



Kentucky USSSA Baseball Tournament Packet

All players participating in any Kentucky USSSA Baseball tournament play shall have photocopies of their original birth certificates or USSSA player ID cards in the possession of their team manager. Failure to have a copy of the birth certificate or USSSA player ID cards available upon demand will result in the offending team losing the game, being ejected from the tournament, being placed last in the standings and forfeiting all awards and tournament berths that would have been awarded at the tournament.

Rules to Note:

1. Any player can play in a higher age classification, but cannot play in a lower age group.
2. Refer to the USSSA by-laws booklet regarding base length.
3. All players must be fully uniformed, which includes the following: Pants, socks, cap, and team shirt with numbers that are non-duplicating and at least three inches in height. Tournament Director has the right to make exceptions to the rule based on different circumstances.
4. Managers and coaches must wear a baseball cap with team insignia and will be properly dressed. (Coaches may wear coaching shorts).
5. While in the field, as a defensive player, team caps must be worn.
6. Protest of uniforms will not be allowed. It shall be the Tournament Director's responsibility regarding uniform legality. Violation of the uniform rule will result in the violator being allowed to conform, be removed from the game, or team automatically forced to be the Visiting team prior to the game.
7. A full-use batting helmet which covers the top and back of the head and the side of the face must be worn by every player while in the on-deck circle, when at bat and while on the bases.
8. NO BAT BOYS/GIRLS ARE ALLOWED. Only Coaches and players on the team are allowed in the dugout.
9. The catcher must wear protective gear: Mask, chest protector, shin guards, protective cup, catcher's helmet and throat guard. Hockey Mask covering the throat area is complying with the catcher equipment rules. Ages 8-14: Catchers must wear helmet that fully covers their ears.
10. The USSSA Baseball Handbook and the National League Major League Baseball Rules shall govern all playing rules not specifically covered in this document.

Managers/Coaches Responsibility

******COACHES CHECK LIST PLEASE READ ******

- ❑ All teams must be registered with USSSA. A completed roster must be online at www.ussa.com.
 - a. The USSSA online roster needs to be printed off, signed by parent or guardian and turned into the tournament director before your first game. Failure to comply with these rules will result in forfeiting from the tournament.

- ❑ Have photocopies of birth certificates - Birth certificates do not have to be shown before the start of the 1st game, but must be on SITE if needed. Player's names on Birth Certificates and the online roster at www.ussa.com must match.

- ❑ A copy of team's Proof of Insurance must be provided to the tournament director. You can turn the proof of Insurance into the office before your first game on the day of the event. We will keep this, so make sure you have extra copies.

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2017 Tournament Policy & Procedures

1. The tournament director reserves the right to alter the tournament format in the event of inclement weather or other unplayable conditions or other events that may arise.
2. Management reserves the right to alter Tournament Rules with advance notice to teams.
3. Each team must be Sanctioned with USSSA and have your teams roster entered online at USSSA.com. NO EXCEPTIONS.
4. **Check-In With Site-Supervisor 1 hour prior to your first game**
 - a. Each team must turn in a completed USSSA roster form signed by parent or guardian.
 - b. Each team must turn in Proof of Insurance prior to first game played.
 - c. Balance must be paid in full prior to 1st game. **Checks not accepted day of the tournament unless approved by Tournament Director**
 - d. No team shall be permitted to start tournament play without all information being completed at check-in. If your team fails to comply with our check-in procedures prior to the start of the first game, your game may be a forfeit.
5. **Rainout Info:** Contact your Tournament Director for this information.
6. **NO FOOD, DRINKS, OR COOLERS ALLOWED IN THE PARK**
 - a. Exception: One (1) team water jug is allowed, must be water only.
7. Use of tobacco, E-Cigarettes, Vapors and alcoholic products is prohibited on all fields and in dugouts. Failure to comply will result in dismissal from park and possible team suspension from tournament with no refund.
8. **PLEASE BE WARNED -- Our tournament has "zero tolerance" for any physical confrontations by players, coaches, fans or anyone else. Upon the first violation, the violating party shall be removed from the facility for the remainder of the tournament.**

2017 Tournament Rules

USSSA rules apply - Including the following exceptions/clarifications.

