



## 2023 Tournament Rules

**Gates will open at 6:45 am on Saturday, 7:30 am Sunday.**

**All teams should be on site and ready a minimum of 20 minutes prior to scheduled game times in the event that games are ahead of schedule.**

Concessions will be available. NO OUTSIDE FOOD OR COOLERS.

Team coolers are allowed.

The ballpark is a smoke-free, vape-free facility. Smoking/vaping is permitted in the parking lots only.

Pets of any type are not permitted. (This excludes documented service animals)

All games will be played under USSSA rules with the following modifications.

The USSSA National By-Laws and the National League Major League Baseball Rules shall govern all playing rules not specifically covered in this document.

### Dugouts / Equipment

1. While on offense only the batter and the on-deck batter shall be outside of the dugout fence.
2. All equipment shall remain inside the dugout fence.

### Protests

1. To protest a rule interpretation, you must submit \$100 cash or credit card. The game will be delayed, and a ruling made by the Tournament Director and/or Umpire-In-Chief, (UIC). All decisions are final. Judgment calls cannot be protested. For any Team Roster or age challenges, a protest must be filed with the umpire, U.I.C, or Tournament Director prior to the final out of the game. The player challenged must show a birth certificate to the Tournament Director, Site-Supervisor or UIC. If the challenged team cannot produce a birth certificate, then the player is ineligible, and the game is forfeited. If a player is over-age, the team must forfeit all games the over-age player participated in. If protest is upheld, the \$100 will be returned, if protest is denied, you must forfeit the \$100. **All coaches must have your player's birth certificates with you at every game.**

### Conduct/Disrespect for the Game

1. Unsportsmanlike Conduct will not be tolerated: any player or coach ejected from a game for unsportsmanlike conduct will serve the remainder of that game out and the Tournament Director will make the decision if that player or coach is eligible for the next game based on the severity of the ejection. Managers and coaches are responsible for the behavior of the entire team, parents included. At the umpire and site supervisor's



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discretion, unruly fans will be warned once, and then suspended from the ballpark for the remainder of the tournament.

2. Disrespect for the Game a team caught intentionally giving up runs, losing on purpose or otherwise playing the game to change the outcome of pool play or the finals in favor of another team will be dismissed from the Tournament and reported to their League and other appropriate sanctioning bodies. The dismissed teams won/lost record shall stand and teams seeded below them will all move up and play, if qualified, based on tournament seeding rules and tie-breakers

### Courtesy Runner

1. At any time, the team at bat may use courtesy runners for the catcher or pitcher.
2. The courtesy runner(s) will be used in place of a pitcher or catcher only, and must be:
  - a. A player not in the batting order, or
  - b. The last batted out.

### Intentional Base on Balls

1. An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base.
2. This may be done before pitching to the batter or on any ball or strike count.
3. The ball shall be declared dead before making the award.

### Game length:

1. 8U = 6 innings, 75 minute time limit in pool play, 90 minutes bracket play (finish the inning)
2. 9U – 12U = 6 innings, 90 minute time limit in pool play, 105 minutes bracket play (finish the inning)
3. 13U = 7 innings, 1 Hour 45-minute time limit pool and bracket play (finish the inning)
4. An inning can be finished, but a new inning cannot be started after the time limit has expired. When the last out is completed determines the time limit. The game time limits may be changed by the tournament director in order to get the tournament



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concluded.

5. The umpires are the sole judge of time.
6. In games where the winner advances, time limits and run rules apply. If a game is tied at the completion of time limit and/or regulation innings, the game will continue until a winner is determined.
7. For championship games, run rules are applicable, no time limit. A winner will be determined.
8. All games will start right after the completion of the game before their scheduled game. Please be at your game 30 minutes ahead of time. Tournament director will send out texts updating each age group if we are ahead or behind schedule.

