

# Millard United Sports Baseball Tournament Rules

*All Games Will Be Played Under USSSA Rules Unless Otherwise Noted*

## Game Length

6 Innings – 12U and Younger

7 Innings – 13U and Older

Pool Play Games: No New Inning After 1 Hour 40 Minutes

Bracket Play Games: No New Inning After 1 Hour 40 Minutes

## Run Rules

*12U and Younger*

20 Runs After 2 Innings of Play

15 Runs After 3 Innings of Play

8 Runs After 4 Innings of Play

*13U and Older*

20 Runs After 2 Innings of Play

15 Runs After 3 Innings of Play

12 Runs After 4 Innings of Play

8 Runs After 5 Innings of Play

## Game

- **2022 USSSA Bat Rule Will Be Enforced - NO DH**
- Home Plate Umpire is the Official Clock
- Home Team is Determined By:
  - Coin Flip in Pool Play Has Choice of Home / Visitor
  - Better Seed in Bracket Play Has Choice of Home / Visitor
- Home Team is Official Book
  - Please Confer With The Official Bookkeeper After Each Inning to Ensure Accuracy
- Please Be Prepared To Start *At Least* 30 Minutes Before Scheduled Game Time
- Due to Inclement Weather, Or Other Acts of God, a Complete Game is:
  - 13U and Older: 4 innings (or 3 ½ if the Home Team is Ahead)
  - 12U and Under: 3 innings (or 2 ½ if the Home Team is Ahead)
  - Half the Game Time Played May Also Constitute a Complete Game
- MUS Score Cards Will Be Utilized For All Games and **MUST** Be Signed After Each Game
- 14U Will Play 60' x 90' unless field inventory forces a different dimension to be used.
- Pool Protection May Be Utilized at the Tournament's Discretion.
- Tie-Breaker System: Outside the Championship Game, If A Bracket Game is Tied After All Innings Have Been Completed, or the Time Limit Has Been Reached, the Millard United Sports Tie-Breaker Rule Will Go Into Effect. Each Team Puts the Batter Who's Scheduled to Bat Last in the Inning on Second Base and Plays a Full Inning of Regular Baseball. This Happens Until the Tie is Broken and the Game is Complete; **Pool Games MAY End In A Tie.**

Thank You For Playing in Our Tournament and GOOD LUCK!

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## Pitching Rules

- USSSA Guidelines Apply. Pitching Will be Tracked Online using the National Website

## Protests

- Protests are on Rule Interpretations and/or Violations **ONLY**.
- Rule May be Protested to the Tournament Director for a \$100 Fee (Cash) and Rule Must be Presented in Writing.
- Tournament Director(s) Will Have Final Say on Any Tournament Related Matters.

## Warm-Ups

Please Conduct Warm-Ups Prior to Game Time and Please Be Prepared To Start *At Least* 30 Minutes Before Scheduled Game Time.

- There Will Be No Pre-Game Infield Practice Allowed.

## Line-Up Options

- Teams Will Have the Following Line-Up Options:
  - Option 1: Nine (9) Player Line-Up
  - Option 2: Ten (10) Player Line-Up Utilizing an Extra Hitter (EH)
  - Option 3: Line-Up of all Present, Eligible, Uniformed Players (Bat the Roster)
  - Use of a Designated Hitter (DH) is **NOT** Permitted.
- Notes for Options 1 and 2:
  - All Starting Players May Be Removed and Re-Entered the Game Once, but **MUST** Re-Enter in Their Original Position in The Batting Order.
  - Once Removed From the Mound, A Pitcher May Not Return to the Mound.
  - Non-Starters are **NOT** allowed to Re-Enter.
  - Courtesy Runners:
    - USSSA Rule 7.04.B Will Be Followed
      - Modification: If The Last Out Is the Pitcher / Catcher, The Subsequent Out May Be Utilized
- Notes for Option 3:
  - If a Team Uses a “Bat the Roster” Option, All Players Other Than the Nine (9) Defensive Position Players are EH’s and May Move Freely in Defensive Positions.
  - Pursuant to Rule 7.02.F, A Game May Start with Eight (8) Players Taking an Out in the Ninth Spot of the Order, Any Player Arriving **AFTER** the Game has Begun Shall Be Added to the Bottom of The Batting Order.
  - **Once Removed From the Mound, A Pitcher May Not Return to the Mound.**
  - Courtesy Runners:
    - USSSA Rule 7.04.B Will Be Followed
      - Modification: If The Last Out Is the Pitcher / Catcher, The Subsequent Out May Be Utilized
- If At Any Point a Team Falls Below The Number of Players Their Line-Up Started With, Those Vacant Spots Will Be Considered Automatic Outs.

## =Ejections

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- Tournament Director(s) will Handle Ejections on a Case by Case Basis.
- Penalties are at the Sole Discretion of the Tournament Director(s).

## Refunds

- Teams Wishing to Request A Refund After Registering For A Tournament Must Do So In Writing.
- Up to A \$125 or 20% (Whichever is Greater) Administrative Fee May Be Withheld on All Refund Requests.
- Cancellation by Teams Within 30 Days of Start of Event Results in NO Refund.
- “No Shows” or Forfeits Results in NO Refund.
  - No Games Started Due to Inclement Weather - 75% Refund
  - One Game Started Due to Inclement Weather - 50% Refund
  - More than One Started - No Refund
- Note: Processing / Transaction Fees Are Not Subject to Refund

## Tournament Play

- Generally, Each Team Will Play 2 Pool Play Games
- After Pool Play, Teams will be Seeded and Placed into Bracket(s) and/or Consolation Bracket(s) / Game(s).
- Note: The Format of the Tournament May Change if Necessary

## Seeding Procedure (Once One Criteria is Used, Progress Forward, Do Not Go Back)

1. Win / Loss Record
2. Winner of Head to Head (If Three Or More Teams Are Tied, Ignore)
3. Least Runs Allowed
4. Highest Run Differential (Max +/- 8 Per Game)
5. Coin Flip

Note: Please refer to the tournament website to verify the seeding procedure being utilized.

## Awards

- Team Awards Will Be Given to Teams Finishing 1<sup>st</sup> and 2<sup>nd</sup>.

## Concessions and Tournament Merchandise

- Full Concessions and **LIMITED** Tournament Merchandise will be Available at Select Complexes / Fields Throughout the Tournament.
- Please Consider Pre-Ordering Your Tournament Merchandise to Ensure We Have Your Size Available.

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