

Rumble in Rosemont

Tournament Rules

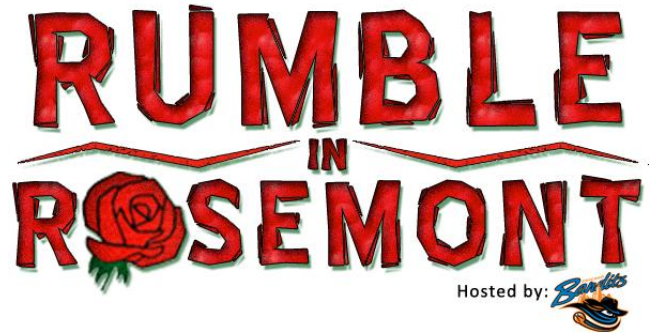
Unless otherwise noted, the tournament will be using USSSA rules

FIELD DIMENSIONS

12 & Under	40 Ft Pitching	60 Ft. Bases
13 & Under	43 Ft Pitching	60 Ft. Bases
14 & Under	43 Ft Pitching	60 Ft. Bases
15 & Under	43 Ft Pitching	60 Ft. Bases
16 & Under	43 Ft Pitching	60 Ft. Bases
18 & Under	43 Ft Pitching	60 Ft. Bases

Fence Distances: 210' Lines; 235' center*

*Stadium Only



GAME INFORMATION

TIME LIMITS

All pool games will be 65 minutes (1:05) or seven innings, whichever comes first. No new inning will begin once the time hits 1:05. Any inning which has been started prior to the time limit expiring will be completed. The time begins when the pre-game conference ends and the home team is allowed to take the field. A new inning begins as soon as the third out is recorded in the previous inning. If the game is still tied after the time limit has expired, the tie breaker rule shall be in effect at the start of the next inning (California tie Breaker will be used).

TIEBREAKER – Pool Play

If there is time remaining after the completion of seven (7) innings and the score is tied, the tiebreaker procedure will begin. The player, who had the last completed at bat, assumes a position on 2nd base. A substitute may be inserted. A courtesy runner may be used for the pitcher or catcher. This procedure would be done at the beginning of each half inning; until a winner is determined or until the time limit has been reached. Pool play games can end in a tie. If the absent player should begin the half inning at second base, no out is declared. The player whose name precedes the absent player in the line-up is placed on second base.

TIEBREAKER – Bracket Play

Same rules as above with the exception of there must be a winning team.

RUN RULES

12 runs after 3 completed innings or 2 1/2 if the home team is ahead

10 runs after 4 completed innings or 3 1/2 if the home team is ahead

8 runs after 5 completed innings or 4 1/2 if the home team is ahead

POOL PLAY TIE BREAKERS

1. Head to Head
2. Run Differential
 - a. Maximum +/- for each game is seven (7) runs
3. Runs Allowed

PLEASE NOTE: IF THERE IS A 3-WAY TIE IN A POOL, THE HEAD TO HEAD TIE BREAKER IS ELIMINATED AND THE FIRST TIEBREAKER WILL BE RUN DIFFERENTIAL.

HOME TEAM

Home team will be decided by a coin-flip prior to each POOL game. The team which traveled the farthest has the right to call the flip or defer. For all BRACKET PLAY games the home team will be the higher seed (UNLESS THEY CHOOSE TO BE THE VISITOR) until the championship game. For the championship game, there will be a coin flip to determine the home team.

PLAYERS AND SUBSTITUTES

Each team will have the option of either **free substitution** or **batting nine with a DH or EH**. With either lineup option, the offensive team is allowed to use a courtesy runner for the pitcher or catcher only. The courtesy runner must be the last batted out if team is batting the lineup or a substitute if available.

Free Substitution: If a player is injured during the course of a game, her spot in the batting order will not become an automatic out. It will simply be skipped for the remainder of the game.

Playing Nine: If a player is injured during the course of the game, her spot in the order must be replaced by a player that is not currently in the lineup.

SPORTSMANSHIP

All players and coaches will be expected to behave in a sportsman like manner at all times. Any player, coach or parent/fan whose conduct is unbecoming or abusive will at a minimum be warned and may be removed from the playing field or stands at the discretion of the Tournament Officials or the Umpires. Foul or abusive language will not be tolerated under **any circumstances**. This includes a team forfeiting or being removed from the tournament if necessary. It is up to the coaches to control their respective parents.

COACH/MANAGER OR PLAYER EJECTION

Coach/manager who is ejected shall leave the vicinity (out of sight and out of sound) of the playing area immediately and is prohibited from any further contact (direct or indirect) with the team during the remainder of the game. If a coach/manager is ejected from a game he must sit out the remainder of that game and the following game. The coach is barred from coaching in the tournament until that team has completed their next game. A player ejected must sit out the remainder of that game. Anyone ejected will be asked to leave the park at the discretion of the Umpire and Tournament Director.

EQUIPMENT

BATTING HELMET

In the **Youth program**, NOCSAE approved batting helmets with extended ear flaps, which cover both ears and temples are mandatory for all batters, on deck batters, base runners, non-adult base coach, non-adult bat & ball shaggers and any offensive player in live ball territory, even if the ball is dead. Batting helmets must have NOCSAE approved attached face mask/guard. A commercially manufactured face mask/guard may be attached to a batting helmet, provided it is attached by the manufacturer; or a face mask/guard may be attached to a helmet that does not have a face mask, provided the attachment procedure is approved by the manufacture. A chinstrap is optional.

THE OFFICIAL BAT

Shall be round in cross section, straight in length, and measure not more than 34 inches long including tape or other grip additions to the bat, and not more than 2 1/4 inches in diameter in its largest part and its weight shall not exceed 31 1/2 ounces, including tape or grip addition to the bat. The bat shall have a safety grip of tape or some other material to facilitate holding the bat during the batter's swing. All bats are subject to approval by umpires and tournament staff.

CATCHER'S EQUIPMENT

In the **Youth program**, the catcher shall wear a NOCSAE approved head protector (with dual earflaps), an approved mask with throat protector, a body chest protector and shin guards. If a hockey style NOCSAE approved catchers helmet is used, a separate throat protector is not needed.

SHOES

Shoes are required equipment for all participants. All players must wear shoes with plastic, nylon, canvas, leather or similar synthetic material uppers. Spikes must not extend in excess of 3/4" from the sole and may not be round. **METAL SPIKES ARE NOT ALLOWED AT ANY TIME IN THE DOME.**

JEWELRY (Youth only – 18 & under and younger)

Players in the game are prohibited from wearing jewelry such as rings, watches, earrings whether covered with tape or not, bracelets, necklaces (including cloth and string type), or other hard decorative items. Players asked to remove jewelry more than one time by an umpire will be subject to ejection.

UNIFORMS

At all national and world qualifying tournaments, teams must wear identical uniforms. This includes jerseys, long pants or shorts and leggings. Whether long pants or shorts are worn, all team members must be uniformed alike.

Players shall wear uniforms properly and as designed by the manufacturer, including having uniform shirts tucked in.

STADIUM RULES

-Coolers are **NOT ALLOWED** to be brought into the dome at any time. There will be a full-service concession stand available. No food is allowed in the dugout at any time! You may have your cooler in the parking lot for in between games. It just cannot be brought into the park.

-There will be no pre-game infield allowed. No soft-toss into the fence is permitted.

-Spectators must be aware of foul balls which fly into stands or bleachers.

-Sunflower seeds are **NOT** permitted in the dome

-Players cannot chew gum