1. **Age Cutoff: April 30th per USSSA.** Teams will consist of no more than 20 players that meet the maximum age requirement in your age group.
2. The following base length and pitching distance will be used for each age group below:
 - a. 8U 40/60 (Coach Pitch or Machine Pitch)
 - b. 9U & 10U - 46/65
 - c. 11U & 12U - 50/70
 - d. 13U - 54/80
 - e. 14U - 60/90
3. **Coin Flip:** In Pool Play home team is determined by a coin flip. Teams with the higher seed will be the HOME team during the single elimination tournament. The home team will be the official book and will record game start time when announced by umpire and compare score each inning with opponent scorekeeper and give score to umpire to write on the official scorecard.
4. **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 coaches responsibility to make sure the information on the score card is correct. Once the card has been signed it is official.**
5. **Game balls:** Provided by all Kentucky USSSA tournament directors/venues.
6. Dropped third strikes and infield fly rule are in effect at all levels except 6u-8u.
7. **Metal spikes:** allowed for 13u and older only.
8. **Intentional walks:** no pitches need be thrown.
9. **Game time is forfeit time.** Forfeit score: 6 inning game = 6-0 score. 7-inning game = 7-0 score.
10. **All teams must be ready to play 20 MINUTES PRIOR to their scheduled start time. This rule is in effect to help keep the tournament on time.**

11. **Tie-Breakers:** Seeding's from pool play games into bracket play are determined by best record first, then head to head only if two teams have same record & played each other, then fewest runs allowed, then run differential with a +8/-8 run limit per game & coin flip last.

12. **Pitching Restrictions:** USSSA Bi-Laws pitching rules are in full effect for all tournaments.

AGE DIVISION	ONE DAY MAXIMUM TO PITCH THE NEXT DAY	ONE DAY MAXIMUM	THREE DAY MAXIMUM
7-12U	3	6	8
13-14U	3	7	8
15U-18U	UNLIMITED	UNLIMITED	UNLIMITED

A. 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.

- In 8U-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 can not legally pitch the next day.

B. ONE DAY MAXIMUM: In the 8-12U 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 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.

C. THREE DAY MAXIMUM: The maximum number of innings a player can legally pitch in three (3) consecutive days.

- In the 8U-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 as long as the player doesn't 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 as long as the player doesn't pitch more than three (3) innings the first (1st) or (2nd) days.

D. MANDATORY DAYS OF REST: 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

-For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an innings, two outs equals two-thirds (2/3) of an innings and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.

- Outs recorded during a game that ends in forfeit shall count towards a pitchers innings limits

- 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.
- Exceeding the maximum innings allowed in the case of a double or triple play shall not be counted against the pitcher.
- 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. 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. 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. Any violation of pitching rules shall result in immediate forfeiture of the game. If such violation occurs during Pool-Play, the team in violation of the rule may not advance to the championship bracket regardless of record.

13. Game length:

6U - 8U = 6 innings, 1 Hour 30 minute time limit

9U - 12U = 6 innings, 1 Hour 45 minute time limit

13U, 14U = 7 innings, 1 Hour 45 minute time limit

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 time limit. The game time limits may be changed by the tournament director in order to get the tournament concluded.

14. Single Elimination game time limits still apply during single elimination games EXCEPT for championship games. Championship game time limits will be the following based on facilities and tournament directors.

8u = 1hour 45 min

9-14u = No Time limit **or** 2 hours depending on facility and director. Ask director before your game begins.

15. Mercy Rules:

a. 6 inning game = 15-run rule after 2 ½ or 3 innings and 8-run rule after 3 ½ or 4 innings.

b. 7 inning game = 15-run rule after 2 ½ or 3 innings; 12-run rule after 3 ½ or 4 innings and 8-run rule after 4 ½ or 5 innings. If the home team is winning by mercy rule at the half inning or during the bottom half of the inning the game is over.

16. Game called because of weather or unplayable field conditions: 6-inning game = 3 innings or 2 ½ if home team is ahead. 7-inning game = 4 innings or 3 ½ if 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.

