

United States Amateur Baseball Federation

Official Tournament Rules

(All Divisions)

The Official Rules of Major League Baseball shall be used; the following modifications apply:

MANAGER: Teams may have only one Manager

- They must be listed on the Team's Official Roster, they must be present for a team to play (*if the Manager is not present then a team Coach who is listed on the Team's Official Roster may become the Acting-Manager*), if the Manager or an *Acting-Manager* is not present then the team **forfeits** (no parents from the stands).
- The Manager or *Acting-Manager* is responsible for conduct of players, staff, fans, and followers; if situations on or off the field arise the Manager or *Acting-Manager* shall solve the situations to the satisfaction of the Umpire Crew-Chief or USABF, if not the team shall forfeit.
- **ONLY** Managers or *Acting-Managers* may question Umpires about rulings; Coaches and Players who disregard this rule may be ejected.

TEAMS: A minimum of 8 players shall be required to start a game; a 15-minute grace period from the scheduled game-time will be used, if 8 players cannot be fielded in time it shall be a forfeit.

Teams with 8 players shall start their scheduled game; the 9th spot shall be left blank and results in an Automatic-Out each time the 9th spot is due to bat. If prior to the 5th – inning starting (*the 5th inning starts when the last out is made in the bottom of the 4th inning*) the 9th player arrives on the field he shall be placed in the 9th spot in the batting order. Teams that cannot field 9 players prior to the start of the 5th inning will forfeit.

- **Age Eligibility:** A player's age for participation in particular Divisions for all tournaments shall be the same as their age on April 30th in the current calendar year; (i.e. if a player is 16 on or before April 30 they are eligible for the 16U Division), same format for all Divisions.
- **Participation:** Only the Manager, Coaches, Players, Scorekeeper, & Trainers on the Team's Official Roster are eligible to participate in the game; which includes, being on the field or in the dugout during games. Participation by *ineligibles* has the following penalties: Pool-Play– Forfeit; Elimination Brackets: *Team Disqualification*.
- **Home Team:** First team listed or higher seed after seeding; Teams starting with 8 Players automatically become the visiting team.

EQUIPMENT:

Uniforms: Players are **required** to wear the traditional baseball uniform; all jerseys must have numbers, duplicate numbers are not allowed, The Manager and Base-Coaches may wear Shorts, Wind Shirts, Jackets, or Alternate Jerseys. **Dressing on the field will not be allowed.**

Helmets: Batters are **required** to wear a standard batting-helmet with an earflap. Base coaches are encouraged to wear protective head gear.

Bats: 16U, 18U and Open Divisions will use **wood bats**. **15U and below** will use high school sanctioned bats (**BBCOR and BESR**) as approved by Washington State University Sports Science Lab. Links to WSU-approved bats by make and model can be found on the USABF website – www.usabf.com .

Ruling: *Players utilizing an illegal bat shall be declared **Out**; runners return to the base occupied at the time of the last pitch prior to discovery, (all other outs recorded during the at-bat shall stand), discovery of the illegal bat must occur prior to the next batter's first pitch.*

Baseballs: Each team provides 2 new baseballs to start the game; (*each team is responsible to return foul balls from their side of the field*). USABF will provide baseballs for Championship Games.

TEAM COMPORIMENT: Any Manager, Coach, Player, Scorekeeper, or Trainer ejected is required to leave the playing facility immediately. [*Manager's responsibility*]

If ejected, you may NOT return to the playing complex until the umpires have left the playing facility; return sooner - you receive a Suspension. Confronting the umpires after completion of the game may result in an additional game suspension (*Suspension: You are **Ineligible** for your team's next game and may NOT be present at the playing facility (prior to, during, or after the game) if present your team forfeits.*)

If you are ejected a second or third time during the same Tournament you receive the following: Second Ejection = Game Suspension; Third Ejection = you are **Ineligible** for the remainder of the Tournament

If you make any verbal threat or any form of contact or attempted contact with an Umpire (i.e. but not limited to: touching, bumping, kicking dirt at, or spiting at) you will receive an additional Game Suspension.

The USABF Rules Committee may impose additional penalties based on individual circumstances.

