



Bluegrass Summer Shootout Official Tournament Rules

- All bats must meet USA or USSSA standards. Teams provide 2 new **game quality** balls to umpire at the beginning of each game. Metal-spike cleats are PROHIBITED.
- No “must-slide” rule but runners **MUST** avoid malicious contact. A call of malicious contact will result in the runner being called out followed by ejection for the remainder of that game ONLY.
- Game clock starts at the conclusion of the umpire/coach meeting prior to each new game.
- Home team will keep the official scorebook/GameChanger record. Home/Away designation for pool play games will be pre-determined. Higher seed will be Home for bracket play games.
- Seeding for bracket/championship round play is based on the following:
 - a. Pool Play overall record (winning percentage)
 - i. Winning % computed as $(\text{Wins} + .5 * \text{Ties}) / (\text{Wins} + \text{Ties} + \text{Losses})$
 - b. Head-to-head (If multiple teams are tied, go to c)
 - c. Average Run differential (max of 8 per game)
 - d. Average Runs allowed
 - e. Average Runs scored
 - f. If 3+ teams are tied at the end of pool play, begin with Step C to determine top seed, then begin tiebreaker evaluation again at Step B, repeating until all seeds are accurately determined.
 - g. If matching seeds from opposite pools meet in bracket play, Home/Away will be determined beginning with Tiebreaker C using pool play game results ONLY.
- In the event of inclement weather, games will be considered official after 3 complete innings (2 ½ innings if Home team is leading). Score is taken from the last fully completed inning. Game clock will stop only if less than 3 innings have been played (2 ½ if Home team is leading). Game clock will resume upon first pitch following delay. All weather-related game decisions are the sole discretion of the director.
- Coaches and spectators ejected from the game must leave park immediately and must remain out of park for at least the next game, and possibly more games at the discretion of tournament officials. If someone refuses to leave, the team will forfeit that game and the next.
- Player age determined as of 4/30/2026. USSSA rules for age determination and grade exemption eligibility apply. Teams may have up to 2 grade-exempt players on the roster. Teams with more than 2 will be required to play up a division. Any player age protests must be submitted to the Tournament Director. The Tournament Director has sole responsibility for granting or denying all protest requests. In the event a protest request is granted, the Head Coach of the player in question must present a valid birth certificate or other form of verification within 5 minutes. If unable to do so, the game will result in a forfeit and that player will be ineligible to participate until valid proof of age/grade is presented. Requests may only occur prior to or during a game. No requests will be approved once a game is complete.
- Bracket games ONLY - For the first inning beginning after time limit has expired OR any extra inning game, the last player due to bat that inning will start on 2B with no outs. If that is the P/C, next available hitter that is not the P/C will be used. Each batter will begin with a 1-1 count. Any additional innings will begin with the bases loaded using the last 3 player due to bat that inning (P/C rules apply) AND a 1-1 count on each batter.
- If not listed explicitly in this document, USSSA rules will apply (including KY USSSA as applicable). The Tournament Director has final authority to make any rules decisions and/or seeding placements.



Bluegrass Summer Shootout

7U/8U Coach Pitch

- A complete game will be 5 innings. No new inning will start after 50 minutes. A new inning begins immediately following completion of the last out of the prior inning. If Home team is leading and batting at the 50 minute mark, the game will immediately be ruled over. Pool play games can end in a tie. Championship game(s) will also be subject to time limit (60 minutes), run limit and mercy rules.
- Maximum of 5 runs per inning. 11-run mercy rule will be in effect after 3 innings, 6-runs after 4 innings.
- Games will be ruled complete when a team is mathematically eliminated from winning.
- The batting order shall contain the entire roster of players.
- Each batter will get a maximum of 5 pitches. If the fifth and any subsequent pitch is fouled, the batter will get another pitch. No bunting or easy swings allowed. 3 strikes will be an out.
- Pitcher's circle shall be 10' in diameter with front edge at 42' from back tip of home plate. The pitcher must be positioned with at least one foot inside the circle and may not leave until the ball is hit.
- A pitching line/rubber will be placed at 30' from the back tip of home plate. Coach Pitcher may throw from anywhere between this mark and the front of the pitching circle.
- If the batted ball strikes the coach, it becomes a dead ball, the batter may advance to first base only, and other baserunners may only advance one base if forced by the batter advancing to first.
- Runners must stay in contact with the base until the ball is hit. If the runner leaves early, the umpire will call the play dead and the runner will return to base. No stealing is allowed.
- Ball is in play until the lead runner is stopped by a defensive player and/or an umpire calls timeout. Runners may advance at their own risk on an overthrow until the lead runner is stopped.
- Players choosing to slide advancing to a base must do so feet-first. First offense will be a team warning, followed by automatic outs for subsequent violations.
- Courtesy runner is allowed for the catcher at any time (must be the player who made the last out in the same inning, final batter from the prior inning, or the last batter in the lineup if no outs have been recorded in the game).
- No infield fly rule.
- Defensive team will consist of 10 fielders: 1 catcher (must wear protective gear), 1 pitcher (safety mask encouraged), 4 infielders, and 4 outfielders.
- Teams MUST have 9 players to begin a game. The vacant 10th spot will count as an Out.
- Players removed from the batting lineup due to physical injury will NOT count as an out unless it results in less than 9 active batters.
- Any defensive player may make an out at any base.
- A batter throwing a bat in a manner that is deemed a safety risk by the umpire shall result in a team warning for the first incident, followed by calls of out for subsequent violations at umpire's discretion.
- Two coaches will be permitted in the outfield and one coach will be permitted in front of his team's dugout for instructional purposes only. One coach will backup pitches behind home plate. A coach is not permitted to touch a live ball or touch a player while the ball is in play.
- If not listed above, USSSA rules will apply (including KY USSSA as applicable).



