



## Super Elite Tournament Rules And Information

1. USSSA rules will apply. All teams must be registered USSSA. Teams must provide proof of insurance and must have copies of birth certificates available for inspection. Team representatives are to check in at least thirty minutes prior to the start of the first game.
2. Online rosters are the official rosters. All players must be on the online roster as a permanent or guest player for the event. Player protests must occur while the game is in progress.
  - a. If the ineligible player is Age/Class eligible player but not added to the roster or as a guest player:
    - 1) Player(s) is ejected and cannot participate the rest of the tournament, all previous play stands.
    - 2) Head Coach is ejected for the game in progress.
    - 3) Game will continue to be played as long as the team has the minimum number of eligible players required to finish the game.
    - 4) If the team has no eligible substitute to replace the ejected ineligible player, the short handed rule Rule 5 Sec 2 shall apply.
  - b. If the ineligible Player is not age/class eligible to be added to the roster or as a guest player or a player was playing under someone else's name:
    - 1) The game in progress will be a forfeit.
    - 2) Team is ejected from the tournament
    - 3) Team is placed last in standing for the event.
  - c. If an eligibility protest occurs after a tournament is complete on players not age/class eligible or playing under an alternate name, the team shall be placed last in the tournament standings and the standings shall be adjusted accordingly
3. Game format is as follows:
  - a. Pool Games
    - 1) Pool Games will be used to seed teams into bracket, games will be 60 minute, finish the inning.
      1. For 8U only
        - a. There will be a 6 run per half inning limit in pool play.
        - b. If either team is up by 7 or more runs when time expires, the game will end immediately.
        - c. If home team is batting when time expires and is ahead, game will end immediately.
        - d. If visiting team is batting when time expires and can tie or win the game, the inning will continue.
        - e. System will apply tie-breakers for seeding as listed under #18 below
      2. For 9U and above:
        - a. There will be no run limit in 9U and up in pool games.
        - b. If home team is batting when time expires and is ahead, game will end immediately.
        - c. If visiting team is batting when time expires, the inning will continue.
        - d. System will apply tie-breakers for seeding as listed under #18 below
    - 2) Games can end in a tie
    - 3) Scores will be recorded online
  - b. Bracket Games
    - 1) Games will be 70 minutes, finish the inning. (Game will end after completion of visitor at-bat if home team is ahead)
    - 2) Standard ITB will be utilized in case of a tie.

- 3) High seed will be automatic home team, but has the option to choose visitor. If both teams are equal seeds, home team will be determined by coin flip.

c. Championship Games:

- 1) Championship games will be 5 innings with no time limit. Undefeated team will be home team in the Championship game (with option to select visitor).
- 2) In lieu of an IF game, a 2 inning shootout will be played in the event of tie after the Championship game is played (2 one loss teams). Each team creates a new lineup for shootout and flips for home team. In the first inning, the last batter in the lineup is placed on 2<sup>nd</sup> base to start the inning. In the second inning, the last completed at bat is placed on 2<sup>nd</sup>. If both teams are tied at the end of the 2<sup>nd</sup> shootout inning, additional innings will be played with last completed at bat starting on 2<sup>nd</sup> until a winner can be declared.
- 3) In the event that the Championship game starts after 8PM on Sunday, No IF (2 Inning Shootout) will be played.

4. 5 Minute / No Stall – The umpire has a right to end a conference if he/she determines that a team is attempting to stall a game. This cannot be questioned or appealed by the coach. Any stoppage of play within the last 5 minutes of a game that is timed will result in the game clock being suspended until play resumes.
5. An 8 run rule after 5 innings, 10 run after 4 innings and 12 runs after 3 innings will apply in all games.
6. There are NO intentional walks. Pitcher must pitch four legal pitches.
7. One way communication devices are allowed. Players may NOT have two way devices on the field.
8. Teams must be ready to play 20 minutes prior to game time in the event the previous game ends early. Teams should be warmed up and ready – no on-field warm-ups!
9. Umpires will allow pitchers five pitches or 1 minutes between innings (whichever is less). Teams should hurry on and off the field to ensure pitcher/catcher warm-ups. It is imperative that any post-game team meetings not take place until the dugout is cleared and cleaned, and the field is vacated. Likewise, teams should be ready to occupy the dugout and be prepared to start.
10. Home team will be official scorekeeper.
11. Tournament directors reserve the right to re-schedule games or delay games if conditions warrant.
12. In case of a rain-shortened tournament, a game will be deemed regulation/complete when 3 full innings have been played, or 2 ½ innings if the home team is winning.
13. Coaches are responsible to ensure good sportsmanship is displayed by the coaches, players and fans.
  - a. Profanity and aggressive behavior towards officials, coaches or players will not be tolerated and may result in ejection from the game, removal from park, or suspension.
  - b. Due to the increase in problems at the park, we are implementing online record keeping for our directors, UICs and State Director that will include:
    - Coach / Player ejections
    - Fan Ejections
    - Umpire Issues (as determined at the director/UIC level)Note: these records will be considered for end of season awards (sportsmanship) and invitational invites. We will also address teams one-on-one when patterns of behavior exist.
14. Loud Noisemakers are not permitted (cowbells, bullhorns, etc). Drumsticks, bats, etc should not be used in a manner that could damage the park property. Music (if allowed by the park) should be played at a reasonable volume that is non-disruptive to adjoining fields. Speakers must be placed near dugout area and NOT positioned behind home plate. Music should be free of vulgarity. Teams who are warned about either of the above are subject to removal of equipment and/or noise operator from the park.
15. Coaches are responsible for providing insurance for their teams and players. USSSA, the parks, nor the Tournament Director can be held liable for player injuries during the course of the game.

16. We are obligated by contract to follow ALL park rules. This includes pets, scooters, skateboards, sunflower seeds and gum (in turf facilities) and most importantly, ALCOHOL. Unless the park rules allow them, these are not to be brought into the park.
17. Blue GHOST bats are not allowed in USSSA play. Only the gold/white GHOST bats are permitted! Only USSSA approved bats are allowed.
18. When seeding teams into bracket from pool play, the following tiebreakers will be used:
  - a. Winning Percentage – Descending
  - b. Number Wins – Descending
  - c. Number Losses – Ascending
  - d. Tied Teams (vs. each other) Winning Pct – Descending (Not valid if all teams “Tied” have not played each other)
  - e. Avg Points Allowed – Ascending
  - f. Avg Points Differential with a maximum of (8) – Descending
  - g. Ranking Points – Descending
  - h. Date Team Entered USSSA Database
  - i. If you play an extra Seeded Pool game the last game will not count unless it comes down to Head to Head
19. Last, but not least, have FUN! Thanks for playing with USssa!