



BLUE SPRINGS BASEBALL

PO BOX 1753 • BLUE SPRINGS, MO 64013 • BSBBOD@BLUESPRINGSBASEBALL.ORG

TOURNAMENT RULES

GENERAL INFORMATION

Location: 105 NE Brizendine, Blue Springs, MO 64014

Web Site: www.bluespringsbaseball.org

Rainout Hot Line: 816-470-0105

Schedule and Results: <https://www.bluespringsbaseball.org/bsbtournaments>

FACILITY RULES

- NO Animals. BSB does not allow any animals at our facility. Species, age, size, or breed does not matter. **Exception: Any service animal that is individually trained to do work or perform tasks that benefit an individual with a disability is allowed.**
- NO skateboards, skate shoes, rollerblades, or bikes allowed.
- NO outside food or drink. Team water coolers or individual player or coaches water bottles are allowed. A full menu is available at the concession stand, including breakfast, healthy choices, lunch, snacks, candy, shaved ice, and our famous Cajun Burger.
- NO firearms. Firearms are prohibited.
- NO Trespassing on Property West of the facility, it is Private property.
- NO swinging bats outside of fields. This includes Hit Sticks and soft toss into nets.
- Tournament Director reserves the right to refuse admittance or require individuals who have displayed un-sportsman like conduct to leave the facility.

EQUIPMENT

- Game balls will be provided for all games. The teams are responsible for chasing down foul balls and getting them back to the umpires.
- Bats must conform to the USSSA rules. Therefore, if the bat is not a wood bat it must have the USSSA marks permanently applied by the manufacturer or be a qualified BBCOR bat.
- Any bat that is cracked, broken, or altered in any way, will be deemed **ILLEGAL**.
- Catchers ages 7U through 14U must wear a hockey or one-piece style catcher's helmet.

RAIN OUT POLICY

In the event of heavy rain, lightning, or other issues that cause postponements of any game in progress that is not an official game, the game will be suspended and completed from that point if the tournament is continued.

- 0 Games played: Refund less \$25 processing fee or full amount toward future tournament.
- 1 game completed: 50% refund.
- 2 games completed: No refund, trophies will be awarded.



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GAME RULES

- Rules will follow USSSA most recent rule book unless otherwise noted in this document.
- Coin toss will determine the home team during pool play. The home team will be official book. Higher seed is home team during bracket play.
- Time Limits (Time starts upon completion of plate conference):

8U MP	1 hour 20 minutes
9U-14U	1 hour 45 minutes
15U-18U	2 hours.
- Innings:

7U-12U	6 innings
13U-18U	7 innings
- Mercy rules:

8U-12U:	15 runs/3 innings, 8 runs/4 innings
13U-18U	15 runs/3 innings, 12 runs/4 innings, 8 runs/5 innings
- Pitching will be monitored per USSSA rules.
- Pool games may finish with Tie score after regulation time has expired.
- Bracket game tie breaker will be used for all age groups. In the event of a tie after time limit or regulation innings, Defense starts with one out and offense begins with last out from previous inning on second base. Tie breaker for championship game will not take effect until after regulation innings have been completed regardless of time.
- No full infield warm up, batting practice from the batter's box, or pitching from the mound will be allowed before game time. Teams may take ground balls in foul territory of the infield before the game starts.
- Teams may play an official game with an eight (8) player line up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat. A ninth (9th) player may be added to the batting order as soon as they become available.
- Teams may bat a nine (9) player line-up, a ten (10) player line-up using an Extra Hitter (EH), or a continuous line-up of all present uniformed players. Such line-up must be declared before the start of the game and used the entire game.
- When playing with a continuous line-up:
 - All players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions.
 - Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up.
 - The courtesy runner must be the player who recorded the previous out or if no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base.
 - The batting order must never change. If a player becomes ill, injured, or is ejected and cannot report to bat, an out will be recorded each time that spot is reached in the batting order.



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GAME RULES (CONT.)

- When using a nine (9) player or (10) player line-up:
 - Each starter may re-enter once, but they must return to their previously assigned spot in the batting order.
 - If using a courtesy runner, the player must not be in the line-up.
 - Sub players are considered any players not presently in the line-up.
 - Subs may enter a game for any position defensively and must take that player's position in the line-up.
 - Once a Sub is taken out of the game, they may not re-enter that game for any player.
 - A Courtesy Runner must be a player who has not yet been in the game at any point. This means that any starters or substitutes who are currently on the bench are not eligible to be a Courtesy Runner.
 - The same courtesy runner cannot run for the pitcher and catcher in the same inning.
- High School Division may play a DH if announced at plate meeting.

SEEDING PROCEDURES - WEEKEND TOURNAMENT

Below are the methods used for determining Pool Winners in the event of a tie.:

1. Number Wins - Descending
2. Number Losses - Ascending
3. Avg. Runs Allowed - Ascending
4. Avg. Run Differential with a maximum of (8) - Descending
5. If a tie still exists coin flip.