17. Extra innings: **Pool Play will end in a TIE.** 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.

18. **Re-entry rule** for nine (9) player line-up and ten player (10) line-up: Starters may reenter the game in their original batting order. A pitcher may not reenter to pitch again in the same game at any age level.
19. **Slashing Rules:**
- Slashing will not be allowed at the 7-12u Levels. Fake bunting and swinging away will result in AUTOMATIC OUT no matter if ball is contacted or not.
 - 13-15u Slashing will be allowed. Players may fake bunt and swing away.
20. **Slide rule** 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.
21. **Unsportsmanlike conduct will not be tolerated:** any player or coach ejected from a game for unsportsmanlike conduct will serve the remainder of that game, plus the next game. Managers and coaches are responsible for the behavior of the entire team, parents included. At the umpire and site supervisor's discretion, unruly fans will be warned once, and then suspended from the ballpark for the remainder of the tournament.
22. **Infield warm-up is 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.**
23. **Coach Mound Visits:** USSSA rule limits the number of visits a manager or a coach may make to any pitcher in any one (1) inning to one visit. A second visit to the same pitcher in the same inning will cause this pitcher's automatic removal from the pitching position. A coach is prohibited from making a second visit to the mound while the same batter is at bat, but if a pinch-hitter is substituted for this batter, the coach may make a second visit to the mound, but must remove the pitcher. A manager or a coach is considered to have concluded his visit to the mound when he leaves the eighteen (18) foot circle surrounding the pitcher's rubber
24. **Balks:** Balks will be called at all ages with no warnings. It is a balk if the pitcher, while touching his plate, feints a throw to first or third base and fails to complete the throw. Pitchers may still feint a throw to second.
25. **Courtesy runners** shall be USSSA book rule 8.04.B. At any time the team at bat may use a courtesy runner for the pitcher or catcher of record the **previous** inning on defense.
- At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record the previous inning on defense. The courtesy runner must be a player not presently in the line-up. If no players not presently in the line-up are available, the courtesy runner shall be the player making the last batted out. **Rule 8.04.B Comment:** The re-entry status of the courtesy runner, pitcher, and catcher shall not be affected by this rule. If at any time, a courtesy runner is determined to be ineligible, a proper replacement pursuant to these rules (if available) will be used without penalty.

- For teams using a continuous line-up, the courtesy runner shall be the player whom recorded the previous out. If no outs have been recorded, the courtesy runner shall be the previous batter not on base. If a courtesy runner is determined to be ineligible, a proper replacement (if available) will be used without penalty. If no proper courtesy runner is available, the pitcher and / or catcher must run for themselves.

26. DH, EH and Continuous Batting Order: DH is only allowed at the 15u and older age levels. **At 15u and older you cannot use both the EH and the DH together.** Teams may bat a nine (9) player line-up, a ten (10) player line-up using an Extra Hitter (EH) or a continuous line-up of all present uniformed players. Such line-up must be declared before the start of the game and used the entire game. Teams using a ten player line-up (EH) or continuous line-up are allowed free defensive substitution among all hitters. For continuous line-up, one team may bat 12 and their opponent 14 if that is the number of players available for that game. If a player is arriving late he must be inserted to the lineup at the start of the game. If his spot comes up and he is not there he will be recorded as an out. If using a continuous batting order and a player has to leave the game, for any reason, then every time that spot in the line-up comes up to bat it shall be an out.

27. Protests: 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 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 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.**

28. *Unplayable games, inclement weather, power outages, or other acts of nature, vandalism, or acts out of our control: Entry fee credit towards future tournament at that specific facility/tournament director.**

Entry fees are not refundable. Teams will receive credit towards a future tournament with the same complex and or tournament director. Credit issued does not apply to future USSSA State or World Series events. Credit is transferable (by listed team coach only) to another team in writing. Only one team credit can be used per entry. Credit may be used for the next future season (1 year max) if team cannot compete or transfer credit during the current year season.

0 Games Played	100% Credit
1 Game Played	50% Credit
2 nd Game Started	20% Credit
2 nd Game Completed	NO CREDIT

Kentucky USSSA directors reserve the right to alter or modify or make rulings that are not particularly covered in these rules and regulations; or that management concurs are necessary to conduct the ongoing business. All Kentucky USSSA management decisions are final.

