

Pitching:
 - Pitcher once removed CANNOT re-enter as a pitcher. Umpires will have pitching cards, once signed by the coaches they are final.
 Pitching Limitations - 7u-18u: 3 innings can pitch the next day. 5 inning DAILY MAX, 7 Innings TOURNAMENT MAX. 4+ innings pitched is one(1) calendar day rest, (not 24 hrs).
 - 1 warm up pitch will constitute an inning pitched.

Balks- 10u up
 - **Dead Balk Rule** - if a pitcher balks runners progress one base without the liability to be put out. With runners on 1st and 3rd, pitcher will not be allowed to fake a throw to 3rd base. This is considered a balk.

Line-Up Defensive Roster
 - EH (Extra Hitters) and or DH (Designated Hitter) are allowed in all age groups. An EH shall be considered a starter. A team using an EH will have 10+ players in their lineup at all times. Teams wishing to use the EH must declare so before the game. See next rule for DH. Teams may bat all players present, but if a player is unable to bat for any reason, that player will be declared out. If batting your roster and a player shows up late, he is to be added to the bottom of the line up. If not batting your roster, starters may re enter once per game. Substitutes may not reenter.
 - IF not batting your roster, starters may re enter once per game. Substitutes may not reenter. Free defensive substitution is allowed if batting your roster, but all

apply

MLB & USSSA

TOURNAMENT Rules & Exceptions for

BETTER BASEBALL

24^a

UTAH STATE UMPIRE ASSOCIATION
 A PROFESSIONAL YOUTH ORGANIZATION





Line-Up & Defensive Roster Continued:
 pitching limitations must still be followed.
 A team may start a game with as few as 8 players, but they can not go to 7 players. Teams will take an out if they don't have an eligible player to appear in a batting position based on the standard starting positions on Defense.
 Designated Hitter playing rules:
 The DH can bat for any defensive player (not just the pitcher, as in some leagues). The DH would normally bat for one player and any of that player's substitutes on defense for the original player. The DH must be listed next to or under the player he is batting for in the lineup. The DH and the player he is batting for are both locked into the same batting slot; neither of these two players can ever bat in another batting position. If the DH enters the game on defense, the player he was batting for must come out of the game and the roll of the DH is terminated. A replaced DH can re-enter the game one time since he was considered a starter. The defensive player being hit for can also re-enter the game one time if subbed for. Both must always stay in the same batting spot.

Bat Rules:
 - 14u and younger the bat must be permanently stamped with the NEW USSSA 1.15 BPF, or BBCOR.50 Certified mark or be made of wood and manufactured by a licenced USSSA manufacturer. 13u must use drop 8 (-8) bat with USSSA 1.15BPF. 14u must use drop 3 (-3) bat with USSSA 1.15BPF stamp.

All Divisions - Run Rule:
 After: 3 Innings **15 Runs**
 4 Innings **12 Runs**
 5 Innings **8 Runs**

Protests
 - Protests will not be allowed on judgment calls. Protests must be handled prior to the next pitch or play, Umpire can confer with Better Baseball Tournaments Staff for help on ruling.
 - \$100 Non-Refundable Fee will be imposed for all Protest Requests unless the call is over-turned.

Player, Coach, Fan Ejections Protocols
 - **A verbal warning should be give to any player, coach or fan prior to ejection.**
 - **Then a written warning should be given player, coach or fan. With the written warning players, and coaches will be restricted to the dugout. Fan/s will be removed and restricted to the outfield fence.**
 - **Lastly any subsequent offence can be ejection.**
 - **Any action deemed malicious contact - player/ runner will be ejected immediately without warning.**
 - **All ejections are to be reported IMMEDIATELY after the game to your crew chief and Tournament Director**

Game Management - Preliminaries:
 - Home team will be official scorekeeper.
 - Home team will be listed second on pool play games.
 - Highest seed will be given the option to be home or away for bracket play.
 - End of game - Remove garbage from dugout and clear dugout in a timely manner.
 - Hold post game discussions outside of the field.
 - The batting team is responsible for foul balls - Teams keeping excessive amount of HR balls must put new balls into play.
Cleats
 - Players are not allowed to wear metal cleats on portable mounds of turf fields. No Restrictions on Cleats.
Slide Rule - Avoid Contact Rule
 - No mandatory slide rule, but whenever a tag play is evident or an infielder is attempting to turn a double-play at any base, a runner must slide to avoid contact with a fielder or catcher. If the runner is not close enough to merit a slide, he must peel away from the baseline.
 - The runner will be called out only if by his not sliding or peeling away affects the defensive play.
 - Attempting to jump, leap, or dive over a the fielder and/or catcher is not interpreted as seeking to avoid contact. We will enforce an avoid contact rule at all bases. Malicious contact-runner will be ejected.

