

Tupelo Youth Baseball Association

"City of Tupelo Park & Recreation Department"

Official Tournament Guidelines

This tournament is a USSSA Sanctioned event and will be governed by the USSSA Baseball Rules, unless stated differently in the following guidelines. Items not covered in the USSSA baseball rules will default to the "Official Rules of Major League Baseball".

Exceptions

Extra Hitter (EH) is allowed at the coaches' discretion in all age divisions. The EH can be substituted, the same way as a position player.

A courtesy runner is allowed for the pitcher and catcher at anytime. Courtesy runner can only be a player that is not currently in the batting line up. The same player cannot run for the pitcher and catcher in the same inning. A courtesy runner cannot bat until he has played an inning of defense.

The contact rule is in effect at all times in all age groups. Runner(s) must either slide or try to avoid the tag.

For Pitching limitations see Tournament Director

Proof of Age

It is the Head Coaches responsibility to have his players' proof of age in his possession and be able to produce on demand his players CERTIFIED birth certificates or legally accepted proof of age in the case of any question regarding the age of his players.

Game Time limits

Age Division	Time Limit	Game Length	Full game in event of rainout
6-8	1 hour 15 minutes	6 innings	3 innings
9-10	1 hour 30 minutes	6 innings	3 innings
11-12	1 hour 35 minutes	6 innings	4 innings
13-14	1 hour 45 minutes	7 innings	4 innings

*No new inning to start 5 minutes prior to time limit expiring

Rain Outs / Refunds

Full refund if no games are begun; 1/2 refund if 1 game is started; no refund if 2nd game begins but is not completed. No gate refunds, or 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.

In the event of a rainout, the order of finish for the tournament will be based on the following:

Rainout after completion of pool play

The tournament order of finish will be set by the tournament tie breakers listed in the POOL PLAY TIE BREAKERS section. Pool Play must be completed in order to establish a tournament order of finish.

Rainout after completion of One Championship Semifinal Game

The completed game will be recorded and the winner of the completed game will advance. The loser of the completed game will finish 4th in the Championship division. The winner along with the two teams that were scheduled to play the 2nd semi-final game will have their records reverted back to pool play. The order of finish will be set by the tournament tie breakers listed in the POOL PLAY TIE BREAKERS section.

Rainout after completion of Both Championship Semifinal Games

The completed games will be recorded and the winners of the completed games will advance. The winner's and loser's order of finish will be set by the tournament tie breakers listed in the POOL PLAY TIE BREAKERS section.

If you make arrangements with the tournament director to bring your entry fee with you and you back out of the tournament you will be billed for the entry fee and turned over to the state director for sanctions.

Pitching Limits

Pitching restrictions for our tournaments shall conform to current year USSSA Guidelines.

Umpires shall record and turn in pitching statistics to tournament director.

A team is allowed 1 (one) defensive charged conference per inning per pitcher. The second conference will result in the pitcher being removed from the game as a pitcher. The pitcher may be moved to another defensive position (per USSSA Baseball rule book)

Mercy Rules

Age Division	Winner of Game Declared if any team is:	Maximum Runs per Inning
6-8	15 runs after 3 innings or 8 runs after 4 innings	7 per inning
9-12	15 runs after 3 innings or 8 runs after 4 innings	6 per inning (1 st 3 innings only)
13-14	15 runs after 3 or 12 runs after 4 or 8 runs after 5 innings	No Limit

Home Team

The Tupelo Parks and Recreation Department will do the best we can to find reliable scorekeepers/scoreboard. In case there is not a scorekeeper/scoreboard available the Home team will be the official book. Home team will be determined by coin toss in all games. Home team scorekeeper will be the official score keeper and must record starting time in scorebook and report final game score and turn in signed pitching records to tournament officials. Failure to comply will result in pitcher in question becoming ineligible to pitch in the remainder of tournament.

Game Tie Breakers

During pool play, games can end in a tie at the end of regulation. Semi-final and Finals will be played until a winner is determined. During semi-final games, at the end of regulation time limit, if the score is tied, international rules (1 out – runner on 2nd) will apply until a winner is declared. For the Championship game, two extra innings will be played to determine a winner. If the score is still tied, international rules (1 out – runner on 2nd) will apply until a winner is determined.