Bluegrass Summer Shootout

9U 46/60

- A complete game will be 5 innings. No new inning will start after 80 minutes. A new inning begins immediately following completion of the last out of the prior inning. If Home team is leading and batting at the 80 minute mark, the game will immediately be ruled over. Pool play games can end in a tie. Championship game(s) will also be subject to time limit (90 minutes), run limit and mercy rules.
- Maximum of 5 runs per inning. 11-run mercy rule will be in effect after 3 innings, 6-runs after 4 innings.
- Games will be ruled complete when a team is mathematically eliminated from winning.
- Pitching Rules (1 inning = 3 defensive outs)
 - 8 innings maximum for the weekend. Max of 3 innings on Saturday to be eligible on Sunday. Any division playing only 1 day will have a maximum of 6 innings.
 - The penalty for an “illegal pitch” (also known as a balk) is the ball is dead and no runners will advance. The pitch shall be called a ball even if the pitch is not actually thrown. **EXCEPTION:** If the pitch is delivered and a play follows the illegal pitch, the play shall be allowed to continue as a delayed dead ball. Upon completion of the play, the manager of the offense may advise the plate umpire of a decision to decline the illegal pitch penalty and accept the play. However, if the batter hits the ball and reaches first base safely, and if all baserunners advance at least one base on the action resulting from the batted ball, the play proceeds without reference to the illegal pitch.
- Each team must play with one of the following options for the entire game. All players must be listed on the lineup card to be eligible to play.
 - Bat entire roster (continuous batting order with free defensive subs)
 - Bat 10 players (one of which is an EH, option to use a DH for any defensive player)
 - The EH is the only player that may freely enter the game defensively.
 - Substitutes may enter for any player in the lineup.
 - Starters may re-enter the game once, but substitute players may not re-enter once removed.
 - Bat 9 players (option to use a DH for any defensive player)
 - Substitutes may enter for any player in the lineup.
 - Starters may re-enter the game once, but substitute players may not re-enter once removed.
- Teams **MUST** have 8 players to begin a game. The vacant 9th spot will count as an Out.
- Players removed from the batting lineup due to physical injury will **NOT** count as an out unless it results in less than 9 active batters.
- Teams may use the player who made the last out, a player not currently in the lineup, or the last batter in the lineup if no outs have been recorded as a courtesy runner for the catcher and pitcher at any time.
- A batter may **NOT** fake a bunt and swing. The penalty will be an out at the discretion of the umpires.
- Runners must stay in contact with the base until the pitched ball crosses home plate. If the runner leaves early, the umpire will call the play dead and the runner will return to base.
- Players choosing to slide advancing to a base must do so feet-first. First offense will be a team warning, followed by automatic outs for subsequent violations.
- Uncaught 3rd strike rule will **NOT** be in effect (consistent with KY USSSA 9uA/9uAA).
- Infield Fly Rule will **NOT** be in effect (consistent with KY USSSA 9uA/9uAA).
- If not listed above, USSSA rules will apply (including KY USSSA as applicable).