7u & 8U Exceptions
 - Lead Offs are NOT allowed - NO dropped 3rd Strike.
 - Base runners may steal or advance to any base, after the ball crosses home plate, except home, if a Runner leaves early the steal home on a passed ball.
 - Base runners may not steal home on a passed ball.
 - Base runners may only score on a walk, hit batter, or a play that began with a batted ball.
 - Base runners may not score on a passed ball or a throw on an attempted steal.
 - The play is over on a batted ball when the pitcher is on the mound with the ball or the umpire has called time out.
 - Batter is automatically out on a 3rd strike.
 - 5 runs per half inning: After 5 runs score, teams exchange offense and defense. All runs which score on the play of the 5th run, are recorded.
 - Pool play last inning, due to time or being the 6th inning will still be played even if the trailing team is too far behind to catch up. 5 runs per half inning rule will still apply in last inning, not unlimited runs.
 - Mercy run rule still applies.
9U Exceptions
 - Lead Offs are NOT allowed - NO dropped 3rd Strike.
 - Base runners may steal or advance to any base after the ball leaves the pitchers hand, if a runner leaves early the player will be called out.

Game Management - Speed of Game
 - This is a judgement call by Umpire not protestable. trying to avoid contact or a collision.
 - Home team will be listed second on pool play games.
 - Highest seed will be given the option to be home or away for bracket play.
 - End of game - Remove garbage from dugout and clear dugout in a timely manner.
 - Hold post game discussions outside of the field.
 - The batting team is responsible for foul balls - Teams keeping excessive amount of HR balls must put new balls into play.
Cleats
 - Players are not allowed to wear metal cleats on portable mounds of turf fields. No Restrictions on Cleats.
Slide Rule - Avoid Contact Rule
 - No mandatory slide rule, but whenever a tag play is evident or an infielder is attempting to turn a double-play at any base, a runner must slide to avoid contact with a fielder or catcher. If the runner is not close enough to merit a slide, he must peel away from the baseline.
 - The runner will be called out only if by his not sliding or peeling away affects the defensive play.
 - Attempting to jump, leap, or dive over a the fielder and/or catcher is not interpreted as seeking to avoid contact. We will enforce an avoid contact rule at all bases. Malicious contact-runner will be ejected.

Two (2) Minutes between Innings. Use a timer!
 - Speed-up rule/courtesy runners will be allowed for the pitcher and/or catcher of Record at any time. The courtesy runner will be someone not currently in the line-up or if the team has no players on the bench, the last batted out. Substitute player can only run for pitcher position or catcher position, not both.
 - Eliminate defensive huddles prior to your team taking the field in between innings.
 - Only two coaches outside of dugout during games (does not include base coaches).
 - Please have a Catcher available to warm up your Pitcher between innings when your Catcher is not ready. Keep games on time.
 - Pitches- Max- 5 warm-up pitches between innings. No infield before games. Get teams in the dugout and have your teams ready before game time.
Game Management - Sportsmanship
 - USSSA expects the best behavior out of all involved in the program. This includes taunting, by coaches, players, fans etc. Umpires will report all ejections to the Crew Chief, or Tournament Liaison and/or Director. This includes bat flips and ANY OTHER ACTION directed at the other team or their bench, adjudication by the umpires.

