



TOURNAMENT DIRECTOR'S PACKAGE

1. Tournament Director's Checklist
2. Tournament Results Form (2 pages)
3. World Series Berth Information Form
4. Staff Contact List
5. Pitching Limitations Chart
6. Roster Requirements (information sheet)
7. Using The USSSA.com System (information sheet)
8. Tournament Refund Policy
9. Florida Tournament Rules
10. USSSA National Rules

TOURNAMENT DIRECTOR'S CHECK LIST

Group / Agency Name: _____

Tournament Director: _____

Day Phone: _____ Evening Phone: _____ Cell Phone: _____

Address: _____

Facility Name: _____

Complete Tournament Name: _____

Tournament Start Date: _____ Tournament End Date: _____

A. As The Tournament Director Did you...

- Verify that all teams are registered with USSSA for the current season year?
- Collect a signed copy of EACH team's Official USSSA On-Line Roster?
- Complete the Tournament Results Form(s) including final standings and ALL game scores and fax or email them to the Director of Tournament Operations?
- Complete the World Series Berth Information Form for teams earning a berth?

B. Fees to submit in your Tournament Director's package...

- | | |
|---|-----------------------------|
| 1. Total number of teams participating in the tournament | X \$25.00 = \$ _____ |
| 2. USSSA National Insurance Fee | <u>1</u> _____ 75.00 |
| | X \$75.00 = \$ _____ |
| 3. Total Due Florida USSSA Baseball (ADD lines 1 & 2 above) | = \$ _____ |

C. Include the following in your Tournament Director's package...

- Completed Tournament Director's Check List.
- Signed copy of EACH team's Official USSSA On-Line Roster.
- Completed Tournament Results Form(s) including final standings and ALL game scores.
- Completed World Series Berth Information Form(s) for teams earning a berth.
- Check made payable to: Florida USSSA Baseball in the amount on line 3 from above.

D. Complete, POSTMARK and MAIL within 24 hours of tournament completion to:

Florida USSSA Baseball
3208 E. Colonial Drive
Suite C-156
Orlando, Florida 32803

TOURNAMENT RESULTS FORM

(SEPARATE FORMS MUST BE COMPLETED FOR EACH AGE & CLASS)

Complete Tournament Name: _____

Tournament Start Date: _____ Tournament End Date: _____

Age Division: _____ Classification (i.e.; Major, AAA, AA, A, All-Star): _____

Tournament Director: _____

LIST ALL TEAMS IN ORDER OF FINISH INCLUDING EACH USSSA REGISTRATION NUMBER AND FINAL RECORD

PLACE OF FINISH	USSSA REGISTRATION #	COMPLETE TEAM NAME	FINAL RECORD		
			W	L	T
1 ST					
2 ND					
3 RD					
4 TH					
5 TH					
6 TH					
7 TH					
8 TH					
9 TH					
10 TH					
11 TH					
12 TH					
13 TH					
14 TH					
15 TH					
16 TH					
17 TH					
18 TH					
19 TH					
20 TH					

IF MORE THAN 20 TEAMS USE BACK OF FORM TO COMPLETE

**WHEN ENTERING USSSA REGISTRATION NUMBERS, THE SECOND DIGIT
REPRESENTS THE SEASON YEAR X ----- (6 = 2006, 7 =2007, etc.)**

LIST ALL GAMES IN ORDER PLAYED INCLUDING FINAL SCORES

GAME	POOL OR BRACKET	WINNING TEAM	SCORE	VS.	LOSING TEAM	SCORE
1	P B			VS.		
2	P B			VS.		
3	P B			VS.		
4	P B			VS.		
5	P B			VS.		
6	P B			VS.		
7	P B			VS.		
8	P B			VS.		
9	P B			VS.		
10	P B			VS.		
11	P B			VS.		
12	P B			VS.		
13	P B			VS.		
14	P B			VS.		
15	P B			VS.		
16	P B			VS.		
17	P B			VS.		
18	P B			VS.		
19	P B			VS.		
20	P B			VS.		
21	P B			VS.		
22	P B			VS.		
23	P B			VS.		
24	P B			VS.		
25	P B			VS.		
26	P B			VS.		
27	P B			VS.		
28	P B			VS.		
29	P B			VS.		
30	P B			VS.		