SEEDING PROCEDURES - ONE DAY TOURNAMENT

Below are the methods used for determining Pool Winners in the event of a tie.:

1. Number Wins - Descending
2. Number Losses - Ascending
3. Tied Teams (vs. each other) In the event two teams are tied in pool play with a 2-1 or 1-1 record, whoever won the head-to-head game will advance as the higher seed to bracket play. If three teams are tied, skip this tie breaker, and go next to the fewest runs allowed.
4. Avg. Runs Allowed - Ascending
5. Avg. Run Differential with a maximum of (8) - Descending
6. If a tie still exists coin flip.



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TOURNAMENT RULES

SPECIAL RULES AND CLARIFICATIONS - ALL AGES

- For USSSA Sanctioned tournaments, guest players or any new players that are not currently on a team's USSSA roster must be added to the roster no later than 3 hours prior to the start of the tournament.
- For End of Season League tournaments, teams may use up to 3 guest players from BSB rostered players whose teams are not participating in the End of Season tournament, or from non-league players. Any non-league players must be registered on the Blue Springs Baseball website 3 hours prior to the start of the tournament.
- When a tag play is evident, runners must slide or seek to avoid contact with the fielder.
- Malicious contact shall supersede all obstruction penalties and may result in ejection.
- Courtesy runner may be used for the pitcher (except 7U/8U) or catcher at any time. Runner must be someone not presently in the lineup. The same runner may not run for both positions in the same inning. Last batted out if batting entire lineup.
- In age division 9 and 10, a pitcher will be allowed some leniency in regards to balks. Pitchers will be called for major violations and warned for minor violations that do not affect the outcome of a play. All other divisions, balks will be called without warnings.
- **Managers are responsible for the conduct of their players, coaches, and parents/spectators. Manager/Coaches may be ejected if parents/spectators are not controlled.**
- **Any parent/spectator or manager/coach that is ejected from a game will not be allowed at the next game. Further disciplinary action may be taken at the discretion of the Tournament Director.**
- Foul or abusive language will not be tolerated and will result in immediate ejection.
- Any coach, player, parent, or spectator ejected in a Championship game will not be allowed to participate in the awards ceremony.
- Awards will be presented to the first and second place teams and their players directly following the Championship games.
- The Tournament Director will settle all protests at the time of occurrence. All protests must accompany \$100 cash protest fee.
- Any rule not covered by USSSA National rules or noted above will be covered by the Official Baseball Rules.
- All rules are subject to the Sanctioning body and may change at any time with the final say at the discretion of the Tournament Director.



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TOURNAMENT RULES

SPECIAL RULES AND CLARIFICATIONS - 7U & 8U MACHINE PITCH

- The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- Teams may start a game with eight (8) players. The ninth (9th) and tenth (10th) positions in the batting order shall be declared an out each turn at bat.
- Fair Ball Arc: A batted ball must go past the 20 ft arc to be a fair ball. This includes bunts.
- Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position.
- Infielders must remain at least 30 feet from home plate until the ball is hit. This will be judged by the umpire.
- Pitcher must remain behind the machine and in the general vicinity (umpires judgment) until the ball is hit. Penalty: Play continues. After the play has ended, the offense has the option of taking the results of the play or no-pitch. First offense per pitcher is a warning; second offense player will be removed from pitching position for the remainder of game.
- Defensive coaches are not allowed on field and shall coach from dugout.
- The Infield Fly rule shall not apply.
- Runners shall not lead off or steal bases. Runner is out for leaving the base before the ball is hit or reaches the plate.
- Offensive coach shall feed the machine for their players. However, that coach may not instruct any players while on the field. Once the pitching machine is set it may only be adjusted by the Umpire if needed.
- Batted ball that hits the machine is dead. Runner awarded first, runners advance only if pushed.
- Pitching Machine speed (7U): 36 MPH - 39 MPH
- Pitching Machine speed (8U): 39 MPH - 42 MPH
- Play is dead if the ball is under machine. No runners advance unless pushed.
- Batted ball that hits the machine (body, legs, electrical cord, or pitching coach) is dead. Runner awarded first, runners advance only if pushed.
- The Batter shall receive a maximum of six (6) pitches or three (3) swinging strikes.
- Umpire shall call "Time" and play is stopped after every play. "Time" shall be called as soon as all runners are not attempting to advance. Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is interpreted as "not attempting to advance" and "Time" shall be called.
- Dropped third strike will be an out, batter and runners do not advance.
- No fake bunting. Batter will be out if attempted.
- Teams may bunt a maximum of two (2) times per inning.
- A player may only be intentionally walked once per game.
- Free Substitution: Substitutions can only be made in-between innings except for an injured or ill player. Batting order cannot change. An out will be recorded if a player is unable to bat due to injury or illness. The player may return at any time but must bat in their original batting order.
- Courtesy runner for catcher is allowed. Runner shall be the player who made the previous out.
- 7 runs max per inning.