



Tournament Rules

All players participating must be on “**online roster**” prior to team’s first game

Birth Certificates must be in possession of coach at all times

Grade exception players: Coach must have a school issued document that verifies grade level

If Home Schooled, documentation from school system that verifies your home schooled status and grade level

Upon protest failure of any of the above, may result in forfeit of game, player ejection and/or team being ejected from tournament.

Slash bunting is not allowed in the 9U and 10U divisions

Pitching Rules

AGE DIVISION	1 DAY MAX TO PITCH NEXT DAY	1 DAY MAX	3 DAY MAX
7U – 12U	3	6	8
13U – 14U	3	7	8
15U	UNLIMITED	UNLIMITED	UNLIMITED
0 out = 0 inning ; 1 out = 1/3 inning ; 2 outs = 2/3 inning			

Bats

All bats for age divisions 14U and younger must be permanently stamped with the new USSSA 1.15 BPF Mark, or BBCOR.50 Certified Mark or made of wood and manufactured by a licensed USSSA manufacturer.

13U players must use a maximum drop 8 (-8) bat with the official USSSA 1.15 BPF Mark permanently stamped

14U players must use a maximum drop 5 (-5) bat with the official USSSA 1.15 BPF Mark permanently stamped

Batting and Re-Enter

Teams can elect to

Bat 9; starters may re-enter once

Bat 9; with DH, starters may re-enter once

Bat 10 with EH, starters may re-enter once

Bat 10; with EH & DH, starters may re-enter once

Bat entire roster; free defensive substitution

DH can be used for ages 9U thru 14U

DH can be used for any position player

Teams may start an official game with an eight (8) player lineup.

An out shall be declared for the ninth (9) position in the batting lineup each turn at bat.

A ninth player may be added to the bottom of lineup as soon as they become available.

Time Limits

7U-8U: 6 innings with no new inning after 1 hour and 15 minutes (subject to change)
9U-12U: 6 innings with no new inning after 1 hour and 30 minutes (subject to change)
13U-14U: 7 innings with no new inning after 1 hour and 45 minutes (subject to change)
CHAMPIONSHIP GAMES WILL BE EXTENDED 15 MINUTES (subject to change)

Extra Innings

Pool games will end in a tie

Bracket Games

The tournament will use the International Tie Breaking System
Start the next inning with the LAST COMPLETED AT BAT on 2nd base and 1 out
Each team will get to bat until we have a winner.

Ages 9-12: (POOL PLAY ONLY) When time expires and there is a 12 run lead, game will end (drop dead)

Ages 13-14: (POOL PLAY ONLY) When time expires and there is a 15 run lead, game will end (drop dead)

Run Rule

6 inning game

15 runs after 2 innngs
12 runs after 3 innings
8 runs after 4 innings

7 inning game

15 runs after 3 innings
12 runs after 4 innings
8 after 5 innings

Tie Breakers

HEAD-TO-HEAD (2 teams)
RUNS ALLOWED (3 or more teams)
RUN DIFFERENTIAL (+8/-8 max)
USSA POINTS
COIN FLIP

PROTEST

Protest will be ruled on immediately by director and/or chief umpire. Rules can be protested, not judgment calls.
\$100.00 cash protest fee is required and will be returned if call is changed.

COURTESY RUNNER

A courtesy runner may be used for the pitcher and/or catcher in this order:

1. Player not in the lineup
2. Last batted out
3. Last completed at bat
4. Player in lineup furthest from coming up to bat.

The same runner cannot be used more than once per inning

COACH PITCH RULES

Batters shall get max 6 pitches, or 3 strikes. Foul ball extends at bat.
7 runs limit per team per inning

Base runners may not leave their base until the ball is hit.

No infield fly rule.

No bunting.

No DH.

One Intentional Walk per game per player

Coach pitcher must pitch with foot on pitcher's line or straddle pitcher's line.

He must leave the field immediately when ball is put in play.

The pitching coach shall not verbally or physically coach while in the pitching position

A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.

The defensive pitcher shall not leave the pitching circle until the ball is hit.

PENALTY: The play continues and after the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

Each team on defense will field 10 players consisting of 6 infielders and 4 outfielders. The outfielders must stay in the outfield until the ball is hit.

Teams may start a game with eight (8) or (9) players. **The ninth (9th) and/or tenth (10th) positions in the batting order shall be declared an out each turn at bat.** A ninth (9th) and/or tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.