IF MORE THAN 30 GAMES USE BACK OF FORM TO COMPLETE

I attest that all of the information above is true and accurate to the best of my knowledge.

Host Signature: _____ Date: _____
 (Tournament Director listed on Page 1 of this document)



PITCHING LIMITATIONS CHART

(SEPARATE FORMS MUST BE COMPLETED FOR EACH GAME PLAYED)

Column A: The number in this column represents the most innings a pitcher can pitch in one (1) day and still pitch the next day. *(Example: In the 10U division, a pitcher may pitch 4 innings in 1 day and pitch again the next day. But, if that pitcher pitches 4 1/3 innings or more in 1 day, he cannot pitch the next day.)*

Column B: The number in this column represents the most innings a pitcher can pitch in one (1) day. *(Example: In the 10U division, a pitcher may pitch a maximum of 6 innings in 1 day. The pitcher would not be allowed to pitch the next day.)*

Column C: The number in this column represents the most innings a pitcher can pitch in two (2) consecutive days. *(Example: In the 10U division, a pitcher may pitch a maximum of 8 innings in 2 consecutive days. This means that a pitcher would be able to pitch any combination of innings that equals 8 as long as the first day does not equal more than 4 innings due to Column A requirements.)*

Note: It is important to remember that in divisions 12U and below, a pitcher that pitches two (2) consecutive days must rest the third day regardless of innings pitched.

AGE DIVISION	COLUMN A	COLUMN B	COLUMN C
7U & 8U	3	4	6
9U & 10U	4	6	8
11U & 12U	4	6	9
13U & 14U	5	7	11
15U & 16U	5	7	12
17U & 18U	NONE	UNLIMITED	UNLIMITED

NOTE: PENALTY FOR VIOLATION OF PITCHING LIMITATIONS WILL RESULT IN AN IMMEDIATE FORFEITURE OF THE GAME. ANY TEAM THAT FORFEITS A POOL GAME MAY BE INELIGIBLE TO PARTICIPATE IN THE CHAMPIONSHIP GAME REGARDLESS OF RECORD.

IMPORTANT: TO BE ALLOWED TO PLAY YOUR NEXT GAME YOU MUST FILL OUT THE FOLLOWING INFORMATION AND SIGN BELOW:

DATE:			AGE DIVISION:			FIELD:		
WINNING TEAM:				LOSING TEAM:				
WINNING TEAM SCORE:				LOSING TEAM SCORE:				
PITCHER NAME (LAST, FIRST)	UNIFORM #	INNINGS PITCHED	PITCHER NAME (LAST, FIRST)	UNIFORM #	INNINGS PITCHED			
MANAGER SIGNATURE:				MANAGER SIGNATURE:				



ROSTER REQUIREMENTS

Starting January 1, 2005, all teams that participate in USSSA Baseball **MUST** have their team roster on-line in the USSSA.com web site system prior to playing their first game. This includes teams that play in tournaments and / or sanctioned leagues. At every USSSA tournament, teams will be required to submit to the Tournament Director a signed copy of their Official USSSA On-Line Roster **PRIOR** to their first game. All Official USSSA On-Line Rosters will be forwarded to the state office.

What is an Official USSSA On-Line Roster? It's an internet based roster form executed in the USSSA.com system at www.ussssa.com with all player's legal names and dates of birth entered into the system by the team manager / administrator (not hand written or typed on a typewriter). The on-line form is then printed and signed by one parent / legal guardian of each minor aged (17 years of age or younger) player. Players that are 18 years of age and older sign the roster themselves. The team manager must also read and sign the roster affidavit at the bottom. This is the only official USSSA roster and will be required at every USSSA tournament association wide. The penalty for not submitting an Official USSSA On-Line Roster before your team's first game is being prohibited from participation in the tournament.

The main purpose for USSSA registered teams being required to execute an Official USSSA On-Line Roster is to insure players are not jumping from team to team, week to week. A player can **LEGALLY** only be on one team's roster in an age division and can **LEGALLY** only play for a team in which his or her name appears on the roster.