9U Exceptions - Continue
 - The play is over on a batted ball when the pitcher is on the mound with the ball or the umpire has called time out.
 - Batter is automatically out on a 3rd strike.
 - 6 runs per half inning: After runs score, teams exchange offense and defense. All runs which score on the play of the 6th run, are recorded.
 - Pool play last innings, due to time or being the 6th inning will still be played even if the trailing team is too far behind to catch up. 6 runs per half inning rule will still apply in last inning, not unlimited runs.
 - Mercy run rule still applies.
10-11 Exceptions
 - 8 runs per half inning: After runs score, teams exchange offense and defense. All runs which score on the play of the 8th run, are recorded.
Game Times- Pool Play-Can end in a tie.
 - 8u - 12u Divisions **1:30NNI 1:45 DD / 6 innings**
 - 13u- 18u Divisions **1:30NNI 1:45 DD / 7 innings**
 - Bracket Play/ Championship games are **no (DD) drop dead**, 1:30 NNI. No ties in bracket play, Extra time/ Innings after NNI - start with runner on 2nd Base, and no outs. **Drop Dead (DD) - Finish batter at plate - No Intentional Walks**
 - Base runners may steal or advance to any base when delayed or called because of weather.
 - 4 Innings or 1 Hour constitutes a complete game when delayed or called because of weather.

Umpire Ejection Report

Time & Date of Game: _____

Game Location: _____

Umpires:
Plate _____

U1 _____

U2 _____

U3 _____

Person Warned: Check all that apply:

Player Coach Fan Other _____

Names: _____

First Warning: Check all that apply:

Judgement Call Balls & Strikes Malicious Contact Language

Physical Confrontation Sportsmanship Throwing Equipment

Other _____

Second & Written Warning: BENCH RESTRICTION: Check all that apply:

Judgement Call Balls & Strikes Malicious Contact Language

Physical Confrontation Sportsmanship Throwing Equipment

Other _____

Ejection Reason: Check all that apply:

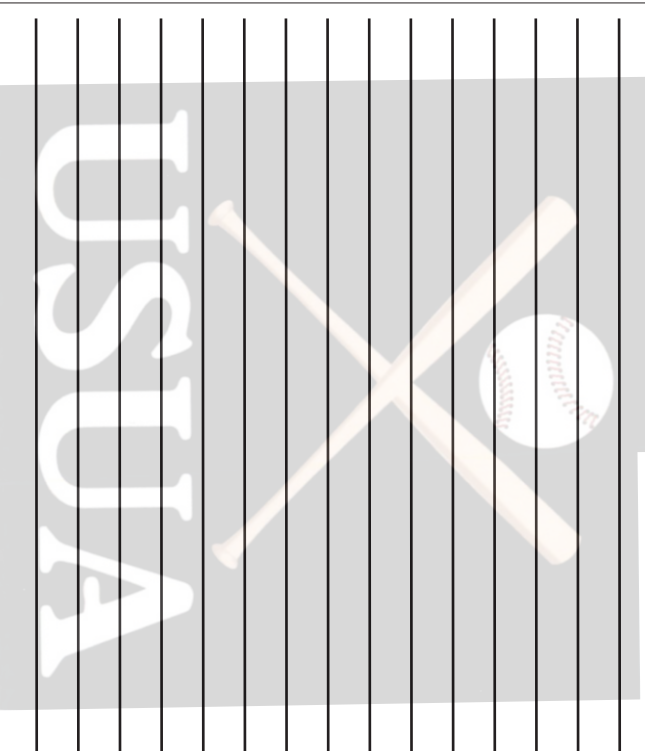
Judgement Call Balls & Strikes Malicious Contact Language

Physical Confrontation Sportsmanship Throwing Equipment

Other _____

Could you have done anything different? YES / NO
If yes, what? _____

What Happened: _____



Umpire Ejection Report

Time & Date of Game: _____

Game Location: _____

Umpires:
Plate _____

U1 _____

U2 _____

U3 _____

Person Warned: Check all that apply:

Player Coach Fan Other _____

Names: _____

First Warning: Check all that apply:

Judgement Call Balls & Strikes Malicious Contact Language

Physical Confrontation Sportsmanship Throwing Equipment

Other _____

Second & Written Warning: BENCH RESTRICTION: Check all that apply:

Judgement Call Balls & Strikes Malicious Contact Language

Physical Confrontation Sportsmanship Throwing Equipment

Other _____

Ejection Reason: Check all that apply:

Judgement Call Balls & Strikes Malicious Contact Language

Physical Confrontation Sportsmanship Throwing Equipment

Other _____

Could you have done anything different? YES / NO
If yes, what? _____

What Happened: _____

