

CT USSSA 2018 STANDARD TOURNAMENT RULES

***Note updates for 2018**

1. Current USSSA rules and regulations will apply to the tournament unless modified by this document.
2. Tournament Format: Pool play to single elimination.
3. Game time limits.
 - USSSA tournament games in CT have time limits in all games except the finals.
 - In pool play and elimination play (except the semi-finals and the finals) in all age divisions, no new inning will start after 1 hour 15 minutes.
 - In semi-final games in all age divisions, no new inning will start after 1 hour 30 minutes.
 - In Championship games no time limit will be used. All games will be 7 innings except for 10U which is 6 innings.
 - For games with time limits, innings in progress after the time limit has expired, will be completed. A game can end in a tie in pool games.
 - In elimination and championship games, ties will be played out using the international tie breaker rules.
 - If a championship game is called due to weather or darkness or some other uncontrollable situation, and the game is tied the team with the higher seed shall be declared the winner.
 - Every effort will be made to complete every scheduled game within the time limit. In the event of rain delays, the Tournament Director reserves the right to reduce the time limits of all remaining games and/or change the format of the tournament to reach a conclusion and determine a champion.
4. The clock begins immediately after the pre-game conference ends. If the time limit is up and the home team is leading and at bat, then the game ends with whatever the score is at that point (ie, the final inning is not completed in this case – this is not the same as the drop dead rule).
5. Standard USSSA mercy rules in effect for all games (12 after 3; 10 after 4; 8 after 5).
6. In pool play, the winner of a coin toss prior to the start of a game will have choice of being home or visitors. In championship play the higher seeded team will have the choice of home or away and choice of dugout.
7. Coaches and rostered players are the only ones allowed to be in the dugout or bench area during the games. Bat boys/girls are not permitted unless they are a rostered player.
8. The tournament director reserves the right to change, shorten, modify, or alter games and/or schedule in order to conclude the tournament successfully. (See rain out policy item #27).
9. Team and individual awards will be presented to the first and second place teams.
10. ***Radios**, boom boxes, Alexas etc. are not allowed during warmups or games. With many people in a shared space we cannot police both the volume or the content and to avoid issues we do not allow them.
11. *** Jewelry** that is non-hanging or non-dangling stud type ear or nose piercings only may be worn. Players in the game are prohibited from wearing jewelry such as rings, watches, hanging or dangling earrings, bars or other piercing type jewelry whether covered with tape or not, bracelets, necklaces (including cloth and string type), or other hard decorative items. Unadorned devices with no sharp edges or points, such as bobby pins, barrettes and hair clips, no longer than 2 inches, may be worn to control a player's hair. Medical alert bracelets or necklaces are not considered jewelry. If worn they must be taped to the body, so as to remain visible. Coaches wristbands (play indicators) are legal but must be worn as designed. *Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game.*
12. Metal cleats are allowed for teams 13U and older.
13. For pitchers no tacky or sticky substances (such as Gorilla Gold towels or rock rosin) may be used as a substitute for a powdered drying agent such as regular rosin bags which are legal.
14. Protests on any issue other than an umpire's judgment will require a \$100 cash fee. Protests on an umpire's judgment will not be allowed and no fee will be accepted. Protests on rule or procedural interpretations during a game must be made before the next pitch and will be decided upon before the game is allowed to continue. Protests on rule/procedures that occur at the end of the game must be made before the next game begins on that field. Protests on player eligibility must be made before either team starts their next game and will be decided upon before either team continues play. The protest committee will be made up of any part of the following: tournament director, site director, tournament UIC, site UIC or any of their designees. If the protest is upheld the \$100 will be refunded. If the protest is denied the fee will be forfeited.
15. Game time is under the control of the umpires on the field.
16. Up to 2 APs (additional players) may be used. They must be on the lineup card and only hit. However, APs may be substituted for defensive players. The DP/Flex may also be used but still only 11 players max can hit.
17. *** Courtesy runners** will be allowed for the catcher and pitcher at any time by a legal courtesy runner. If a team does not have a legal courtesy runner remaining they can use the Last Completed At-Bat as a courtesy runner subject to the same rules and restrictions as regular courtesy runners.
18. *** Roster batting** may be used and must be declared prior to the start of the game. This means all players in the lineup will bat. The team must use roster batting for the full duration of the game. APs and DP/Flex can still be used.
19. All teams must report to the check-in person at least 1 hour before their first game. You will need the following: Proof of insurance and original signed USSSA roster. All teams must have and be able to produce your official USSSA roster and birth certificates on demand.