When a team qualifies (wins a berth), the team's roster becomes frozen immediately whether the team accepts the berth or not. All players on the roster are bound to that team through the end of the current season (July 31st). The only allowable changes to a frozen roster are those governed by Official USSSA Baseball National By-Laws Rules 4.04 – 4.06.

In addition, starting August 1, 2006, roster will also be required for the Fall / Winter Season (August 1st - December 31st). Teams that earn berths between August 1st and December 31st will not have their rosters frozen until after January 1st.

All managers need to familiarize themselves with Official USSSA Baseball National Bylaws Rules 4.01 – 4.13 and Rules 7.01, 7.01.A – 7.01.P, not knowing the rules of USSSA is not an accepted excuse for violation of the rules.



USING THE [USSSA.com](http://www.ussa.com) SYSTEM

It was brought to our attention that many coaches have never used the [USSSA.com](http://www.ussa.com) system. This is a brief communication on the basic functions of [USSSA.com](http://www.ussa.com). The thing to remember is every team has a USSSA Team Registration Number (9 digits) and a Login ID (6 digits). The Registration Number identifies your team for USSSA and must be renewed each season year. The Login ID allows you to access the [USSSA.com](http://www.ussa.com) system for administrative purposes (i.e.; create a team, register a team, build a roster, vote in the coaches poll, etc.) and is connected to your email address and only changes if you change your email address.

If you had a USSSA team last year, you already have a Login ID & Password. If you can't remember them, send an email to the State Director and he will prompt the [USSSA.com](http://www.ussa.com) system to resend them to you via email. Include your name, last year's team name, team age and class and your current valid email address. If you've changed your email address since last year and still have your Login ID & Password, you can update the [USSSA.com](http://www.ussa.com) system yourself by logging in and updating "Your Demographic Info". If you are new to USSSA, the first thing you need to is create your Login ID & Password.

A. Create Your Login ID & Password:

1. Go to www.ussa.com/sports/ISTSIDCreation.asp?WhatToDo__=New
HINT - Make sure the "sport" listed above the left menu is "BASEBALL".
2. Complete the required fields and click the "SUBMIT" button, you now have your Login ID and Password.

B. Registering Your Team On-Line:

1. Go to <http://www.ussa.com/sports/ISTSLogin.asp?Sport=11>
2. Enter your Login ID and Password and click the "ENTER" button.
3. You are now at the Team Manager Menu, select the third option at the top, "Create Baseball Team".
4. You will be required to fill in your Team Name, Team City, Team State and Sport & Class Requested and click the "SUBMIT" button.
5. You have now created your team but you **MUST** still register the team.
6. With a credit card, click on the gray button in the yellow box and enter your credit card information.
7. Once registered, you'll see your new team listed on the Team Manager Menu with your Team Registration Number.

C. Registering Your Team Via U.S. Mail:

1. Go to <http://www.floridausssabaseball.com> and click on the “Forms & Documents” link in the left menu.
2. Download, print, complete and mail with your registration fee.
3. Once received, your team will be manually registered on-line and the USSSA system will automatically email you your Login ID and Password. Please allow two (2) weeks for processing.

NOTE - If your team is scheduled to play in a USSSA within two (2) weeks, do not register your team via U.S. Mail. Due to processing time, you will need to register your team on-line (see above – B. Registering Your Team On-line).

D. Building Your On-Line Roster:

1. Go to http://www.usssa.com/sports/l_STSLogin.asp?Sport=11
2. Enter your Login ID and Password and click the “ENTER” button.
3. You are now at the Team Manager Menu.
4. Make sure your current year team is highlighted and click on the “Roster Adds and Updates” link below the dialogue box.
5. Read and agree to the USSSA Roster Manager Affidavit.
6. Follow the directions at the top of the page to enter each player.
HINT - If a player played for you last year, you can transfer him from the list.
7. Once you’ve built your roster, click on the “View Team” button to verify the entered information.
8. Once satisfied, click on the “Printable Roster” button to print your on-line roster.
9. A parent of each minor aged (17 years of age and younger) player must sign the roster on the same line as their child’s name. Players 18 years of age and older must sign the roster themselves.
10. The team Manager must also sign the bottom of the roster.
11. This is now your “Official USSSA On-Line Roster”. This is the only official roster USSSA will recognize.
12. Make copies of your “Official USSSA On-Line Roster”. A signed copy **MUST** be submitted to the Tournament Director **BEFORE** your team’s first game at all USSSA tournaments.



