

Arizona USSSA TOURNAMENT RULES

Note: These rules are for AZ USSSA Baseball Tournaments only and do not apply for other USSSA Tournaments and World Series

[Click Here for Frozen Roster Guidelines](#)

AGE DIVISIONS:

8U-14U Age divisions are based upon player's age as of May 1st, year 2012, league age. Example - 12U players cannot turn 13 prior to May 1st, 2012 to play in that division.

15U/Freshmen, 16U/Sophomore, 17-18U/Junior-Senior divisions are based upon player's ages as of May 1st, 2012 league age or what grade they are currently attending in HS.

Players may play up, but not down in age. Players may only play on one team during a tournament.

REGISTRATION: All teams must check in 1 hour prior to your first scheduled game at the park your playing at. Teams will need to turn in a current USSSA Roster with manager signature and a copy of Team Insurance Coverage. No players may be penciled in. Teams will need to show a copy of Birth certificates or USSSA ID card or State issued ID card or Passport for every player on your roster. HS age groups 15U-18U will need to show a current report card for players that don't meet age requirement but are in the proper grade for the division that they are competing in. Any Team knowingly using illegal players shall be subject to discipline ranging from forfeiting a game, tournament disqualification and suspension from all USSSA sanctioned leagues and tournaments for up to a year.

REFERENCE: Sporting News Rules shall apply, along with USSSA National By-laws and slight modifications listed below.

[Click Here for Sporting News Rules](#)

[Click Here for USSSA National By-Law Rules](#)

PITCHING LIMITATIONS:

8U-12U = 6 innings in a day and 8 in the tournament.

13U-14U = 7 innings in a day and 10 in the tournament.

15U-18U = No Limit (Use Common Sense and pitch count)

One pitch in a new inning is considered a full inning no matter how many outs.

Violation of this rule will result in the pitcher being removed from the mound. The manager will be ejected from the game and forfeit participation in the next scheduled game. If a Team violates this rule a second time in a tournament, that game will be forfeited.

Managers will be given a pitching log at check-in, this log must be updated at all times and shown to the other team before each game at the home plate meeting. Scorecards that are signed by each manager at the end of the game will also be used to determine pitching infractions, make sure when you sign them that the score and pitching is correct.

Teams must monitor the opponents pitching and report any violations.

Once a pitcher is removed from the mound, that pitcher may not pitch again in that game.

DISTANCES: 8U = 40' mound/60' bases, 9U-10U = 46' mound/65' bases, 11U-12U = 50' mound/70' bases, 13U = 54' mound/80' bases, 14U-18U = 60.6 mound/90' bases.

FORCE PLAY SLIDE RULE: A runner may slide in any direction away from the fielder to avoid making contact or altering the play of the fielder. Runners are never required to slide, but if a runner elects to slide, the slide must be legal. If contact is made on either side of the bag or behind the bag, the ball is immediately dead. The runner is out, interference is called and the batter/runner is also called out.

COLLISSION RULE HOME PLATE: If a defensive player has the ball in hand ready to

make a tag, the offensive player must apply one of the following:

1. Proper Slide going into the base
2. Go around the defensive player
3. Give your-self up
4. Go back

LINE-UP OPTIONS:

9U – 14U

- (1) Bat 9 players
- (2) Bat 10 players using an Extra Hitter. The EH is considered a defensive player and may switch in and out defensively.
- (3) 9U-14U only may Bat entire roster – Free defensive substitution. If a player is injured or ejected, that spot in the batting order will be an automatic out.

Starters may re-enter one time only in their original batting order.

15U – 18U

- (1) Bat 9 players
- (2) Bat 10 players using an Extra Hitter. The EH is considered a defensive player and may switch in and out defensively.
- (3) 15U-18U Only may use a DH in place of an EH but not both. No DH option in 9U-14U.

Starters may re-enter one time only in their original batting order.

Teams may play with 8 players, but an out will be recorded each time the 9th spot comes up. 9th player may be added in the 9th spot at any time during the game.

2012 Bat Regulations: (Click on this link)

(Teams playing up in age must use bats for that age group that they are playing in)

Illegal Bat Penalties

If an illegal bat is discovered after a fair batted ball and before the next pitch legal/illegal or play, the offended coach has the option of selecting the outcome of the play or the penalty. If he chooses the penalty then the batter is out, bat removed and all runners return to the base legally occupied at the time of the pitch. Should a second infraction occur, then the manager is ejected, and the offended coach gets to choose the outcome of the play or the penalty again as stated.

NOTE: There shall be no penalty for discovery of an illegal bat until a fair batted ball occurs. If an illegal bat is discovered during the ab, the bat is then removed from the game.

TIME LIMITS: Divisions 9U-12U will play 6 innings with no new inning after 1:45. The 13U-18U divisions will play 7 innings with no new inning after 2:00. No time limits in Championship games.

TIE GAMES: Playoffs will be played out in extra innings using the California Tie Breaker - except in Championship Games. A runner will start at second base. Runner cannot be a player who is or was in the game, even if they are a starter with reentry remaining. If a team has no substitution, then last batted out will be the runner. Game will be played until a winner is determined. In Pool Play a tie stands and will not be played out.

For seeding purposes, the value of a win is 1 point, the value of a tie is a 1/2 point, and the value of a loss is 0 points.

