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Tournament Information

This event will adopt the Rules of the OFFICIAL United States Specialty Sport Association (www.usssa.com) with the following exceptions:

- 1. There is ZERO tolerance for disruptive behavior by fans, coaches or players. Derogatory comments, poor behavior and negative verbal communications toward any event staff will be cause for removal from the event and complex. SPECTATORS ARE NEVER TO ADDRESS UMPIRES
- 2. <u>Rosters/Waiver</u> must be filled out completely and signed by each player to be eligible to play. Original Roster/Waiver must be turned in to the Director at Check-In. There cannot be any additions made to the roster at the event*. *There may be an emergency add-on at the tournament director's approval. .
- 3. <u>Identity</u> Managers will sign acknowledging that their Rosters are complete and accurate. If a player's identity is questioned, that player must present a valid State ID to the tournament director upon request or the player will be ruled Illegal. Any Team caught with an illegal player or Roster will be subject to removal or forfeiture.
- 4. <u>Game Ball</u> Game balls will be issued at Check-In. These are the Official Event balls and no other ball can be used. Additional balls can be purchased for \$5 per ball with no exceptions. Teams caught not using Event balls will be warned the first time and then issued subsequent outs thereafter.

Coed/Mix - 2 Mens & 2 Womens Mens - 2 Mens Womens - 2 Womens We will be using the Ad Star Classic M and Classic W Tattoo Balls for this event.

- 5. <u>Home team</u> shall be decided by a coin toss. In the Championship Game the undefeated team gets the choice of Home or Visitor. The "If" game will be determined by a coin toss. Home team is required to have a scorebook. Umpires will keep score and will refer to the scorebook if/when questions arise.
- 6. <u>ALL Bats</u> must have the USSSA Mark and be on the USSSA approved bat list. Our first priority is the safety of all those participating. Manager(s) and Players are responsible for making sure all equipment used is legal to play. Umpires and Directors have the authority to remove bats at their discretion.
 - a) A bat may be removed from the game IF the pitcher is HIT by a batted ball that the Umpire deemed Undefendable. A second offense in the same event will be grounds for the bat to be removed from the event completely
 - b) The owner/user of the bat will be asked to relinquish the bat, which will be cataloged. If the owner/user refuses they will automatically be suspended from the event.
 - c) Confiscated bats will be returned to the owner(s) after the first game offense OR after the event for a second offense



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- 7. <u>Home Run Rules</u> 4 Home Runs per team per game (women are unlimited), all others are outs (over the fence home runs)
- 8. **Run Rules** 20 run's after 3 innings, 15 run's after 4 innings, 10 Runs after 5 innings *flip/flop rules apply
- 9. <u>Game Time</u> 50 Minutes FINISH THE INNING (including championship game). Team's must be checked-in and ready to play 15 minutes before scheduled time. Games may start up to 15 min early when possible.
- 10. **<u>Defense COED</u>** 2 men/2 women infield, 2 men/2 women outfield and pitcher/catcher must be guy/girl combination.
- 11. <u>Pitch</u> The pitch must arc at least 3 feet after leaving the pitcher's hand and before it passes any part of the home plate. The pitched ball shall not rise higher than 10 feet above the ground.
- 12. **Pool Play** pool play will end in a tie. Tie Breakers Head to Head, Run Diff, Runs ALlowed, Rus Scored, Winning percentage.