TOURNAMENT REFUND POLICY

1. If a tournament is cancelled due to lack of participation, there will be 100% refund.
2. If a tournament is completely cancelled due to weather or other acts of God, all teams will receive a 75% refund. Remember, the host has incurred great expenses in preparing for the tournament.
3. If a team plays less than one Regulation Game*, the team will receive a 75% refund.
4. If a team plays only one Regulation Game*, the team will receive a 50% refund.
5. Once a team starts their second game there will be no refunds.
6. If a team enters a tournament then drops out at least ten (10) days prior to the Advertised Start Date** of the tournament; the team will be refunded their full entry fee minus a \$100 administrative fee.
7. If a team drops out less than ten (10) days prior to the Advertised Start Date** of the tournament, there will be no refund.
8. ALL REFUNDS WILL BE PROCESSED AND POST MARKED BY THE HOST / TOURNAMENT DIRECTOR NO LATER THAN 48 HOURS AFTER THE SCHEDULED COMPLETION DATE OF THE TOURNAMENT!!!

*Regulation Game – defined per USSSA National Bylaws & Rules 8.03.L taking into account any and all time limit and / or mercy (run) rules.

**Advertised Start Date – defined as the date listed on the USSSA National web site (www.ussa.com) as the “Start Date”.



Florida USSSA Baseball Tournament Rules

The Supplemental Rules contained herein are required at all USSSA Qualifiers, National Invitational Tournaments (NIT) and Fall State Tournaments played within the boundaries of and under the authority of Florida USSSA Baseball. Any rule contained herein which conflicts with the USSSA National Bylaws and Rules shall take precedence over such USSSA National Bylaws and Rules. Super NIT, Spring/Summer Florida State Championship Tournament and USSSA World Series rules will vary and are not included herein.

F.1.00 Game Preliminaries -

- F.1.01** A Tournament Director may not manage, coach, participate as a player or umpire in any tournament in which he/she serves as a Tournament Director. (USSSA Rule 4:03)
- F.1.02** Scheduled game time is play time. There is **NO** "Grace Period" for a team to tender a line-up of at least eight (8) players. It takes a minimum of eight (8) players to start a game both offensively and defensively.
PENALTY: Forfeiture of the game.
- F.1.03** Teams using more than one set of uniform jerseys in a USSSA tournament must have all sets of uniform jerseys numbered identically. All players **MUST** wear the same exact uniform jersey number throughout a USSSA tournament.
PENALTY: The offending team will be allowed five (5) minutes to conform to rule or forfeit the game.
- F.1.04** A pre-game meeting will be held at or around home plate before the start of each game between the Umpire(s) and a representative from each team. A Tournament Director or his/her designee may also attend such meeting. The following will take place in sequence:
- F.1.04.A** A flip of a coin between the two teams will determine the home team for each Pool Play game, Championship game and "IF" game. In Bracket Play games, the highest seeded team will be home team. (See USSSA Rule 8.03.A)
- F.1.04.B** Each team representative (home team first), will tender a properly completed line-up card in duplicate to the Umpire(s) and to the opposing team. Such line-up card will be orientated in batting order sequence and **MUST** contain each player's legal last name and first initial as it appears on the team's Official USSSA Roster (NO NICKNAMES), a correct uniform number and starting defensive position.
PENALTY: The offending team will be allowed five (5) minutes to conform to rule or forfeit the game.
- F.1.04.C** Any and all ground rules will be covered in detail such as dead ball areas, holes in or under fencing, etc.
- F.1.05** Players are allowed to play on **one (1)** team during any USSSA tournament. Even though a player may play up in a division, they are **NOT** allowed to play on multiple rosters during the duration of a USSSA tournament.