PITCHING RULES: Pitchers are not restricted to a maximum number of innings during a tournament. Pitchers moved to other positions may return to pitch; (*but, not in the same inning*). Pitchers may go to their mouth while in the dirt circle; but must wipe prior to touching the baseball (*no-wipe results in a **Ball** to the batter and the baseball shall be replaced*).

PRE-GAME MEETING: Shall be conducted **5-minutes** prior to the scheduled Game-Time. Managers are required to attend. Line-Up Cards shall be reviewed and approved by the Plate Umpire: NO changes to the batting-order are allowed after approval, any team-members (substitutes) not listed on the card are considered Ineligible, NO addition of substitutes to the card shall be allowed after the first pitch of the game.

RE-ENTRY: Starters may Re-Enter **once**.

DESIGNATED-HITTER (DH): One (DH) for any player per team; *the (DH) is a starter*. If entered at a defensive position the (DH) is terminated.

EXTRA-HITTER (EH): One (EH) per team; *the (EH) is a starter*. The (EH) is treated as a free-sub who bats; if the (EH) is placed at a defensive position then the player being removed from the field becomes the (EH) *they switch designations*: the batting-order DOES NOT change.

Example: The (EH) is (*batting 4th*); a (DH) is being used for the Pitcher (*batting 7th*): later in the game the (EH) is put in to pitch. Ruling: The original (EH) becomes the (Pitcher) and continues to bat 4th, the original (DH or Pitcher) [*Manager's choice*] becomes the (EH) and continues to bat 7th - *they switch designations*; (this particular move also terminates the DH).

Teams using an (EH) [10 player line-up] must finish the game batting 10; if a player is injured or ejected and the team does not have any substitutes then the (EH) may play a defensive position: (each time the injured or ejected player's turn at bat is reached an out will be recorded). Teams must have 9 defensive players on the field to continue playing; if not, they forfeit.

COLLISION RULE: When a Collision between a runner and a fielder (**who is clearly in possession of the ball**) occurs - Umpires **judge** the following: (1) Was the collision avoidable (*could the runner have reached the base/plate without colliding*) or un-avoidable (*the runner's path to the base/plate was blocked*) and (2) was the runner attempting to reach the base/plate **or** attempting to dislodge the ball.

Ruling: *If the runner: (a) could have avoided the collision, or (b) attempted to dislodge the ball: the runner shall be declared **out** (even if the fielder loses possession of the ball), **dead ball** and all other runners shall return to the last base touched prior to the collision.*

*Not all collisions result in ejection; however, Malicious Contact (i.e. but not limited to: lowering a shoulder, extending elbows: football style play) always results in an out and ejection - **Umpire Judgment**.*

GAME-PACE PROCEDURES:

Intentional-Walk: *Time shall be called: inform the Plate Umpire, (No Pitches are necessary).*

Courtesy-Runners: Courtesy-Runners may be used for the Pitcher and Catcher at any time; any player not in the game at that time or if a team has only the minimum number of players (9/10) then the player who made the last-out shall be the runner, Courtesy-Runners may **Not** be removed from the bases to pinch-hit.

Time-Limit and Run-Rule:

- **6-Innings:** (13U & below) no new inning after **(1 hour 45 minutes)** and a **15-Run-Rule** after 3½ or 4 innings, **8- Run-Rule** after 4½ or 5.
- **7-Innings:** (14U & above) no new inning after **(2 hours)** and a **8- Run Rule** after 4½ or 5 innings.
- **9-Innings:** (as scheduled) no new inning after **(2 hours and 30 Minutes)** & **(10- Run-Rule** after 6½ or 7.
- **Championship Games:** Time Limits **Do-Not** apply, but Run-Rules **Do** apply.

POOL-PLAY

(1) Time-Limit is reached and the team at bat is behind: (Ruling) - finish the inning or any portion needed for the Home-Team to go ahead, if the score is tied after completing the inning: it is a Tie-Game.

(2) The scheduled number of innings is complete and the score is tied, but the Time-Limit has **not** been reached: (Ruling) - play additional innings until you have a winner or the Time-Limit is reached (whichever comes first).

ELIMINATION-BRACKETS: No time limit, but run rules apply. Play until you have a winner.

In the event of any confusion, conflict, or disagreement about any rule or regulation included herein; the Rules committee will make a ruling that is final and binding.

And, remember: you can't win if you don't play, see you on the field!

Timothy R. Halbig, Sr.
USABF Commissioner