### Extra Innings

1. All Pool Play games will end in a TIE. If a pool play game ends in a tie after completing a full game length of innings with time remaining on the game clock the game still ends in a TIE. No extra innings are added to pool play regardless of if time is left on the game clock.
  - a. **Bracket play** will use a tie breaker rule. The last batted out from the previous inning will be placed at 2nd base. No Outs in the inning and the batter will begin with a 1-1 count. This rule will stay in effect until a winner is declared. IT IS NOT SUDDEN DEATH. EACH TEAM GETS A CHANCE TO BAT

### Game Called

1. Game called because of weather or unplayable field conditions: 6-inning game = 3 innings or 2 ½ if the home team is ahead; 7-inning game = 4 innings or 3 ½ if the home team is ahead, will determine a completed game. Games suspended will begin where it left off if not an official game as described above.

### Run Rules

1. All games will be played with a run rule in effect.
  - a. 6-inning game will be over if a team is losing by fifteen (15) runs after 2 ½ or 3 innings, eight (8) runs after 3 ½ or 4 innings.



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- b. 7-inning game will be over if a team is losing by fifteen (15) runs after 2 ½ or 3 innings, twelve (12) runs after 3 ½ or 4 innings and eight (8) runs after 4 ½ or 5 innings.
2. If the home team is winning by run rule at the half inning or during the bottom half of the inning the game is over.
3. There are no run limits per inning for 9-13u. Teams can score as many runs as they can per inning.
4. 8u- Six (6) runs per inning with the last inning (or the last inning determined by umpire) is unlimited.

### Substitutes

1. A team may bat nine, ten or the entire roster. Each player must bat at least one time in the game. If a team is batting the entire roster, there is free substitution on defense with the players in the batting order, except for the pitcher.
2. If a team is batting nine, any of the starters may be withdrawn or re-entered one time including a player who is the designated hitter, provided such player occupies the same batting position whenever he is in the batting order.
3. If a team is batting nine, ten or the entire roster and a player is unable to continue due to injury or illness, the team will take an out in that players spot.
4. In roster batting, any time a batting order is reduced by an ejection an automatic out shall be declared in that batting order position.

### Pitching Limits and Restrictions

1. ONE DAY MAXIMUM TO PITCH THE NEXT DAY: The maximum number innings a player can legally pitch in one (1) day and still pitch the next day.
  - a. In 9U-14U age divisions, a player may legally pitch a maximum of three (3) innings in one (1) day and still legally pitch the next day. If the player pitches three and one-third (3 1/3) or more innings in one (1) day, the player cannot legally pitch the next day.
2. ONE DAY MAXIMUM: In the 9-12U age divisions, a player may legally pitch a maximum of six (6) innings in one (1) day. The player would be ineligible to pitch the next day. In



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the 13-14U age divisions, a player may legally pitch a maximum of seven (7) innings in one (1) day. The player would be ineligible to legally pitch the next day.

3. **THREE DAY MAXIMUM:** The maximum number of innings a player can legally pitch in three (3) consecutive days. In the 9U-14U age divisions, a player may legally pitch a maximum of eight (8) innings in three (3) consecutive days. This is to be interpreted as a player may legally pitch any combinations of innings to equal eight (8) innings in two (2) days if the player does not pitch more than three (3) innings the first (1st) day. Similarly, as a player may legally pitch any combination of the innings to equal eight (8) innings in three (3) days if the player does not pitch more than three (3) innings the first (1st) or (2nd) days.
4. **MANDATORY DAYS OF REST:**
  - a. A player that pitches more than 3 innings in one day **MUST** rest the next day- A player that pitches 8 innings in two (2) consecutive days **MUST** rest the next day. A player that pitches three (3) consecutive days (regardless of total quantity of innings pitched) **MUST** rest the next day.
  - b. For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an innings, two outs equal two-thirds (2/3) of an innings and three (3) outs equals one (1) full inning.
  - c. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.
  - d. Outs recorded during a game that ends in forfeit shall count towards a pitcher's innings limits.
  - e. For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out above the legal pitching limits pursuant to these rules.
  - f. Exceeding the maximum innings allowed in the case of a double or triple play shall not be counted against the pitcher.
  - g. It shall be the responsibility of each team manager to challenge pitching violations by notifying the Umpire-in-Chief or Tournament Director and then filing a Protest.
  - h. A protest may be filed at any point after the pitcher in violation records an out beyond his legal limit **AND** while the pitcher in violation is in the game and in the pitching position.
  - i. If such violation is the last recorded out of the game, the protest **MUST** be filed prior to the umpires and the protesting team leaving the field of play.
  - j. **Any violation of pitching rules shall result in immediate forfeiture of the game.**