RUN RULES:

20 run rule after 1 inning in all age divisions, 15 run rule after 2 innings in all age divisions, 12 run rule after 3 innings in all age divisions, 10 run rule after 4 innings in all age divisions, 8 run rule after 5 innings in all age divisions.

HOME TEAM: Will be determined by coin flip and will keep official scorebook with all changes going through home plate umpire. In playoff rounds, the higher seed will be home team. Dugouts are not assigned; first team to arrive has choice.

METAL CLEATS: No Metal Cleats allowed in 11U and younger age divisions. No Metal Cleats allowed on portable mounds.

CATCHERS HELMET: In age divisions 12U and younger, catchers must wear protective helmet that covers both ears and the back of the head.

PROTEST: All protest will be ruled on immediately by tournament director and Chief umpire. Only a rule interpretation can be protested not a judgment call. A \$50 fee is required to protest a call and will be refunded if the protest is upheld.

COURTESY RUNNERS: Allowed for the pitcher or catcher at any time. The runner cannot be a player who is or was in the game, even if they are a starter with re-entry remaining. If the team has no substitution left then the last batted out can be used as a courtesy runner. Same runner cannot run for both the pitcher and catcher in the same inning.

INTENTIONAL WALKS: A defensive coach simply needs to announce to the home plate umpire that he desires to intentionally walk the batter. No pitches are thrown.

Intentionally pitch at the batter: Penalty- If the umpire believes such a violation has occurred, a warning shall be issued to the pitcher and both opposing coaches that future violations by any pitcher will be cause for immediate ejection of the pitcher and the coach from the game.

Furthermore, if, in the umpire's judgment, the situation warrants drastic action to defuse a potentially volatile situation, the umpire may eject the pitcher without warning. Each coach should be warned, but the coach of the offending team should not be ejected at that time unless the umpire believes it is appropriate.

NOTE: A warning may be issued to both teams before the start of the game or at any time during the game.

MISSED BASES: Requires an appeal play.

EJECTIONS: Any player, manager, coach or parent ejected from the game or after a game is concluded may carry an additional game suspension to be served at next scheduled game upon discretion of the tournament director and umpire in chief. Ejected managers, coaches or fans must leave the immediate area of the ball fields; they may remain in the parking lot or out of the immediate area from the field. Managers are responsible for the conduct of his players and fans.

MALICIOUS CONTACT: If the official in charge of the game judges that there has been malicious contact initiated by a player, the offending player will be called out and ejected from the game.

Player ejections that results in a team having less than 9 players, game will continue if the team has 8 eligible players, however an out will be taken when the ejected player is due to bat in the line-up. Teams falling short of 8 players due to player ejections will forfeit that game.

GATE FEES: Most parks will have gate charges.

CONCESSIONS: Will be available at most parks.

SOUVENIRS: Limited Shirts, Hats, Visors, Jewelry, Sunglasses, Purses, Pins and other items can be purchased by cash or checks.

TRASH: Each Team is responsible for cleaning their dugout before they exit the field

COACHES BUCKETS: None allowed outside of the dug outs or on the playing field.

GAME BALLS: 2 new game balls will be provided by Top Choice Baseball for every game. Teams will provide one new back-up ball for each game if needed.

FOUL BALLS: The Team at bat shall supply a runner to retrieve any and all foul balls; they shall immediately return them to the home plate umpire.

REFUND POLICIES: No refunds within 30 days of tournament when dropping out. Exception is a rainout refund which will be refunded minus \$25 Administration Fee unless funds are applied towards another Tournament.

Rainout policy is as follows for 3 game guarantee:

No games played: Full Refund minus admin fee (credits will not have admin fee)

1 game is started: Half Refund

2 games started: No Refunds

Rainout policy is as follows for 4 game guarantee:

No games played: Full Refund minus admin fee (credits will not have admin fee)

1 game is started: 2/3 refund

2 game is started: 1/3 refund

3 games started: No Refunds

No gate refunds, nor rain checks, at any time. Tell your players and fans, if play is in doubt due to inclement weather or rain, to wait until play begins to enter park.

SUSPENDED/COMPLETE GAMES:

6 Inning Game = 3 innings or 2.5 if home team is ahead or 7 Inning Game = 4 innings or 3.5 if home team is ahead will constitute a complete game during inclement weather or light failure. If the 3-4 innings have not been completed, game will resume from when the game was suspended.

8 & UNDER KID PITCH RULES

ALL Rules above apply with slight modifications listed below

- Nine (9) defensive players will play in the field.
- Balk rules will not apply.
- Batters may not advance to first (1st) base on a dropped / missed third (3rd) strike by the catcher.
- Bunting is allowed
- No lead-offs. Players cannot leave base until after ball crosses home plate.
- Stealing is allowed. Runners may advance once the ball is passed home plate at their own risk. If a player leaves early and is thrown out, he is out. If he is safe, he must return to previous base. 2nd offense by same player in same inning will result in out. If ball is hit, the defensive team has the option of the result of the play or dead ball and runner returns and hitter hits again.
- Stealing home is not allowed. Home plate is dead. Runner on 3rd must be forced home by a walk, HBP, or advance on a hit ball.
- Once the ball is thrown back to the pitcher by the catcher or any fielder at the conclusion of a play, at the umpire's judgment, all base runners must return to their previous base if they are not at least halfway to next base.

- No new inning after 1:30