

BEFORE PLAY

- There will be no coaches meeting held before the start of the tournament. Coaches are expected to pass along all pertinent information to their team parents.
- Players must not turn older than their age division prior to May 1 of the current year, as evidenced by their birth certificates and players may play up no more than two age divisions
- All players participating in tournament play shall have photocopies of their original birth certificate in the possession of their team manager or the tournament director at all times
- The roster submitted by each team prior to the first game is the only roster allowed for tournament play
- Not all rain out games may be made up depending on time constraints. In case of scheduling changes, it is the team's responsibility, not the tournament committee, to make sure they are aware of the new schedule or any scheduling changes. This information will be posted at the site and tournament webpage when it becomes available. Note: No special requests will be honored if rescheduling becomes necessary. All coaches should make sure they have the tournament phone numbers to call for information.
- Teams who are late arriving at their designated fields have 15 minutes to take the field after scheduled game time
- If teams are not on the field 15 minutes after the scheduled game time, they will have forfeited their game and the opposing team earns 7 runs with zero innings pitched added to their pitch count; no exceptions
- Teams can warm up in the outfield; no infield warm up is allowed in the event infield needs preparation for the game
- Warm up also is allowed on the larger field adjacent to the two fields being used for tournament play at Westside Park
- Batting practice is allowed only in batting cages at Westside Park (L-screens are provided)
- No players shall warm up in the spectators' area for safety reasons
- In the event any item is not covered in the rules, the tournament committee will make the fairest possible ruling and that ruling will be final!

RULES OF PLAY

DIVISION OF PLAY	BASE PATHS	PITCHING DISTANCE
9U & 10U	65'	45'
11U & 12U	70'	50'

Innings Played:

- 6 innings for 11U-12U

Mercy Rule:

LENGTH OF GAME	RUN DIFFERENTIAL	START INNING
6 Innings	15	3rd Inning
6 Innings	8	4th Inning

- Once the mercy rule run limit is reached, the game will end immediately without finishing the inning

Line-ups:

- Teams may bat a 9 player line-up, 10 player line-up using an Extra Hitter (EH) or continuous line-up of all present, eligible, uniformed players. The line-up of choice must be declared before the start of the game and used the entire game
- 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
- If a team uses a line-up that contains ten 10 players, the player in the EH position has free defensive substitution
- If a team uses a continuous line-up, all players other than the nine 9 defensive position players are EHs 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

Pitchers

All-Star Ballpark Heaven will strictly adhere to MLB's Pitch Smart Guidelines.

Age	Daily Max (Pitches in Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-60	51-65	66+

- It shall be the responsibility of each team manager to challenge pitching violations by notifying the Umpire and then filing a Protest with the Tournament Committee. A protest may be filed at any point after the pitcher in violation exceeds his/her limit **AND** while the pitcher in violation is in the game as the pitcher of record. If such violation is the last recorded out of the game, the protest **MUST** be filed prior to the Umpires and the protesting team leave the field of play.
- PENALTY for violations of pitching restrictions: The head coach will be ejected from that game and the next scheduled game. The offending pitcher will be suspended from the pitching position for current game and the following game. The game will resume from the point of the protest. The second offense during the same tournament results in suspension of the coach for the remainder of that tournament
- The umpires record the player name/number and number of pitches thrown (which is the responsibility of each team coach or designated team parent to track every game) on the scorecard that both coaches will sign and turn in at the end of each game.
- Coaches are limited to two visits to the mound per pitcher per inning
- Pitchers get 5 warm up pitches in between innings
- New pitchers starting in the middle of an inning get 8 warm up pitches
- A pitcher who comes in the start of a new inning gets 5 warm up pitches; pitchers may warm up behind Field 5 (smaller fields beyond creek) and Field 1 (large field next to concession stand)
- If a pitcher is hurt, the new pitcher may have as many pitches as needed to get warmed up
 - Pitchers must pitch to batters within 18 seconds
 - Balks will be called at all levels