29. **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.

7 & 8 UNDER COACH/MACHINE PITCH SPECIFIC RULES

1. Fair Ball Arc: **There will not be** a fair ball arc of 20 feet from foul line to foul line for all Kentucky 8 Under USSSA tournaments.
2. Safety Arc: **There will not be** a 30 foot safety mark on the field. It will be the umpires discretion if players need to be moved back for safety concerns. Coaches need to keep players safety in consideration and determine if their fielders are playing to close to the the batter. SAFTEY of the players is top priority.
3. Run Rules: 15-run rule after 2 ½ or 3 innings, 12-run rule after 3 ½ or 4 innings, 8-run rule after 4 ½ or 5 innings.
4. Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge set at forty-two (42) feet from the rear point of home plate.
5. Pitcher's Line: There shall be a line drawn from the pitcher's circle to the safety arc.
6. The pitching coach shall keep one foot on or straddle the pitcher's line.
7. The pitching coach shall not verbally or physically coach while in the pitching position
8. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
 - Penalty: If a coach violates this rule after the ball is pitched, obstruction will be called.
 - Additional Penalty: If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.
9. The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the offending teams' manager will be ejected.
10. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines and into the start of the outfield. Umpires/Tournament Directors decision on where the outfield begins is FINAL.
11. The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
 - Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
 - Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.
12. Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.
13. The Infield Fly Rule shall not be in effect at any time.
14. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
15. A Team may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order will be declared an out each turn at bat.
 - Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
16. Teams may use free substitution on defense but the batting order shall remain the same.
17. Bunting shall not be allowed.
18. 5 pitches or 3 strikes for all batters.
 1. Unlimited Foul balls for all batters.

19. A player may only be Intentionally Walked once per game by announcement from the defensive team.
20. Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
21. 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.
22. A team may score a maximum of six (6) runs per inning, or record three (3) outs. **The sixth (6th) final inning is unlimited runs.**
23. All Pool Play games will end in a TIE.
24. **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 which leaves 3 pitches remaining & Unlimited Foul balls.** This rule will stay in effect until a winner is declared. IT IS NOT SUDDEN DEATH. EACH TEAM GETS A CHANCE TO BAT.
25. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the all runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.
 1. When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.
26. When a batted ball hits the Pitching Coach, the following shall apply:
 1. If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.
 2. If in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.
 3. The Pitching Coach must be an adult.

8u Kid Pitch Modifications

1. Balk rules shall not apply
2. A batter shall be automatically out on a dropped / missed third (3rd) strike by the catcher.
3. Runners shall not advance when the pitcher is on the pitching rubber with the ball in his possession and the catcher is in position to receive a pitch. On a base on balls, the batter may attempt to steal second prior to the pitcher and catcher coming set at his own risk, but if a runner is on third, he may not advance home even if the defense attempts to throw the runner at second base.
4. Runners shall not lead-off but may advance at their own risk (steal) once a pitched ball has passed home plate. When a runner tries to advance prior to the pitched ball passing home plate, the following shall apply:

Rule 12.04 Approved Ruling: If the runner advances safely, the Umpire shall call “Time” and the runner shall return to the base last legally occupied at the time of the pitch. If the runner is called out, the call shall stand and the runner is out. If the ball is hit, the defensive team shall have the option of the result of the play or a no pitch.

12.05 Runners shall not advance from third (3rd) base to home unless the runner is batted home or forced by a base on balls, hit batsman, or award from the Umpire. Runners shall not advance from third (3rd) base to home on passed balls, wild pitches or dropped / missed third (3rd) strikes by the catcher.

USSSA Baseball Bat New Mark Rules*

Big Barrel Bat Rules (2 $\frac{5}{8}$ " or 2 $\frac{3}{4}$ ") - 14U & Below

- Have the permanent² USSSA New Mark on its taper OR
- Be a Qualified BBCOR bat¹ OR
- Be a Wood Bat

ALL of the above must be manufactured by an approved [USSSA Bat Licensee](#)

This applies to ALL Big Barrel Bats, including Coach Pitch bats.

