

Standings after Opening Round:

Team A 2 Won, 1 Lost \*  
 Team B 2 Won, 1 Lost \* \*\*  
 Team C 2 Won, 1 Lost \* \*\*  
 Team D 0 Won, 3 Lost

\* Criterion 1: No decision between any of the teams A, B and C. Team D is 4<sup>th</sup> place. Criterion 2: No decision between any of the teams A, B and C.

Team	Runs Scored	Offens. Innings	Ratio	Runs Allowed	Def. Innings	Ratio	TQB
A	11	17	0.6471	11	17	0.6471	0.0000
B	11	17	0.6471	11	17	0.6471	0.0000
C	11	17	0.6471	11	17	0.6471	0.0000

Criterion 3: Team B finishes higher than Team C and Team A because of the ER-TQB in games 1, 2 and 3.

Team	Earned Runs Scored	Of. Innings	Ratio	Earned Runs Allowed	Def. Innings	Ratio	ER-TQB
A	4	17	0.2353	9	17	0.5294	-0.2941
B	9	17	0.5294	5	17	0.2941	0.2353
C	7	17	0.4118	6	17	0.3529	0.0588

TeamB: 9ERunsscoredin17offensiveinnings=0.529; 5ERunsallowedin17defensiveinnings=0.294 TQB =0.235

TeamC: 7ERunsscoredin17offensiveinnings=0.412; 6ERunsallowedin17defensiveinnings=0.353 TQB =0.059

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Team A: 4 ERuns scored in 17 offensive innings = 0.235; 9 ERuns allowed in 17 defensive innings = 0.381 TQB = -0.294

### Scenario 5:

Game 1: Team A-Team B 5 - 4 (9 innings)  
 Game 2: Team B-Team C 5-0(8½innings)  
 Game 3: Team C-Team D 8-4(8½innings)  
 Game 4: Team D-Team E 9-0(8½innings)  
 Game 5: Team E- Team A 5-2(8½innings)  
 Game 6: Team A-Team C 1 - 3 (9 innings)  
 Game 7: Team B-Team D 3 - 5 (9 innings)  
 Game 8: Team C - Team E 1 - 3 (9 innings)  
 Game 9: Team D-Team A 0 - 8 (9 innings)  
 Game 10: Team E-Team B 3 - 7 (9 innings)

### Standings after Super Round:

Team A	3 Won, 2 Lost	*	**	
Team B	3 Won, 2 Lost	*	**	
Team C	3 Won, 2 Lost	*	**	***
Team D	3 Won, 2 Lost	*	**	***
Team E	3 Won, 2 Lost	*	**	
Team F	0 Won, 5 Lost	*		

\* Criterion 1: No decision between any of the teams A, B, C, D and E. Team F is 6<sup>th</sup> place.

\*\*Criterion 2: Team B has the highest TQB followed by Team A. Team C and Team D have same TQB. Team E has the lowest TQB and therefore is 5<sup>th</sup> place. Team C won the game against Team D and therefore Team C is placed 3<sup>rd</sup> and Team D is 4<sup>th</sup> place.

Team	Runs Scored	Of. Innings	Ratio	Runs Allowed	Def. Innings	Ratio	TQB
A	16	36	0.4444	12	35	0.3429	0.1016
B	19	35	0.5429	13	36	0.3611	0.1817
C	12	35	0.3429	13	35	0.3714	-0.0286
D	18	35	0.5143	19	35	0.5429	-0.0286
E	11	35	0.3143	19	35	0.5429	-0.2286

Team B: 19 Runs scored in 35 offensive innings = 0.542; 13 Runs allowed in 36 defensive innings = 0.361 TQB = 0.181

Team A: 16 Runs scored in 36 offensive innings = 0.444; 12 Runs allowed in 35 defensive innings = 0.342 TQB = 0.101

Team C: 12 Runs scored in 35 offensive innings = 0.342; 13 Runs allowed in 35 defensive innings = 0.371 TQB = -0.028

Team D: 18 Runs scored in 35 offensive innings = 0.514; 19 Runs allowed in 35 defensive innings = 0.542 TQB = -0.028

Team E: 11 Runs scored in 35 offensive innings = 0.314; 19 Runs allowed in 35 defensive innings = 0.542 TQB = -0.228

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### **Scenario 6:**

Game 1: Team C - Team D 8 - 4  
 Game 2: Team D - Team E 0 - 9  
 Game 3: Team E - Team A 6 - 2  
 Game 4: Team A - Team C 7 - 3  
 Game 5: Team C - Team E 4 - 2  
 Game 6: Team D - Team A 0 - 8

Note: All the games were played to the bottom of 9<sup>th</sup> inning.

Standings after the Super Round:

Team B 4 Won, 1 Lost  
 Team F 3 Won, 2 Lost  
 Team A 2 Won, 3 Lost  
 Team C 2 Won, 3 Lost  
 Team D 2 Won, 3 Lost  
 Team E 2 Won, 3 Lost

Team B is 1<sup>st</sup> place and Team F is 2<sup>nd</sup> place based on win-loss record.

Criterion 1: Team A, C and E won 2 games lost 1 game respectively among the 4 teams tied while Team D lost all 3 games. Therefore, Team D is considered as lowest team and therefore Team D is 6<sup>th</sup> place team.

Criterion 1: For the tie between A, C and E, head to head result between these three teams is 1 win 1 loss and this does not break the tie.

Team	Runs Scored	Of. Innings	Ratio	Runs Allowed	Def. Innings	Ratio	TQB
A	9	18	0.5	9	18	0.5	0
C	7	18	0.3888	9	18	0.5	-0.1112
E	8	18	0.4444	6	18	0.3333	0.1111

Criterion 2: Based on the TQB, E has the highest TQB between the 3 teams tied and therefore it is 3<sup>rd</sup> place. A has second highest TQB and is 4<sup>th</sup> place, C is 5<sup>th</sup> place team.

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## **Tournament Rules and Regulations**

### **Appendix B**

#### Extra-Inning Rule

C7.7. Note: The runners put on 1B and 2B as effect of the Extra Inning Rules shall be considered as “ghost runners” is charge to the pitcher who starts the extra inning. In any case the runs scored by such players, or by any runner who reaches base on a fielder’s choice in which the defense puts out a “ghost runner”, will always be considered as unearned runs.

- If the game remains tied after the completion of nine (9) innings, the following procedures will be implemented during extra innings:
  - Each team will begin the 10th inning (and any subsequent necessary extra innings) with a player on first and second, no outs.
  - The line-up will continue as in any other inning. For example, if the 9th inning ends with the #8 hitter having made the last plate appearance (PA), the 10th inning begins with the #9 at bat and the 2B runner is the #7, and 1B runner is the #8 in the line-up, or any pinch runners for these players
  - With the exception of beginning the inning with runners on 1B and 2B with no one out, all other “WBSC Official Rules of Baseball” and “HKYBC Tournament Regulations” will remain in effect during extra innings required to determine a winner.
  - The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning (if needed) will remain in effect until a winner is determined.

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