Bluegrass Summer Shootout

10U 46/65

- A complete game will be 5 innings. No new inning will start after 80 minutes. A new inning begins immediately following completion of the last out of the prior inning. If Home team is leading and batting at the 80 minute mark, the game will immediately be ruled over. Pool play games can end in a tie. Championship game(s) will also be subject to time limit (90 minutes), run limit and mercy rules.
- 12-run mercy rule will be in effect after 3 innings, 10-runs after 4 innings.
- Pitching Rules (1 inning = 3 defensive outs)
 - 8 innings maximum for the weekend. Max of 3 innings on Saturday to be eligible on Sunday. Any division playing only 1 day will have a maximum of 6 innings.
 - Warnings shall not be issued for balks. Consistent with USSSA guidelines, a delayed dead ball approach will be used for balk calls. If a balk occurs and all runners advance at least one base as a result of the play continuing, the balk is ignored and play continues. If all runners don't advance, the umpire will call time, enforce the balk (awarding each runner one base), and the batter returns to the batter's box with the previous count.
- Each team must play with one of the following options for the entire game. All players must be listed on the lineup card to be eligible to play.
 - Bat entire roster (continuous batting order with free defensive subs)
 - Bat 10 players (one of which is an EH, option to use a DH for any defensive player)
 - The EH is the only player that may freely enter the game defensively.
 - Substitutes may enter for any player in the lineup.
 - Starters may re-enter the game once, but substitute players may not re-enter once removed.
 - Bat 9 players (option to use a DH for any defensive player)
 - Substitutes may enter for any player in the lineup.
 - Starters may re-enter the game once, but substitute players may not re-enter once removed.
- Teams **MUST** have 8 players to begin a game. The vacant 9th spot will count as an Out.
- Players removed from the batting lineup due to physical injury will **NOT** count as an out unless it results in less than 9 active batters.
- Teams may use the player who made the last out, a player not currently in the lineup, or the last batter in the lineup if no outs have been recorded as a courtesy runner for the catcher and pitcher at any time.
- A batter may **NOT** fake a bunt and swing. The penalty will be an out at the discretion of the umpires.
- Leadoffs are permitted.
- Head-first slides are permitted.
- Uncaught 3rd strike rule **WILL** be in effect.
- Infield Fly Rule **WILL** be in effect.
- If not listed above, USSSA rules will apply (including KY USSSA as applicable).



Bluegrass Summer Shootout

11U & 12U 50/70

- A complete game will be 5 innings. No new inning will start after 80 minutes. A new inning begins immediately following completion of the last out of the prior inning. If Home team is leading and batting at the 80 minute mark, the game will immediately be ruled over. Pool play games can end in a tie. Championship game(s) will also be subject to time limit (90 minutes), run limit and mercy rules.
- 12-run mercy rule will be in effect after 3 innings, 10-runs after 4 innings.
- Pitching Rules (1 inning = 3 defensive outs)
 - 8 innings maximum for the weekend. Max of 3 innings on Friday/Saturday to be eligible on Sunday. Any division playing only 1 day will have a maximum of 6 innings.
 - Warnings shall not be issued for balks. Consistent with USSSA guidelines, a delayed dead ball approach will be used for balk calls. If a balk occurs and all runners advance at least one base, the balk is ignored and play continues. If all runners don't advance, the umpire will call time, enforce the balk (awarding each runner one base), and the batter returns to the batter's box with the previous count.
- Each team must play with one of the following options for the entire game. All players must be listed on the lineup card to be eligible to play.
 - Bat entire roster (continuous batting order with free defensive subs)
 - Bat 10 players (one of which is an EH, option to use a DH for any defensive player)
 - The EH is the only player that may freely enter the game defensively.
 - Substitutes may enter for any player in the lineup.
 - Starters may re-enter the game once, but substitute players may not re-enter once removed.
 - Bat 9 players (option to use a DH for any defensive player)
 - Substitutes may enter for any player in the lineup.
 - Starters may re-enter the game once, but substitute players may not re-enter once removed.
- Teams **MUST** have 8 players to begin a game. The vacant 9th spot will count as an Out.
- Players removed from the batting lineup due to physical injury will **NOT** count as an out unless it results in less than 9 active batters.
- Teams may use the player who made the last out, a player not currently in the lineup, or the last batter in the lineup if no outs have been recorded as a courtesy runner for the catcher and pitcher at any time.
- A batter may **NOT** fake a bunt and swing. The penalty will be an out at the discretion of the umpires.
- Leadoffs are permitted.
- Head-first slides are permitted.
- Uncaught 3rd strike rule **WILL** be in effect.
- Infield Fly Rule **WILL** be in effect.
- If not listed above, USSSA rules will apply (including KY USSSA as applicable).