

2026 Nebraska Tournament Baseball Rules and Refund Policy

1. Time limit of 1 hour 40 minutes for all age groups. A new inning will not start after the time limit has expired. **Time limit of 2 hours in the Championship game.**
2. In the case of rain, the tournament director has the discretion to change any rule that will allow the tournament to be completed.
3. Team and individual awards for 1st and 2nd place in each age group and division.
4. Protest fee: \$100 cash (on interpretation rule only)
5. Game Time: Starting time is forfeit time.
HOME TEAM: Pool play – Flip coin for home team. Bracket play – Higher seed will be home team.
6. Home team is the official book. Both teams should record the start time in the scorebook. Scorekeepers should meet between innings to confirm the scorebook status.
7. Tie-Breaker System: POOL PLAY: a. Ties are recorded if game time has elapsed, and teams have the same score.
b. Ties are recorded if 6 innings are completed for 12u and younger or 7 innings are completed for 13u and 14u regardless of amount of time remaining in the game. BRACKET PLAY: If a game is tied after regulation innings have been completed OR the time limit has expired, the following tie breaker rule will go into effect. Each team will put the last scheduled hitter in the extra inning on 2nd base AND the 2nd to last scheduled hitter on 3rd base. There will be one (1) out. This will continue until a winner is declared. There will not be a tie breaker rule in the Championship game, but the run rule and 2-hour time limit will be enforced.
8. Infield Warm-Ups: All teams are encouraged to warm up as much as possible before game time. NO pre-game infield! Stay away from grounds crew if they are working the field.
9. **Refund policy:**
 - Team's withdrawal from tournament up to entry deadline. Entry fee minus \$150 administrative fee.
 - Team's withdrawal from tournament after entry deadline: No refund.**Refund schedule due to weather:**
 - **0 games started** – Entry fee minus \$150 administrative fee
 - **1 game started** – 50% of entry fee refunded
 - **2 games started** – No refund
10. All rules and game guarantees are subject to change at the discretion of tournament officials. Forfeits count as a game played.
11. Teams can bat the line-up, bat 9 or bat 9 plus a EH. **NO DH.** They must declare which order they are going to use before the game starts and once the game starts, they must continue that for the game. For teams batting the line-up, the courtesy runner must be the player who recorded the previous out. If no proper courtesy runner is available, the pitcher and /or catcher must run for themselves. For teams that bat 9 or bat 9 and use EH, any player not currently in the line-up may be the courtesy runner. A courtesy runner MAY NOT run for the pitcher and catcher in the same inning. USSSA pitching rules will be enforced & tracked. **Pitching will be tracked online using the National Website. Steel spikes may NOT be used on any Portable Mounds.**
12. **USSSA Bat Rules will be enforced with this exception, 14 Majors will Use BBCOR bats only.**
13. 8's through 10's may only have one umpire. We are requesting 2 umpires from PSOA for 11's through 14's games.

USSSA RUN RULES:

7 inning games - 15 after 3, 12 after 4 and 8 after 5.
6 inning games - 15 after 3 and 8 after 4.

USSSA PITCHING RULES:

AGE	COLUMN A	COLUMN B	COLUMN C
7U – 12U	3	6	8
13U – 14U	3	7	8

COLUMN A – The maximum number of innings a pitcher can pitch in one (1) day and still pitch the next day.

COLUMN B – The maximum number of innings a pitcher can pitch in one (1) day.

COLUMN C – The maximum number of innings a pitcher can pitch in three (3) consecutive days.

A pitcher that pitches three (3) consecutive days **MUST** rest the next day.

One out equals 1/3 of an inning. Pitching will be tracked, enforced and posted online.

Team managers must complete a pitch card and submit it to the site director within 10 minutes after each game.