



Unless noted prior to the event, the Official Major League Baseball Rules will be used with the following notations.
Director reserves the right to modify rules and game schedules in the best interest of the tournament.

- Home Team** will be determined by a coin flip for pool play and will be required to keep the official book. Higher seed will be home in the playoff rounds. Start time is noted after the Umpire plate meeting.
- Time Limit.** (7u-12u) 6 innings 1hr 45min, (13u-14u) 7 innings 1hr 50min. **Championship game has a time limit but no "drop dead" time. Championship will be 1hr 50 min** for (7u-12u) and 2hrs for (13u-14u). **Teams need to record start time announced by umpire.**
- Teams may choose Lineup.** Must be declared before the start of each game with 3 options below.
 - Bat 9** – No DH allowed. All other players are substitutes, subject to NFHS substitution rules.
 - Bat 10** – Re-entry rule applies, 10th referred to as an Extra Hitter (EH) and free defensive substitution among the 10 players listed on the batting order. All others are substitutes and subject to the NFHS substitution rules (starter can reenter into his original spot once)
 - Batting Entire Lineup** – Free defensive substitutions
- Mercy Rule.** 15 runs after 3, 10 runs after 4, and 8 runs after 5 (6 & 7 inning games)
- Extra Innings.** No extra innings in pool play, game would end in a tie. International rule of extra innings is in effect during playoff games only. Must have a winner. Each team begins its at-bat with a runner on 2nd base (the batter recording the last batted out of the prior inning) and no outs.
- Courtesy Runners.** Can be used at any time for the pitcher and the catcher. Must be someone not in the current lineup. If everyone is in the lineup, then the LAST BATTED OUT can run. A courtesy runner can only be used ONCE per inning.
- Pitchers.** Manager has 1 free trip to the mound each inning. On the 2nd trip, pitcher must be removed. Once the pitcher has been removed, they cannot return to the mound in that game.
- Injury/Sickness.** If a player is injured or sick and cannot return to the lineup, the batter will be skipped over to the next batter in the lineup without it being an out. For any other reason, the batter will be an out before proceeding to the next batter.
- Whenever a Tag is Evident.** Runner must slide, go around, or seek to avoid contact with the fielder and/or catcher. Attempting to jump, leap, or dive over the fielder and/or catcher is not an act of avoiding contact. Malicious contact shall supersede all obstruction penalties. Umpire should judge the runner intent. If an umpire judges the contact was intentional/malicious, the runner shall be called out and ejected from the game.
- Teams May Play with 8.** If a team plays with an 8 player lineup, an Out shall be declared for the 9th position in the batting lineup for 9u to 15u and 9th/10th position for 7u/8u, each turn at bat. Any player arriving after the game has begun shall be added to the bottom of the batting lineup.
- Managers Responsible for Players, Coaches, Fans.** Managers CAN BE ejected for out-of-control fans.
- Scorecards.** **Home Team MUST HAVE VISITING TEAM sign the official scorecard and bring the final signed and updated card to the USSSA Directors Table for entering official scores.**
- Balks.** Will be enforced for 9u-14u age groups. 9u to receive 1 warning. As a result, any players on base are awarded the next base, and the pitch (if it was thrown first) is **waved off for a dead ball.**
- 7u/8u Coach Pitch Division.** **Must bat entire lineup.** Max of 5 runs per inning or 3 outs. **Last inning is unlimited runs allowed.** No bunting, no walks. Batter receives a max of 6 pitches or 3 swinging strikes. If the batter fouls off the 6th pitch, he shall continue his at-bat until he either strikes out or puts the ball in play. If coach pitcher is hit by batted ball, it is considered a dead ball and will be "redone". Ball is considered "dead ball" once ball reaches infield and umpire/player "call time". If runner is more than halfway to next base, he may be awarded that base. If player is not more than halfway to next base, they will be returned to last base.
- 8u Kid Pitch.** No leads. Stealing only permitted after ball crosses plate. No dropped 3rd and runner may only score from third base on a batted ball, a walk, a hit by pitch, or if played upon by pitcher or catcher (pickle). No balks will be called. Game will be played at 40ft mound and 60ft bases.
- 9u Division.** Open leads to 10ft lead line, infield fly rule in effect, & no drop 3rd strikes. **1 balk warning per pitcher before enforcing any balk penalty. Balk leniency decided by umpires.**
- Rain Policy.** 1 pitch thrown is considered "beginning a game". If a team is unable to begin their 1st game, team refunds a full refund of entry fee. If a team begins 1st game and weather does not permit team to continue playing, team will be refunded 50% of entry fee. Once a team throws the 1st pitch of the 2nd game for the weekend, no refunds will be initiated.
- Bats. Ages 8u-12u,** bats must be stamped either 1.15 BPF or USA Baseball and will have no weight drop restriction. There are no bat restrictions for the 8u-12u age bracket.

Age Division: _____ Actual Start Time: _____ am/pm

PITCHING RULES

1-Day Maximum Number of Pitches/Outs for 8u-12u is 18 Outs & player cannot pitch the next day. **Players also cannot exceed 24 Outs over the Weekend.** **A pitcher is in violation of the rule if he records any out above the legal pitching limit which would subject the team to forfeiture.**

NOTE: For a player to pitch on both days, they cannot exceed 9 Outs on Day 1.

VISITORS Team Name: _____

#	Players Name	Outs

Score

Manager Signature: _____

HOME Team Name: _____

#	Players Name	Outs

Score

Manager Signature: _____