F.2.00

Playing Rules –

- F.2.01** Time limits may be used in Pool Play games and Bracket Play games up to the Championship game. If used, the time limits will be set using the following minimums:
- F.2.01.A 5U & 6U No new inning may start after 1:10
 - F.2.01.B 7U & 8U No new inning may start after 1:20
 - F.2.01.C 9U & 10U No new inning may start after 1:30
 - F.2.01.D 11U & 12U No new inning may start after 1:40
 - F.2.01.E 13U & 14U No new inning may start after 1:50
 - F.2.01.F 15U-18U No new inning may start after 2:00
- F.2.02** USSSA never uses a “Drop Dead” time. All games must be played to rule.
- F.2.03** Championship games do not use a time limit but all Mercy (run) Rules (see USSSA Rule 8:03.E) are still in effect.
- F.2.04** At the discretion of the Tournament Director, a team may option to use a Continuous Batting Order. Both teams in a game need not use the option. If a team chooses the option, the following will apply:
- F.2.04.A** All uniformed players will bat in the batting order and be listed in order as such.
 - F.2.04.B** Any player(s) arriving late will be added to the bottom of the batting order.
 - F.2.04.C** Free substitutions will be allowed on defense with exception of the pitching position (see USSSA Rule 8:04).
 - F.2.04.D** If using Courtesy Runners, the Courtesy Runner shall be the player making the previous out. If no outs have been recorded in the game, the Courtesy Runner shall be the player listed lowest in the batting order not on base. If a Courtesy Runner is on base and it's his/her turn at bat, a legal replacement by rule will assume the role of the Courtesy Runner.
- F.2.05** On Deck batters will remain on the their team's side of the field by their dugout and not move side to side in an effort to stay behind the batter at bat.

F.3.00

Tied Games –

- F.3.01** All games will be played out except for pool play games.
- F.3.01.A** Pool Play games may end in a tie **AFTER** the regulation amount of innings have been played or the time limit if used has expired and the score is tied and one extra inning has been played and after the on extra inning is completed the score still remains tied, the game will be declared a tie and both teams will be awarded one-half (1/2) a win and one-half (1/2) a lose for the game.
 - F.3.01.B** Bracket Play games may not end in a tie. If the regulation amount of innings have been played or the time limit if used has expired and the score is tied as many extra innings as needed to settle the tie will be played.
 - F.3.01.C** Championship games may not end in a tie. If the regulation amount of innings have been played and the score is tied, as many extra innings as needed to settle the tie will be played.
 - F.3.01.D** No International Tie Breaker Rule applies in these tournaments.

F.4.00 Scoring Forfeited Games –

F.4.01 In an event of a forfeited game, the final score for the forfeited game will be determined by the following:

F.4:01.A If the game has not started or if the game has started and the offending team is ahead at the time of forfeit, one run per inning will be awarded to the winning team up to the regulation number of innings to determine the final score (i.e.; in a 6 inning game, 6 runs will be awarded to make the final score 6-0; in a 7 inning game, 7 runs will be awarded to make the final score 7-0).

F.4.01.B If the game has started and the offending team is behind, the score at the time of forfeit will stand as the final score.

F.5.00 Pool Play Tie Breaker Criteria –

F.5.01 Once you advance to the next tie breaker, you do not return to the previous level. Runs are considered amongst all teams in the pool not just the tied teams.

(USSSA Rules 8:03.M, 8.03.M.1 – 8.03.M.5)

- a) Head to Head
- b) Runs Allowed
- c) Run Differential (Max +/-8 Runs Per Game)
- d) USSSA Point System
- e) Coin Flip

F.6.00 Incomplete Tournaments –

If weather or other Acts of God make it impossible to complete a tournament during the advertised days of the tournament and adding additional days to the tournament schedule are not a viable option, the following will apply.

F.6.01 If all Pool Play games **HAVE NOT** been completed, the team(s) with the least number of completed Pool Play games will establish the total games played for all teams. Any team(s) having played more than the established total games played will have their excess game(s) results removed from the tournament standings for the purpose of this rule. Such removed games shall be the most recent game(s) played by the team(s). Once the excess game(s) are removed, all teams will have played an equal number of games and USSSA Rules 8.03.M, 8.03.M.1 – 8.03.M5 will be used to determine the final standings in the tournament. A complete game is defined by USSSA Rules 8.03.L, 8.03.L.1 – 8.03.L.3.

