

Tournament Rules

USSSA Tournament Rules

1. Each Team will provide 2 new baseballs to start each game.
2. A flip of a coin between the two teams will determine home team on Saturday. On Sunday, highest seed will determine home team, unless otherwise noted on bracket. If there is a discrepancy between teams for dugouts, the home team will occupy the first base dugout.
3. The home team is responsible for keeping the official scorebook.
4. Game times: 6,7, and 8's will play 1:00/6 innings
Teams 10 and under will play 1:30 / 6 Innings
Teams 11 and over will play 1:40 / 6 or 7 Innings depending on age.
5. Run rules are:
6-inning game: 15 after 3, 8 after 4
7-inning game: 15 after 3, 12 after 4, 8 after 5
6. EH (extra hitter) is allowed in all age groups. The EH shall be considered a starter. A team using an EH will have 10 players in their lineup at all times. Teams wishing to use the EH must declare so before the game.
7. A team can play with one less than they started with, when a player leaves the game for any reason. A team may start a game with 8 players, but they can not go to 7 players. Either case will result in an automatic out and/or forfeit.
8. Once a pitcher is removed from the mound during a game, he/she cannot return during that game.
9. There is no mandatory slide rule, but whenever a tag play is evident, a player must seek to avoid contact.
10. Protest must be done in writing at time of incident. \$100 cash must accompany protest. If protest is found valid, money is returned.
11. A batter may be intentionally walked by announcing to the umpire your intention.
12. Starters may reenter once per game. Substitutes may not.
13. Courtesy runners are allowed for the pitcher and catcher. They must be someone not in the lineup. Exception: If a team is batting their entire lineup, the last out may be used as a courtesy runner.
14. Metal cleats are allowed in ages 13 and up.
15. Anyone ejected from a game must sit out the next game. Being confined to the dugout is not considered an ejection.
16. Teams may bat their entire lineup, but if a player is unable to bat for any reason, that player will be declared out.
17. Coach/machine pitch : Players get 3 strikes or 6 pitches. Foul balls will extend a players at bat as long as they have pitches left..

Pitching Rules and Limitations:

The following descriptions will describe the columns below.

- A. The most innings a pitcher can throw in one day and still pitch the next.
- B. The most innings a pitcher can pitch in one-day period.
- C. The most innings a pitcher can pitch in two consecutive days.

If any of these numbers are exceeded, a pitcher needs 24 hours rest before he/she can pitch again. No pitcher 12 or under can pitch 3 consecutive days.

	A	B	C
8 and Under	3	4	6
9 and Under	4	6	8
10 and Under	4	6	8
11 and Under	4	6	9
12 and Under	4	6	9
13 and Under	5	7	11
14 and Under	5	7	11
15 and Under	5	7	12
16 and Under	5	7	12
17 and Under	n/a	n/a	n/a
18 and Under	n/a	n/a	n/a

**Once a pitching card is signed by both coaches it is official.