

2019 HARDEES EARLYBIRD CLASSIC RULES

USSSA Rules (link provided below) will apply in all situations unless noted below. A PDF is attached to this email.

http://www.usssabaseball.org/2011_rules.htm

1. Each age group will play a minimum of 3 games (most play 4). Format may be different for each age bracket.
2. Seedings/Pairings will be posted for each bracket at www.tourneymachine.com
3. A coin flip will determine the home team for all games except for bracket play. The higher seed will be the home team in bracket play.
4. May 1st will be used as the cut-off date to determine age eligibility for the tournament. Each player must not be older than the age they are competing in on May 1st, 2018.
5. Tie Breaking Priority: Head-to-Head, Runs Allowed, Run Differential, Runs Scored, and Coin Flip.
6. Rosters must be accurate on the USSSA website before the team's first game is played and may not be changed once the tournament starts.
7. **Each team must supply 4 leather game balls at the check-in time.**
8. Awards will be given to the top two teams in each age group.
9. No inning will start after one hour and 40 minutes in attempts to stay on schedule. However, ties will be played out until a winner is determined. **NO TIME LIMIT FOR CHAMPIONSHIP GAMES.**
10. **Each team will get a runner at 2B and 3B with one out to start each extra inning. The last two batters of the previous inning will be the base runners at 2B and 3B.**
11. A starting player may re-enter the game one time in the same spot of the batting order they originally were at the beginning of the game. Substitutes may not re-enter the game once taken out of the line-up (See below for additional line up and substitution rules).
12. Open base for all age divisions as per USSSA rules. In other words, players can lead off and steal all bases including home.
13. Players may attempt to advance to 1B on a dropped 3rd strike in all age divisions (per USSSA rules).
14. The 10 & under, 11 & under, and 12 & under age groups will all play six inning games. 13U will play 7 innings (per USSSA rules).
15. Run rule is 15 after 3 innings and 8 after 4 innings for 9U-12U and 15 after 3 innings, 12 after 4 innings, and 8 after 5 innings for 13U (per USSSA rules).
16. All team members must have numbers on their jerseys or t-shirts. (shirts should be of same color)
17. **The tournament director reserves the right to change the tournament format due to weather or scheduling conflicts.**

FIELD DIMENSIONS:

10U: 46 Foot Pitching and 65 Foot Bases

11U/12U: 50 Foot Pitching and 70 Foot Bases

13U: 54 Foot Pitching and 80 Foot Bases

PITCHING RULES (per USSSA Rules):

7U to 12U:

- Up to 6 innings in a day
- Cannot exceed 3 innings in one day to pitch the next day
- 3 day maximum innings of 8

13U:

- Up to 7 innings in a day
- Cannot exceed 3 innings in one day to pitch the next day
- 3 day maximum of 8 innings

For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two-thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.

LINE UPS AND SUBSTITUTIONS (per USSSA Rules):

7.02. D.1 Teams may bat a nine (9) player line-up, ten (10) player line-up using an Extra Hitter (EH) or continuous line-up of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game.

7.02. D.1(a) If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game.

7.02. D.1(b) If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position, while not actually playing a defensive position, will be treated as such for substitution purposes.

7.02. D.1(c) If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up becomes an out when that at bat comes around.