20. If an ineligible player participates at any time during the tournament, the player and team manager will be ejected from the remainder of the tournament and all games in which that player participated will be forfeited. Participation is defined as either actively playing in the game or appearing anywhere on the official lineup that's presented prior to the start of a game. Examples of ineligible players include, but are not limited to, playing on two teams in the same event, not being listed on the team roster that was presented prior to the tournament, violating the age requirement, playing under an assumed identity, use of a fraudulent birth certificate, not presenting a birth certificate when requested to do so, etc.
21. If a player, coach or fan is ejected from a game, they are ejected for the game in progress and the next game. Further they must be out of "earshot" or "eyeshot" of the game being played by their team. It is the tournament director's discretion if further penalties such as ejection from the tournament are warranted.
22. Minimally, the winner and runner-up will receive a berth to any USSSA Nationals Tournaments if the event is a qualifier. More berths are awarded based on number of teams in the event.
23. Game time is forfeit time. However, the director's discretion may be used if unique circumstances warrant. Forfeits will be entered as no score (0-0).
24. Teams must be prepared to play 30 or more minutes prior to the scheduled start time of a game, due to mercy games or up to 1 hour early due to weather issues. The tournament director will decide if games start early.
25. Warm-up in the designated warm-up area only. During pre-game no infield will be taken on the field other than the edges of the infield by the outfield grass. Pitchers cannot use the game pitching circle to warm up.
26. In the event of rain, snow or acts of God, the tournament director reserves the right to reduce game times. Refunds will be given according to the following policy. If at least 2 games are played no refund is provided. If 1 game is played a 50% refund is given. If no games are played a 70% refund is given.
27. No game will begin without a correct scorecard. Each scorecard must have minimally the last name of each player, uniform number and position. First names only are not acceptable. The clock will start at the end of the homeplate meeting even if the start of play must wait for a proper scorecard.
28. The home team (official book) will report the scores to the homeplate umpire at the end of the game. Both managers must sign the card for the scores before your teams leave the field. Umpires will report the scores to the USSSA tent.
29. Once pool play is completed, the order of finish is set by the USSSA national computer scoring system. As long as scores are entered correctly, the results are correct and there is no challenging the results or altering its seedings. Seeding is determined by the following criteria.
 - Winning Percentage - Descending
 - Number Wins - Descending
 - Number Loses - Ascending
 - Tied Teams (vs. each other) Winning Pct - Descending (Not valid if all tied teams have not played each other)
 - Avg Points Allowed - Ascending
 - Avg Points Differential with a maximum of (8) - Descending
 - Ranking Points - Descending
 - Date Team Entered USSSA Database
 - Once past a tie breaker do not return to previous
 - Head-to-head (if applicable) is used to break ties when only 2 teams are tied.
 - If a team volunteers to play an extra planned pool game due to an uneven number of teams win the division, the worst result will be dropped for that team and will not count toward their point total or run averages, although it does count for their opposing team.
30. Tie breakers.
 - a. If pool game is tied after seven innings (6 innings 10U) and there is still time left, the international tiebreaker will go into effect. A base runner will start at second base with no outs. The runner will be the batter who made the last out in the previous inning. One time expires the inning of the tie breaker will be completed. If still a tie, it remains a tie.
 - b. Elimination tiebreaker — international tiebreaker will be used after seven innings (6 innings 10U). A base runner will start at second base with no outs. The runner will be the batter who made the last out in the previous inning.
31. We look forward to your participation. Remember to act appropriately and to keep it fun.