F.6.02 If all Pool Play games **HAVE** been completed and **LESS THAN ONE ROUND** of Bracket Play games have been completed, USSSA Rules 8.03.M, 8.03.M.1 – 8.03.M.5 will be used to determine the final standings in the tournament from the time of completion of **POOL PLAY**. A complete game is defined by USSSA Rules 8.03.L, 8.03.L.1 – 8.03.L.3.

F.6.03 If all Pool Play games **HAVE** been completed and **AT LEAST ONE ROUND** of Bracket Play games have been completed, USSSA Rules 8.03.M, 8.03.M.1 – 8.03.M.5 will be used to determine the final standings in the tournament from the time of completion of the **LAST COMPLETED ROUND** of Bracket Play. A complete game is defined by USSSA Rules 8.03.L, 8.03.L.1 – 8.03.L.3.



USSSA Baseball Playing Rules

Playing rules not specifically covered shall follow the Official Major League Baseball Rules as published by the Sporting News. The State Director also has the authority to administer rules within his respective state as deemed appropriate with the approval of the Vice President of Baseball.

8:01 Recommended Field Dimensions

AGE DIVISION	BASES	PITCHING	FOUL LINES	CENTER FIELD
5 & Under	55'	N/A	140'	175'
6 & Under	55'	N/A	140'	175'
7 & Under	60'	40'	150'	185'
8 & Under	60'	40'	160'	185'
9 & Under	65'	44'	170'	190'
10 & Under	65'	46'	180'	210'
11 & Under	70'	50'	190'	230'
12 & Under	70'	50'	230'	275'
13 & Under	80'	54'	260'	300'
14 & Under - 54/80	80'	54'	275'	300'
14 & Under - 60/90	90'	60' 6"	320'	375'
15U – H. S. Freshman	90'	60' 6"	320'	375'
16U – H. S. Sophomore	90'	60' 6"	320'	375'
17U – H. S. Junior	90'	60' 6"	320'	375'
18U – H. S. Senior	90'	60' 6"	320'	375'

8.02 EQUIPMENT

- A. All players must be fully uniformed, which includes the following: Pants, sox, cap, and team shirts with numbers that are non-duplicating at least three inches in height.
- B. Managers and coaches must wear a baseball cap with team insignia and will be properly dressed (coaches may wear coaches' shorts).
- C. While in the field, as a defensive player, caps must be worn.
- D. Protests on 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 or be removed from the game.
- E. Metal spikes are prohibited in age divisions 12 and below
- F. All bat boys/girls must wear a double-ear batting helmet when outside the dugout.
- G. The catcher must wear all appropriate protective gear: mask, chest protector, shin guards, protective cup, catcher's helmet and throat guard.
 1. Age divisions 12 and below: The catcher must wear a protective helmet that fully covers both ears.
- H. "The official bat shall be round in cross section for the entire length of the bat, straight in length from end to end, and smooth surfaced in the hitting area. The maximum diameter is 2 3/4" and the maximum length is 36". Any material to improve the grip may be used for a distance not to exceed 18" from the handle end. The bat shall be constructed of wood, aluminum, or any other material or combination of materials unless such materials or combination of materials are specifically disapproved by USSSA. Such disapproval shall be in the sole discretion of the USSSA and may be made without notice. In addition all bats for ages 15 and above must conform to the National Federation of High School Association's bat limitations and all bats for ages 14 and under that exceed the 1.15 Bat Performance Factor as defined for baseball bats by ASTM Standards, may be disallowed without notice at any time in the sole discretion of the USSSA."

8.03 GAME RULES

- A. A flip of a coin between the two managers will determine the home team before each game in pool play. Once in bracket play, the highest seed team will be home team, except for the championship and “if” game.
- B. In World Series or Nationals play, time limits may be used for pool-play and consolation brackets, if approved by the Vice President of Baseball.
- C. Age divisions 12 and below shall play 6 inning games. Age divisions 13 and above shall play 7 inning games.
- D. A team may continue a game with one less player than it started with, whenever a player leaves the game for any reason.
 - 1. If the player leaving the game is a runner, he shall be declared out.
 - 2. When the player who has left the game is scheduled to bat, an out shall be declared for each turn at bat.
 - 3. The player who has left the game cannot return to the lineup, except for Communicable Disease Procedure Reasons.

