



Tournament Rules And Information

1. USSSA rules will apply. All teams must be registered USSSA. Teams must provide proof of insurance and must have copies of birth certificates available for inspection. Team representatives are to check in at least thirty minutes prior to the start of the first game.
2. Online rosters are the official rosters. All players must be on the online roster as a permanent or guest player for the event. A roster Protest must be made before the 1st pitch of the 3rd inning. If a player is caught on a line up card that is not on the USSSA online Roster or a Guest Player/Pick up list the offending team will receive a forfeit Loss. This is a correctible offense that must be fixed prior to the start of the next game (only in cases where the unlisted player has been with the team from the beginning of the tournament – we do not allow players to be added in the middle of an event.). The offending Team will not be eliminated from the tournament unless the loss put the team out of the event.
3. Game format is as follows:
 - a. Pool Games
 - 1) Pool Games will be 60 minute, finish the inning
 - 2) Games can end in a tie
 - 3) Scores will be recorded online
 - 4) Pool games will be used to seed bracket, we will use the system tie-breakers as listed under #17 below
 - b. Bracket Games
 - 1) Games will be 70 minutes, finish the inning. (Game will end after completion of visitor at-bat if home team is ahead)
 - 2) Standard ITB will be utilized in case of a tie.
 - 3) In bracket play, high seed will be home team. If teams are the same seed, coin flip will be used.
 - 4) For 8U and 10U, the Elite Bracket format is being used due to the number of teams in the bracket. Additional information will be sent out to those teams.
 - c. Championship Games:
 - 1) Undefeated team will be home team in the Championship game.
 - 2) In lieu of an IF game, a 2 inning shootout will be played in the event of tie after the Championship game is played (2 one loss teams). Each team creates a new lineup for shootout and flips for home team. In the first inning, the last batter in the lineup is placed on 2nd base to start the inning. In the second inning, the last completed at bat is placed on 2nd. If both teams are tied at the end of the 2nd shootout inning, additional innings will be played with last completed at bat starting on 2nd until a winner can be declared.
 - 3) In the event that the Championship game starts after 8PM on Sunday, No IF (2 Inning Shootout) will be played.
4. 5 Minute / No Stall – The umpire has a right to end a conference if he/she determines that a team is attempting to stall a game. This cannot be questioned or appealed by the coach. Any stoppage of play within the last 5 minutes of a game that is timed will result in the game clock being suspended until play resumes.
5. An 8 run rule after 5 innings, 10 run after 4 innings and 12 runs after 3 innings will apply in all games.
6. Teams must be ready to play 20 minutes prior to game time in the event the previous game ends early. Teams should be warmed up and ready – no on-field warm-ups!
7. Umpires will allow pitchers five pitches or 1 minutes between innings (whichever is less). Teams should hurry on and off the field to ensure pitcher/catcher warm-ups. It is imperative that any post-game team meetings not take place until the dugout is cleared and cleaned, and the field is vacated. Likewise, teams should be ready to occupy the dugout and be prepared to start.
8. Home team will be official scorekeeper. Home team is determined by coin toss.
9. Tournament directors reserve the right to re-schedule games or delay games if conditions warrant.
10. In case of a rain-shortened tournament, played games can be deemed official after 2 ½ innings of play (with home team winning)

11. Coaches are responsible to ensure good sportsmanship is displayed by the coaches, players and fans. Profanity and aggressive behavior towards officials, coaches or players will not be tolerated and may result in ejection from the game, removal from park, or suspension.
12. Noisemakers of any kind are not permitted (drums, cowbells, bullhorns, etc). Music (if allowed by the park) should be played at a reasonable volume that is non-disruptive to adjoining fields. Music should be free of vulgarity. Teams who are warned about either of the above are subject to removal of equipment and/or noise operator from the park.
13. Coaches are responsible for providing insurance for their teams and players. USSSA, the parks, nor the Tournament Director can be held liable for player injuries during the course of the game.
14. We are obligated by contract to follow ALL park rules.
15. Blue GHOST bats are not allowed in USSSA play. Only the gold/white GHOST bats are permitted! Only USSSA approved bats are allowed.
16. When seeding teams into bracket from pool play, the following tiebreakers will be used:
 - a. Winning Percentage – Descending
 - b. Number Wins – Descending
 - c. Number Losses – Ascending
 - d. Tied Teams (vs. each other) Winning Pct – Descending (Not valid if all teams “Tied” have not played each other)
 - e. Avg Points Allowed – Ascending
 - f. Avg Points Differential with a maximum of (8) – Descending
 - g. Ranking Points – Descending
 - h. Date Team Entered USSSA Database
 - i. If you play an extra Seeded Pool game the last game will not count unless it comes down to Head to Head
17. Last, but not least, have FUN! Thanks for playing with USssa!