

## 2018 Coppell & Southlake All Star Tournament

### 06U Tournament Rules & Special Notes – Revised 01

1. Home Team; Dugouts; Official Scorekeeper; Scoreboard; Game Balls
  - a. Pool Play Home Team – determined by coin flip (may elect home or visitor)
  - b. Bracket Play Home Team - determined by better seed (may elect home or visitor)
  - c. Dugouts – First come, first served
  - d. Official Scorekeeper – Home Team
  - e. Field Scoreboard – Visitor Team
  - f. Game Balls – Each team to provide all game balls; 2 “new” game balls for each game are usually sufficient. 6U will use a regular hard baseball
  
2. Minimum 8-players to start; May finish with less than 8
  - a. In all situations, team batting less than 9, must take an out in each vacant batting position
  - b. If player leaves game due to illness, or injury, just skip that batting position, no out recorded, unless batting less than 9.
  
3. Time Limit; Inning Limit; Run Rule; Tie-Breaker
  - a. Time & Inning Limits - 1 hour & 10 minutes, or 6-innings, whichever occurs first
  - b. Run Rules Apply for All Games
    - i. 15-runs after 3 innings
    - ii. 10-runs after 4 innings
    - iii. 6-runs after 5 innings
  - c. Tie Breaker
    - i. Pool Play – end in a tie
    - ii. Bracket Play – “California Tie Breaker”
      1. Last scheduled batter in “extra-inning” starts on 2<sup>nd</sup>-base with No Outs (courtesy runner rule applies)
    - iii. Championship Game – No ties, no tie-breaker, Finish the game.
  
4. Half-Inning Run Limit: 5-runs max per half-inning
  - a. Mathematical Elimination applies in all games
    - i. Example: Visitor up 4-0 going into 6<sup>th</sup> inning. If Visitor goes up by 6-runs at any point in the top half of the inning, the game is immediately final. Visitor team does not complete the inning, and Home team does not get chance to reduce the deficit.
      1. Only time an additional run exceeding the 6<sup>th</sup> run in the above scenario is counted, is if a homerun is hit over the fence. In any scenario, only 5-runs max per half-inning.
  - b. Forfeits – recorded with a score of 5-0
  
5. Bracket Play Seeding Determination
  - a. Won-Loss Record
  - b. Head-to-Head (if more than 2 teams tied, then head-to-head will not be used)
  - c. Runs Allowed
  - d. Runs Scored
  - e. Coin Flip

6. Team Defense – Teams may play with a maximum of ten defenders
  - a. 10<sup>th</sup> Defender – required to play as 4<sup>th</sup> outfielder. In no situation is 10<sup>th</sup> defender allowed to play in the infield
  - b. Free Defensive Substitutions – defensive substitution may occur at any time play is stopped
  - c. Defensive Team – required to play with a pitcher & catcher. Catcher must be in full gear. Coaches encouraged to back up catcher to help speed up the game.
  - d. Player Pitcher – required to keep 1-foot in pitching circle, and be behind pitching rubber until ball is put in play
    - i. Penalty – first offense, umpire warning; additional offense, batter awarded additional pitch or awarded 1<sup>st</sup> base if batter puts ball in fair play
  - e. Defensive Timeouts – no defensive timeouts allowed
  
7. Team Batting – required to bat entire official game line-up
  - a. 5-Pitches – each batter receives 5 pitches. If 5<sup>th</sup> pitch is hit foul, then batter will receive an additional pitch until missed or no attempt. No strikeouts from Coach Pitcher
  - b. Hitting off Tee – after 5<sup>th</sup> pitch a tee is brought out, and the batter has 1-attempt to put the ball in fair play. From the tee, if batter swings and misses, or hits a foul ball, the batter is out.
  - c. **Hit Off Tee Limit – on ANY fair ball hit off a tee, the batter is limited to a single (1 base), and ALL base runners are limited to advancing only 1 base. This includes a “homerun over the fence” off the tee, the batter will stop at 1<sup>st</sup>, and all runners will stop at the next base.**
  - d. No Bunting – batter must make a full swing attempt
  - e. No base on balls; No base on hit-by-pitch
  
8. Base Running
  - a. Players may advance only on a batted fair ball
  - b. Tight Bases will be maintained, no lead offs, and no steals. If you leave early, runner will be declared out
  - c. No infield fly rule – runners not protected by infield fly
  - d. No head first slide to home plate, runner will be declared out
  - e. Courtesy Runner – for catcher of record only. Highly encouraged with 2-outs.
    - i. Courtesy Runner – must be last batted out; if no out recorded, then last batter due up at that time
  