E. MERCY RULE

<u>LENGTH OF GAME</u>	<u>RUN DIFFERENTIAL</u>	<u>START INNING</u>
6 innings	15	3 rd inning
6 innings	8	4 th inning
7 innings	15	3 rd inning
7 innings	12	4 th inning
7 innings	8	5 th inning

NOTE: In enforcing these rules, the home team shall not bat if the mercy requirement is met prior to the bottom half of the listed inning.

- F. Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. Malicious contact shall supersede all obstruction penalties.

Penalty: Runner shall be declared out and may be ejected at the umpire’s discretion.

Note: When enforcing this rule, the umpire should judge the runner’s intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and/or malicious, then the runner should be declared out and ejected.
- G. At any time, the team at bat may use a courtesy runner for the pitcher and catcher **of record the previous time on defense**. The courtesy runner must be someone not presently in the lineup and may appear as an offensive player one time per inning. The re-entry status of the courtesy runner, pitcher, and catcher, shall not be affected by this rule. If a courtesy runner is determined to be ineligible, a proper replacement (if available) will be substituted.
- H. In age divisions 12 & under and younger, an intentional walk may take place by announcement from the catcher or pitcher.
- I. In all age divisions starting players may re-enter once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter’s batting order must be take out of the game and is ineligible for the remainder of the game.
- J. In all age divisions, an Extra Hitter (EH) will be allowed. This will give a team a 10-player line-up that must be declared before the start of the game and used the remainder of the game. The player in the EH position, while not actually playing a defensive position, will be treated as though they are for substitution purposes. The re-entry rule applies for the EH.

A.R.- Baker is the EH and batting 2nd. Charles is the catcher and batting 3rd. Baker can become the catcher and Charles the EH. Both players would remain in their original batting order.

A.R.2. – All players can move freely in defensive positions – the EH is considered a defensive position.
- K. In age groups 15 and above, if the Extra Hitter is not be utilized, then the Designated Hitter (DH) may be utilized in accordance with the National Federation of State High School Associations baseball rules.
 - a. A DH may be (not mandatory) designated for any one starting player (not just pitchers) and all subsequent substitutes for that player in the game.
 - b. A starting defensive player cannot be listed as the DH in the starting lineup.
 - c. A DH for said player shall be selected prior to the start of the game, and his name shall be included on the lineup cards presented to the umpire-in-chief and to the official scorer.
 - d. Failure to declare a DH prior to the game precludes the use of a DH in that game.
 - e. If a pinch hitter or pinch runner for the DH is used, that player becomes the new DH.
 - f. The player who was the DH may re-enter as the DH under the re-entry rule.
 - g. A DH and the player for whom he is batting are locked into the batting order. No multiple substitutions may be made that will alter the batting rotation.
 - h. The role of the DH is terminated for the remainder of the game when: (a) The defensive player, or any previous defensive player for whom the DH batted, subsequently bats, pinch-hits, or runs for the DH; (b) The DH or any previous designated DH assumes a defensive position.
- L. If a game is called due to rain or other acts of God and cannot be resumed, it is a regulation game if:
 - a. In a Six Inning game, If three innings have been completed or If the home team has scored more runs in two or two and a fraction half innings than the visiting team has scored in three completed half innings or If the home team scores one or more runs in its half of the third inning to tie the score

- b. In a Seven Inning game, If four innings have been completed or If the home team has scored more runs in three or three and a fraction half innings than the visiting team has scored in four completed half innings or If the home team scores one or more runs in its half of the forth inning to tie the score.
 - c. All other games will resume from their exact point of delay.
- M. Pool-Play Tie Breaker Recommendations.** Once you advance to the next tiebreaker, you do not return to the previous level. Runs are considered amongst all teams in the pool not just the tied teams.
- a. Head to Head
 - b. Runs Allowed
 - c. Run Differential

8.04 PITCHING

The end of the day for this pitching limitation rule is the time of day or night when the ballpark is shutdown and the teams go home for the night break. Games that, either because of rain delay or otherwise, extend past midnight or start late at night past midnight and before the teams take the night break, will still count as though they are on the previous day's play. If the game continues after the night break (the next day), that part of the game will count as though it was the following day.