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- k. If such violation occurs during Pool-Play, the team in violation of the rule may not advance to the championship bracket regardless of record.

### Slide Rule

1. Does apply and runners must slide or attempt to avoid contact on close plays where a tag may occur. A collision between runner & fielder will be the umpire's decision on ejection and umpire's ruling is final. A player ejection based on the slide rule is for that game only.
  - a. (NEW RULE) A runner who jumps over a player will be called out whether contact is made with the defensive player.

### Infield Warm Up Not Allowed

Warm-ups must be done outside the playing field due to time restrictions. Teams can play catch in the outfield if time allows before their scheduled game. **No soft toss into fences.**

### General Information

1. A team withdrawing from a tournament must give a minimum of a three (3) week notice prior to start date of the event to receive a refund. A team withdrawing from a SOLD-OUT division in a tournament will not receive a refund unless the tournament director can fill the spot that your team was occupying.
2. Home team for all seeding pool play games will be determined by a coin toss. The home team will be the official book and will record game start time when announced by the umpire. The home team will compare scores each inning with the Opponents scorekeeper and confirm scores with the home plate umpire.
3. Visiting team will operate the score board.
4. Bracket games: the home team will be the higher seeded team.
5. Scorecards: Managers must sign off on the umpire scorecards with signature confirming the score of the game and the INNINGS pitched by each individual player that pitched. It is the coach's responsibility to make sure the information on the score card is correct. Once the card has been signed it is official.



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6. All teams will be seeded one through the number of teams in the tourney based on the following criteria:
  - a. Pool play record
  - b. Head-to-Head (two teams only)
  - c. Total runs allowed.
  - d. Total runs scored.
  - e. Coin flip
7. USSSA Bat Standards are in effect for this tournament (9U and above)
  - a. 13u: Effective January 1st, 2020, all 13u players must use a maximum drop 8 (-8) bat with the official USSSA 1.15 BPF Mark permanently stamped.
8. Big Barrel Bats will be allowed.
9. 7U & 8U Only - USSSA or USA Bat Standards are in effect for this tournament.
10. Dropped third strikes and infield fly rule are in effect at all levels except 7U & 8U.
11. 9U There will be no leading off. Runner must wait until the pitch crosses the plate before he/she can steal the base. Also, there will be NO DROPPED 3rd strike.
12. Metal spikes are allowed for 13U and older age divisions.
13. The following base length and pitching distance will be used for each age group below:
  - a. 8U Coach Pitch: 40/60
  - b. 9U and 10U: 46/65
  - c. 11U and 12U: 50/70
  - d. 13U: 60/90

### **8u Specific Rules.**

1. Batters will receive 5 pitches or 3 strikes. A foul ball on the 5<sup>th</sup> or additional pitches will continue the at bat until the ball is put into play or the batter strikes out.
2. The pitcher may wear a face guard or helmet and must have at least one foot inside the circle.



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3. Six run limit until the last inning. Last inning determined by time limit kept by umpire will be unlimited scoring.
4. Play is considered dead when the defense stops the lead runner, or the pitcher has the ball in the circle. If the runner is past the halfway line, he will be awarded the next base.
5. If the pitcher is hit, then the batter gets first base. If you have runners on base, they move up one base. If the pitcher does not attempt to get out of the way of the ball or intentionally gets in the way of the ball, it is a dead ball, and the batter is out.