

9u-12u teams will follow USSSA rules. With these exceptions:

- No new inning will begin after 1 hour and 45 minutes (Any team attempting to delay game with a lead to cause a win will be penalized. 3 minutes while switching sides will be enforced.) If a purposeful delay is happening the umpire will begin calling a ball or a strike every 10 seconds against the offending team. It is to the umpire's discretion to enforce this rule, not the opposing team.

Games are 6 innings and the winner of a coin flip, rock/paper/scissors between opposing players or odd/even number from umpires counter determines home team. Method will be determined by plate umpire.

Run rule (mercy rule ending game) – 15 runs after 3 innings or 10 runs after 4 innings

- Pitch counts are as follows: 1-30 pitches (No rest)

31-50 pitches (1 Day Rest)

51-65 pitches (2 Days Rest)

66+ pitches (No more tournament appearances)

75 pitches maximum per game/day

The pitch count ENDS on the first pitch to the last batter faced. Meaning, little Johnny has 28 pitches and faces his last batter and finishes with 34. His pitch count for the game is 29 pitches. We understand it is impossible to know if the last batter faced will have a 3 pitch at-bat or 9 pitch at-bat. This is the easiest way to handle the pitch count end for a game and allow coaches leeway to plan, by adding 1 pitch for the last batter faced.

Pitchers CANNOT pitch in 2 games on the same day, regardless of pitch count. Pitchers CANNOT pitch 3 consecutive days regardless of pitch count.

Pitch count slips (provided at site) will be completed by both teams at the conclusion of each game with last name, uniform number and number of pitches. Each team will list information of BOTH teams. Managers will compare numbers at the conclusion of game to ensure accurate counts. Pitch slips will be turned into information desk at each site immediately upon conclusion of game.

Pitch count rules will be self enforced. Both teams will compare numbers between innings with the scorekeepers. Each team is to ask the other for ineligible pitchers and counts prior to their game. ANY cheating which is presented to and confirmed by tournament officials will result in a forfeit of the game in question to the offending team.

EACH TEAM WILL PRESENT A LINEUP TO IT'S OPPONENT 10 MINUTES PRIOR TO EACH GAME!!! LINEUPS WILL HAVE THE FOLLOWING: LAST NAME, POSITION, AND UNIFORM NUMBER.

YOU MAY USE ROSTER BATTING WITH UNLIMITED DEFENSIVE REPLACEMENTS OR YOU MAY USE 9 HITTERS WITH A ONE TIME PLAYER REPLACEMENT AND IF NEEDED, REINSERTION OF THE ORIGINAL PLAYER TO THE ORIGINAL BATTING SLOT. ANY REPLACEMENT PLAYER WHO IS REMOVED MAY NOT REENTER THE GAME IN ANY BATTING SLOT.

The game format is as follows: Each team will play 3 games and then be seeded in rank by record. The final round will then place teams seeded 1<sup>st</sup> vs. 2<sup>nd</sup>, 3<sup>rd</sup> vs. 4<sup>th</sup>, and so on. Tie breakers for final 3 game record will be based on the following and in this order: Defensive RUNS ALLOWED, Runs scored, run differential versus opponent and finally a coin flip. In any circumstance more than the top two teams have the same record (such as, three teams at 3-0 or 2-1), there will be bracket play to determine 1<sup>st</sup> and 2<sup>nd</sup> place.

TEAMS DO NOT PAY UMPIRES. UMPIRES ARE PAID BY THE TOURNAMENT DIRECTOR. THE TOURNAMENT WILL PROVIDE 3 BASEBALLS PER GAME. MAKE SURE YOU HAVE BENCH PLAYERS CHASING FOUL BALLS.

Any drop bat size is allowed. Bat must have BPF 1.15 USSSA Stamp. All wood bats allowed.

Wood/Composite bats allowed with USSSA Stamp

Courtesy Runner is allowed for the catcher and pitcher. The courtesy runner will be the last BATTED out.

FIELD OF PLAY: Only a 1B coach and 3B coach are allowed on the field of play for the offense. NO DEFENSIVE COACH MAY ENTER THE FIELD WITHOUT PERMISSION FROM THE UMPIRE.

THIS INCLUDES SITTING ON A BUCKET IN THE DOORWAY OR ON THE FIELD NEXT TO YOUR DUGOUT. IF YOU ARE ON THE FIELD OF PLAY SITTING ON A BUCKET OR OTHERWISE ON THE FIELD AS A DEFENSIVE COACH, THE UMPIRE WILL STOP PLAY UNTIL YOU RETURN INTO THE DUGOUT. REPEATED VIOLATIONS COULD CAUSE AN EJECTION FROM THE GAME AT THE UMPIRE'S DISCRETION.

9U EXCEPTION: 1 Coach may stand and give direction in the doorway of the dugout to his fielders. We understand this is a young age which may need instruction given as play happens. Please do not abuse this privilege of being able to be at the edge of the field. Again, 1 coach may do this, not an entire staff of coaches. Let the kids play.