LIMITATIONS

1. Column A represents the number of innings a player can throw in 1 day and still pitch the next day.
2. For purposes of this rule in the columns listed, a pitcher is in violation of this rule if he makes any appearance above the pitching limits.
3. For all cumulative totals in this rule, one out equals one-third of an inning, two outs equal two-thirds of an inning and three outs equal a full inning.
4. In age divisions 12 and below, a player that pitches two consecutive days must rest the third day regardless of the number of innings pitched.
5. Exceeding the maximum innings allowed in the case of a double or triple play will not be counted against the pitcher.
6. It is the responsibility of each team's manager to challenge pitching violations by notifying the umpire and then the Tournament Director.
7. Any innings pitched, or outs recorded, during a game that is forfeited shall count towards all pitchers' allotted innings.

PENALTY: Any violation of pitching limitations shall result in immediate forfeiture of the game. This may be done at any point after an illegal out has been made while the pitcher in violation is in the game and in the pitching position.

BALKS

In age divisions 10 and below, pitchers will be allowed some leniency in regard to balks. Pitchers will be called for all major violations and warned for minor violations that do not affect the outcome of a play. In all other divisions, balks will be strictly enforced without warning.

TRIPS TO THE MOUND

When a team is charged with its second trip to the mound, in the same inning, to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the game. The pitcher may be moved to another defensive position.

PITCHING CHART

Column A – The number in this column represents the most innings a pitcher can pitch in 1 day and still pitch the next day.

Example: In the 10&under age division, a pitcher may throw up to 4 innings in 1 day and throw again the next day. But if that pitcher throws 4 1/3 innings or more in 1 day, he cannot pitch the next day.

Column B – The number in this column represents the most innings a pitcher can pitch in 1 day.

Example: In the 10&under age division, a pitcher may throw a maximum of 6 innings in 1 day. The pitcher would not be allowed to pitch the next day.

Column C – The number in this column represents the most innings a pitcher can pitch in 2 consecutive days.

Example: In the 10&under age division, a pitcher may throw a maximum of 8 innings in 2 consecutive days. This is to be interpreted as a pitcher would be able to throw any combination of innings that equal 8 as long as the first day does not equal more than 4 innings due to column A requirements.

<u>DIVISION</u>	<u>A</u>	<u>B</u>	<u>C</u>
8&under	3	4	6
9&under	4	6	8
10&under	4	6	8
11&under	4	6	9
12&under	4	6	9
13&under	5	7	11
14&under	5	7	11
15&under	5	7	12
16&under	5	7	12
17&under	NONE	UNLIMITED	UNLIMITED
18&under	NONE	UNLIMITED	UNLIMITED
Adult	NONE	UNLIMITED	UNLIMITED

NOTE: It is important to remember that in age divisions 12 and below, pitchers that pitch 2 consecutive days must rest the third day – regardless of innings pitched (see 8.04(1) LIMITATIONS 4).

8.06 8 & UNDER PLAYER PITCH

- A. Runners on base cannot advance when the pitcher is on the pitching rubber with the ball in possession and the catcher is in position to receive a pitch.
- B. Runners can advance at their own risk once a pitched ball has passed home plate.
 1. When a runner tries to advance prior to the ball passing home plate, the following will apply.
 - a. If the runner is safe, the runner returns to the original base.
 - b. If the runner is tagged out, the runner is out.
 - c. **If the ball is hit, the defensive team has the option of the result of the play or no pitch.**
- C. Runners may not advance from third to home unless the runner is batted home or forced by a base on balls. Runners may not advance from third on passed balls or wild pitches.
- D. The batter cannot advance to first after a missed third strike.
- E. Teams may bat nine or use the EH as described in rule 8.03 (J)
- F. Nine players will be used on defense.
- G. The balk rule will not apply.
- H. Runners cannot advance once the pitcher has possession of the ball within the mound area.
EXCEPTION: Runners may advance when the ball is hit to the pitcher and not time is called.