



## Super Elite 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 7-0 Loss. The unrostered player will be ineligible for the remainder of the tournament. The offending Team will not be eliminated from the tournament unless the 7-0 loss put the team out of the event.
3. Game format is as follows:
  - a. Pool Games will be used to seed bracket
    - 1) Games will be 60 minute, finish the inning
    - 2) Games can end in a tie
    - 3) Tiebreakers for seeded pool play are listed under #17 below
  - b. Bracket Games
    - 1) Brackets will be seeded from Pool Play
    - 2) All divisions except 7U will have a left/right brackets – the winners from each side meet up in the Championship Game on Sunday. The losers of the final game in each side will meet up in 3<sup>rd</sup> Place Game.
    - 3) Games will be 70 minutes, finish the inning.
    - 4) Standard ITB will be utilized in case of a tie.
    - 5) In bracket play, high seed from pool will be automatic home team. If both teams have same seed, teams will flip for home.
  - c. Championship Games:
    - 1) Undefeated team will be home team in the Left/Right bracket 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 2<sup>nd</sup> base to start the inning. In the second inning, the last completed at bat is placed on 2<sup>nd</sup>. If both teams are tied at the end of the 2<sup>nd</sup> shootout inning, additional innings will be played with last completed at bat starting on 2<sup>nd</sup> until a winner can be declared.
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 15 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. This includes pets, scooters, skateboards, sunflower seeds and gum (in turf facilities) and most importantly, ALCOHOL. Unless the park rules allow them, these are not to be brought into the park.
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!