Big Barrel Bat Rules (2 $\frac{5}{8}$ " or 2 $\frac{3}{4}$ ") - 15U & Above

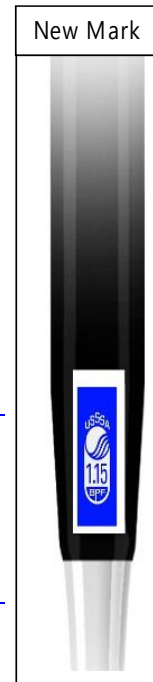
- Must be NHSF approved with the appropriate BBCOR certification mark OR
- Be a Wood Bat

Both of the above must be manufactured by an approved [USSSA Bat Licensee](#)

Small Barrel Baseball Bat Rules (2 $\frac{1}{4}$ " or less)

- Have the permanent² USSSA New Mark on its taper³ OR
- Be a Wood Bat

Both of the above must be manufactured by an approved [USSSA Bat Licensee](#)



* Bats which meet these rules will be allowed in USSSA play, unless the bat is listed on the **USSSA Withdrawn/Non-Compliant Bats List** (found under Licensed Equipment - New Bat Rules section of the USSSA Baseball website) as a bat withdrawn by the manufacturer or found by USSSA to be non-compliant.

¹ Qualified BBCOR bat – A Big Barrel bat that is made by a USSSA approved bat licensee, has a BBCOR mark permanently attached to the bat that is recognized by NHSF as a legal bat for NHSF sanctioned play and has no more than a minus 3 ounces difference from the length of the bat. Minimum bat length is 29 inches.

² USSSA marks and other graphics of the bat must be applied permanently and must be applied by the USSSA licensed manufacturer. No stickers or decals are allowed and no one may add graphics to a bat once manufactured. Use of a bat with graphics not applied by the manufacturer will be use of an altered bat and subject to suspension under the USSSA Altered Bat rules. In addition to being violation of the USSSA Altered Bat rules, any use, creation or application of a USSSA mark without written permission of USSSA is a violation of Federal Trademark law and may result in prosecution by USSSA. If you have any concern about the person selling or providing you a bat, do not accept the bat, because you will be held responsible for any bat you bring into or use in a USSSA facility.

³ In 2014, 23" and shorter small barrel tee ball marked bats do not require a USSSA New Mark, but tee ball bats longer than 23" do require the New Mark. But in no event may a bat be used in USSSA sanctioned play if it is not manufactured by an approved [USSSA Bat Licensee](#).

United States Specialty Sports Association

Excelling in Multi-Sports Programs

RULES OF CONDUCT

It is the purpose of Kentucky USSSA to conduct the best possible Tournaments from all aspects. To achieve this objective, Kentucky USSSA must have the cooperation of each player, manager, coach, and sponsor.

We are guests in the city that the tournament is conducted and nothing should occur that would reflect adversely on your team, players, our host city, or the United States Specialty Sports Association. Therefore, it is required that all teams in the tournament comply with the following rules:

1. Team managers must have full control of their players at all times. This means “on” and “off” the field, course, or court.
2. In case of disputed play or decision, team managers or captains may consult the game officials. The other players and coaches or sponsors are to be kept out of the discussion.
3. Managers, coaches, and players are not to fraternize with spectators while participating in an event. At no time will any participants be allowed to smoke while participating in any USSSA event.
4. At no time will participants (Coaches, Managers, or Players) be allowed to have in their possession any alcoholic beverage while playing or coaching on the field in any USSSA event.
5. Managers are to report any unsportsmanlike or derogatory acts by players or spectators to the tournament director. The purpose here is to prevent any serious situation developing that would be harmful to the tournament.
6. Managers, coaches, players, sponsors, and teams are liable for suspension by not adhering to the tournament rules in effect. This could mean suspension for a game, games, tournament or a longer duration depending on the act of violation.
7. A player, coach, manager, or sponsor may be suspended for fighting, abusive tactics or unbecoming acts that are detrimental and not in the best interest of the United States Specialty Sports Association and tournament play.
8. Any report by the hotel or motel management of destruction of property or abuse of hotel or motel property will be dealt with very sternly. Team managers and sponsors will not be warned other than through this notice. Failure to pay hotel or motel bills can result in team disbarment from future USSSA play