Batters:

- All bats must be permanently stamped with the USSSA 1.15 BPF Mark, or BBCOR.50 Certified Mark. Big barrel bats up to 2-3/4" are allowed (BATS PROHIBITED BY USSSA ARE NOT ALLOWED EVEN THOSE CONTAINING THE BPF OR BBCOR MARK). Due to our commitment to player safety, the following bats have been

deemed **ILLEGAL** for use at All-Star Ballpark Heaven tournaments and skills competitions until further notice:

- Dirty South Bat Company Kamo Model BB KA 8 (30/22, 31/21, 32/22, 31/23, and 32/24 only)
- Easton Ghost X (30/20 only)
- For a complete list of bats banned by USSSA and All-Star Ballpark Heaven, please [click here](#).
- Bunting is allowed at all ages; slashing is not allowed
- When a ball is called on a batter, the batter must stay in the batter's box
- Batters must keep one foot in batter's box when receiving signals from coaches

Runners:

- Lead offs and base stealing is allowed at all ages
- Courtesy runner for both the pitcher and the catcher may be used at any time. Courtesy runner has to be someone not presently in the line-up. The same player cannot run for both the pitcher and catcher in the same inning.

Injuries:

- If a player is injured and blood is visible, that player must be attended to by manager/coach to stop bleeding and the visibility of blood; time may be stopped for up to 3 minutes
- Teams have 3 minutes to get bleeding under control before team must replace player(s)
- Two minutes only allowed between innings

Time Limit:

- In pool and bracket play, one hour and 50-minute maximum on games and no new inning after 90 minutes. The drop-dead rule will only go into effect for pool play games. During bracket play, the inning will be completed unless home team is winning once the one hour and 50-minute limit has been reached.
- Coaches may not forgo any outs to start a new inning before the 70-minute rule if their team is losing
- Championship games have no time limit

Extra Inning Tie Breaker:

- Last batted out goes to 2nd base, with 1 out
- Every batter has a 2-1 count on him/her when they step into batters box

- If one hour and 50-minute maximum expires, the game will end in a tie, as long as both teams have batted

Seeding Tie Breakers:

- Win-loss record
 - Head-to-head score
 - Runs allowed
 - Runs scored
 - Coin flip
- In the event play is stopped for any reason before or during the Championship round, first place, second place, third place, etc. will be awarded based on Seeding and Tie Breaker Rules.
 - Not covered in the room: In the event any item is not covered in the rules, the tournament committee will make the fairest possible ruling and that ruling will be final!

RULES OF DRESS

- No metal spikes on artificial pitchers' mound on any field for any age
- No 2 team players may wear the same number in the same game; tape is acceptable to alter numbers
- No arm bands to be worn on either arm of pitchers with white, grey or white/grey camouflage pattern
 - If pitchers have arm bands, they must be same color and equal in length AND not in colors of white, grey or white/grey camouflage pattern
- Pitchers may not wear batting gloves on glove hand while pitching

RULES OF CONDUCT

- Sportsmanship is expected at all times
- No boom boxes, speakers or other sound projection device may be used by the Fields for respect of all games in progress

- For safety, NO electronics of any sort on playing field at any times by team coaches or players; they are allowed in the dugout ONLY; only a stop watch, rule book and paper scorebook allowed on the field
 - Any coach with electronics, first a warning
 - Second team offense, coach is restricted to dugout
 - Third team offense, the head coach/team manager is ejected for that game and the one to follow
- If coaches/manager or any parent are ejected from a game, they are subject to a one-game suspension following the game from which they were ejected
- If a coach/manager/parent returns before suspension is complete, their team is subject to forfeit
- If there are rule questions, game time must be stopped and Umpire in Charge will make a final decision
- All judgment calls are final
- Leashed pets are allowed at Candy Cane Park, Westside Park and Commercial Club Park
- Food trucks will be on-site at each facility, so **CARRY-INS ARE NOT PERMITTED**