



TOURNAMENT RULES



TOURNAMENT DIRECTOR: Patrick Cresson (504-312-0863)

PAP (Pay at Plate): Each team will pay the umpires before each game (7U-8U - \$25/team; 10U-12U - \$65/team).

NFHS rules will be followed except the exceptions below.

Game Times:

10U-12U - 1:30 Pool Play (no new inning after 1:25) and 1:30 Bracket Play (finish the inning)

7U-8U - 1:00 Pool Play (no new inning after :55) and 1:00 Bracket Play (finish the inning)

Note: For 7U-8U divisions, no new inning will begin after 55 minutes, and for 10U-12U divisions, no new inning will begin after 1 hour and 25 minutes. In Pool Play, each team will be designated as the home team once and the away team once.

Game Balls: Teams must provide their own baseballs.

Bats: USSSA bats are allowed (exceptions are banned bats listed on USSSA website)

Slash Bunts: Slash bunting is banned in all age divisions. First instance is a dead ball, second will be an automatic out.

Run Rules:

12 runs after 2 1/2 innings (if home team is winning)

10 runs after 4 innings

8 runs after 5 innings

Balks: balks are considered dead balls. Fake 3rd to 1st move is illegal and will be considered a balk

Pitching: No pitch / innings limit (please use good judgement as to not overthrow a pitcher in one weekend)

Tie Score in bracket: If after six (6) innings or time expires, the last three available players in the lineup will load the bases. The last available player will occupy 1B, the second to last available player will occupy 2B, and the third to last available player will occupy 3B. The inning will start with 1 out.

Seeding/Tiebreakers:

1. Win/Loss
2. Head to Head
3. Runs allowed
4. Runs scored
5. Coin flip



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Coach Pitch:

No Seeds, Shells of any kind, and Gum allowed on the field. Teams are subject to cleaning fees and could be disqualified from the tournament.

- Seven (7) runs max per inning or 3 outs
- Infield Fly Rule does not apply
- Intentional Walks are allowed (once per player per game)
- Base Runners cannot leave the base until the hitter makes contact with the ball
- Everyone on team must bat
- Six (6) pitches per batter or three strikes
- If batter fouls off 6th pitch the batter can continue hitting until no contact or an in-play hit occurs
- If batter takes 6th pitch, it is an out
- Bunting is not permitted
- A ball hitting the pitching coach is a dead ball
- “Time” shall be called as soon as all the runners are not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule
- The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)