Pool Play Tie Breakers

Winners of each pool will be determined by overall won/loss record, including crossover games. The top two teams from each pool will proceed to the semi-finals on Sunday. At the end of pool play teams may be tied going into the semi-finals with the same won/loss record. The following tiebreakers will determine which team advances and in what order of finish. If 3 teams are tied at the end of pool play, the tie-breaker starts with fewest runs allowed in games

1. Head to head competition
2. Fewest runs allowed in all games
3. Run Differential (Runs scored minus Runs allowed)
4. Coin Toss

Forfeits

In the Event of a Forfeit in Pool Play, the non-forfeiting teams will be credited with a 1 run differential victory. The runs allowed in the forfeited game will be the average of runs allowed by the non-forfeiting team in all pool play games actually played. Ex.

Team A gets a forfeit win from Team B. Team A has allowed 10 runs in their other (2) two pool play games. Therefore, the average runs allowed by Team A would be 5 runs. The credited score for their forfeit win against Team B would be 6-5.

Sportsmanship

Sportsmanship by players, coaches and fans are expected at all times. The Umpire in Chief will handle any rule misinterpretations (no judgment calls will be addressed) immediately and finally. Coaches will be responsible for their own fans' behavior.

Team Check-In

Teams must check in at the Tournament Tent or with the tournament director at least 30 minutes before commencing play in their first game. Please be prepared to produce all tournament documentation, i.e. sanction # (if required), USSSA roster (if required), insurance certificate, birth certificates, entry fee, etc. Failure to check in could result in a delay in starting your first game. Tournament entries are only guaranteed after receipt of the entry fee. All teams are required to provide proof of team insurance.

Line-Up Cards

Each manager must prepare a minimum of 3 written copies of his line-up, listing first and/or last names, and numbers of all players and substitutes prior to each game. Line-ups must be provided to the plate umpire and opposing manager. A game shall not start until this is completed. Should a coach omit a player from his written line-up, that player cannot participate in that game only. Managers are responsible for providing their own line-up cards.

Warm-up Areas

Space is limited between fields, Please do not use these areas to warm-up. You may use the area behind field "C", the first base side of field "C", the area behind Field "A" and the batting cage area.

Game Balls

The Tupelo Parks and Recreation Department will provide game balls for the tournament.

Tournament Format Alterations

The Tournament Director reserves the right to alter, change or abbreviate tournament formats, when necessary (due to inclement weather), in order to complete the tournament.

Awards

Individual awards will be given to all players of the top two finishing teams in all age divisions.

Gate Admissions

Admission Fee is \$4.00 per person 6 yrs and older. 5 yrs and under is free. Players and coaches are admitted for free. (Coaches/Players must be in uniform)

Park Rules

Use of tobacco products is prohibited on all fields and in the dugouts during games.

No food or beverages or personal coolers are allowed in the ballpark. **ABSOLUTELY NO ACHOHOL BEVERAGES ALLOWED.**

Team Water Coolers are allowed dugouts

Ice will not be available to teams for Water Coolers. Please pick up ice prior to coming to Park.

Please refrain from parking on the grass nearest the batting cage.

Please help pick up trash in your dugout following your game! Coaches, remind your parents to pick up after themselves also. Please don't leave a legacy of trash behind for others to clean.

Coach Pitch Rules

Each team will designate a Coach that will pitch to his own batters.

The defensive player listed as the pitcher must stay inside pitcher's circle until the ball is hit; pitcher may straddle the line.

Each batter will be allowed 5 pitches or 3 missed strikes. Note: If fifth is fouled, batter is not out, unless a defensive player catches the ball in the air. If third strike is bunted foul, batter is out.

The adult pitcher is to stand near the pitchers mound. He is allowed to stand in front of the circle, up to the 20' line. The adult pitcher may not straddle the line.

The catcher will wear catcher's equipment, if possible. A facemask is required at all times.

7 runs maximum per inning.

A batter that throws or slings his bat is automatically out after one warning to the team. This is a judgment call made by the umpire.

Maximum # of players - 10 with 4 in the outfield. It is up to the head coach's discretion whether he chooses to bat all players on his roster or just bat the 10 players that are in the lineup. If his decision is to bat all players, that decision does not force the opposing team to bat all of their players.

Regular baseball ground rules apply.

The umpire will call the play dead based upon his judgment of the forward progress of the baserunners.

Ball must travel 20 feet to be a fair ball. If hit ball is untouched by defensive team and the spin on ball brings it back inside 20-foot arc, it is a fair ball unless it crosses the foul line.

No Fake Bunts allowed. If a player "shows" bunt then they are committed to attempt to bunt or take the pitch. Penalty for swinging after "showing" bunt, player will be declared out and no runners shall advance.

No infield fly rule.

On overthrows, runners may advance until umpire calls the play dead. Overthrows into dugouts, over fences, etc. will be covered by the rules of baseball.

Courtesy runner is not applicable for Coach Pitch.