9. Coach Pitcher
  - a. Coach Pitcher - must pitch overhand from a standing position with one-foot on the pitching rubber
  - b. Coach Pitcher – must leave field on any ball batted fair until play is stopped, and time is called
    - i. Penalty – first offense umpire warning; next offense, coach pitcher must be replaced
  - c. Coach Pitcher – not allowed to instruct the batter or base runners in any manner
  - d. When Batter is Hitting off the Tee – Coach Pitcher must leave the field of play, and player pitcher will stand on the pitching rubber
  - e. Batted Ball Contacts Coach Pitcher – Considered a “Dead Ball, Foul Ball”.
    - i. If Coach Pitcher intentionally interferes with a batted ball, the ball is dead, and the batter shall be declared out.
    - ii. In either case above, base runners shall not advance

10. Stoppage of Play – Umpire shall declare “Time” upon satisfying the following conditions (umpire discretion):
  - a. Ball is returned to the infield, the ball is in control of an infielder, the lead runner has stopped running, hesitated or broken stride.
  - b. Runners are not to bait the fielders into running at them or throwing behind them.
    - i. The intent of the rule is that all base runners, regardless of hit balls or overthrows, may advance to the next base or bases they are committed to, until the defensive team has possession inside the bases.
    - ii. Once the defensive team has possession of the ball inside the bases, stoppage of play will be called, and the runner may only advance to the base they are committed to.
    - iii. Committed means preceding to a base with full intent to advance without hesitation or stopping.
11. Defensive Coaches – must remain in the dugout area
  - a. No defensive coaches will be permitted on the field at any time
  - b. No defensive coaches should be roaming up and down the foul line
12. Pre-Game Warm Up - No pre-game warm up on the infield
  - a. Teams may warm-up before game time in the outfield or in designated warm-up areas.
13. Scorecards & Protests – a signed scorecard is deemed accurate, accepted, and final
  - a. Coaches – the scorecard is deemed accurate, accepted, and final if one of the following occurs
    - i. Scorecard signed, and / or, scorecard not signed and not protested immediately
    - ii. If you leave without immediately protesting, the scorecard will be deemed accurate, accepted, and final
  - b. Coaches – Do Not sign the scorecard if you think it misrepresents the result of the game
    - i. If coaches are unable to agree on result of the game, then immediately protest the result to the Tournament Director
  - c. Tournament Director will make a final determination
14. Tournament Director reserves the right to alter or change the tournament format, when necessary, to complete the tournament & shall have final decision on all tournament issues, questions, and disputes.
15. USSSA rules apply, unless otherwise noted above

## **SPECIAL NOTES**

1. All teams must check in with tournament director & provide a team roster and copy of insurance before first pool game. Team roster must consist of player first name, last name, date of birth, and must be signed by the coach. Coaches should have copies of birth certificates in the event of a protest.
2. Coaches shall confine themselves to the dugout, except for a third base, first base and one other coach. The coach not occupying the first or third base coach's box shall remain in the area immediately outside the dugout. Roaming up and down the foul lines is not allowed.
3. Coaches are responsible for the conduct of their coaching staff and the parents and relatives of their players. Unsportsmanlike conduct is at the umpire's judgment and shall be warned against once. The umpire has the authority to resolve the problem as the umpire deems fit for continued unsportsmanlike conduct.
4. Malicious or intentional contact is not allowed. If a player is judged to be guilty of that infraction, he shall be determined out and disqualified from further play in that game. Penalties for this behavior shall be left up to the tournament director.
5. All teams must be prepared to play 15 minutes before their game start time. The umpires will be instructed to start games early if the field is clear and ready for play.
6. A homerun will be declared only if a ball clears the fence.
7. Current USSSA bat rules are in effect and will be enforced. All small and big barrel bats (2 5/8" or 2 3/4") must have the USSSA BPF 1.15 mark, or be a Qualified BBCOR bat, or a wood bat to be allowed. If a batter is caught with an illegal bat after an at bat, the batter is out, and all runners return to their previous base.
8. Mixed Teams: U6 players are allowed to play on U7 teams and such teams must play in the U7 bracket. U7 players may play on U6 teams, but such teams must play in the U7 bracket. Players may play up an age level but cannot play down an age level.
9. Field dimensions: 40' mound, 50' bases.
10. Refund Policy: see registration details on the registration website.
11. No Show: Teams that no-show will forfeit their entry fee.
12. Adverse Weather: Tournament may be played in adverse weather conditions. The format may be changed to lesser time limits or fewer innings to complete the tournament. Coaches and players accept these conditions when entering the tournament.
13. Water is not provided in the dugouts; players must bring their own personal water jugs.
14. NO JAM BOXES, NO NOISE MAKERS OF ANY KIND & NO SHAKING OR RATTLING THE FENCE.