



Kentucky USSSA Baseball Tournament Packet

All players participating in any Kentucky USSSA Baseball tournament play shall have photocopies or digital copies of their original birth certificates in the possession of their team manager. Failure to have a copy of the birth certificate upon demand will result in the offending team losing the game, being ejected from the tournament, being placed last in the standings, and forfeiting all awards and tournament berths that would have been awarded at the tournament.

Rules to Note:

1. Any player can play in a higher age classification but cannot play in a lower age group.
2. All players must be fully uniformed, which includes the following: Pants, socks, cap, and team shirt with numbers that are non-duplicating and at least three inches in height. Tournament Director has the right to make exceptions to the rule based on different circumstances.
3. Managers and coaches must wear a baseball cap with team insignia and will be properly dressed. (Coaches may wear coaching shorts).
4. While in the field, as a defensive player, team caps must be worn.
5. Protest of uniforms will not be allowed. It shall be the Tournament Director's responsibility regarding uniform legality. Violation of the uniform rule will result in the violator being allowed to conform. Players cannot have duplicating numbers.
6. The USSSA National By-Laws and the National League Major League Baseball Rules shall govern all playing rules not specifically covered in this document.

Managers/Coaches Responsibility

- All teams must be registered with USSSA. A completed roster matching players birth certificates name and date of births must be online at www.ussa.com
- All Players must be on the online USSSA roster or the team will be forfeited from the tournament.**

- ❑ Have photocopies or digital copy of birth certificates – Birth certificates do not have to be shown before the start of the 1st game, but must be on SITE if needed. Player’s names on Birth Certificates and the online roster at www.ussa.com must match.
- ❑ Coaches have the responsibility of reminding their players that there is NO GUM OR SEEDS allowed on any turf playing fields!

Tournament Policy & Procedures

1. The tournament director reserves the right to alter the tournament format in the event of inclement weather, unplayable conditions or any other events that may arise.
2. Management reserves the right to alter Tournament Rules with advance notice to teams.
3. Each team must be Sanctioned with USSSA and have your teams roster entered online at www.ussa.com. NO EXCEPTIONS or Teams will be Forfeited from the tournament.
5. **Rainout Info:** Contact your Tournament Director for this information and/or visit the information below for more information.
6. **NO FOOD, DRINKS, PETS, OR COOLERS ALLOWED INTO THE PARKS.**
 - a. Exception: One (1) team Water/Gatorade jug is allowed.
7. Use of tobacco, E-Cigarettes, Vapors, and alcoholic products is prohibited on all fields and in dugouts. Failure to comply will result in dismissal from park and possible team suspension from tournament with no refund.
8. Coach/Fan Ejection Rule
 - a. 1st Offense: Coach/Fan is removed from remainder of current game. Coach/Fan may return for next game (if Tournament Director deems appropriate) and will receive a call from the State Office the following week.
 - b. 2nd Offense: Coach/Fan is suspended from next Kentucky USSSA Baseball event that team is scheduled for.
 - c. 3rd Offense: Coach/Fan will be banned from Kentucky USSSA Baseball events for the remainder of the scheduled year.
 - d. Umpires have the right to restrict a coach to the dugout before making an ejection.
9. **TURF RULE** – If any player is caught with gum, seeds, or metal cleats on turf fields, the coach will be ejected on first offense. Second offense the player caught in the action will be removed from the game.
10. **PLEASE BE WARNED -- Our tournament has "zero tolerance" for any physical confrontations by players, coaches, fans or anyone else. Upon the first violation, the violating party shall be removed from the facility for the remainder of the tournament.**

Tournament Rules: USSSA National By-Laws **including the following exceptions/clarifications.**

1. Individual Player and Team Eligibility: Please refer to the USSSA By-Laws 3.01 through 3.13
2. USSSA Bat Standards are in effect for all Kentucky USSSA Baseball Tournaments. Please revert to the USSSA National By-Laws.
3. The following base length and pitching distance will be used for each age group below:
 - a. 7u Coach Pitch: 35/60
 - b. 8u Coach Pitch: 40/60
 - c. 9u and 10u: 46/65
 - d. 11u and 12u: 50/70
 - d. 13u: 54/80
 - e. 14u: 60/90
4. **Coin Flip:** In Pool Play home team is determined by a coin flip. Teams with the higher seed will be the HOME team during the single elimination tournament. The home team will be the official book and will record game start time when announced by the umpire. The home team will compare scores each inning with the Opponents scorekeeper and confirm scores with the home plate umpire.
5. **MANDATORY** that both coaches share lineup card in writing prior to first pitch (this should help avoid GameChanger issues)
6. **Scorecards:** Managers must sign off on the umpire scorecards with signature confirming the score of the game and the INNINGS pitched by each individual player that pitched. It is the coaches responsibility to make sure the information on the score card is correct. Once the card has been signed it is official.
7. Dropped third strikes and infield fly rule are in effect at all levels except 7u,8u, 9uA/9uAA.
8. A full-use batting helmet which covers the top/back of the head and covers both ears must be worn by every player while in the on-deck circle, when at bat and while on the bases.
9. NO BAT BOYS/GIRLS ARE ALLOWED. Only Coaches and players on the team are allowed in the dugout.
10. The catcher must wear protective gear: Mask, chest protector, shin guards, protective cup, catcher's helmet, and throat guard. A hockey mask covering the throat area is complying with the catcher equipment rules. Ages 7-14u: Catchers must wear a helmet that fully covers their ears.

9U A & AA ONLY Tournament Modifications

- No Leadoffs: A player can't leave the base until the ball has crossed the plate. If a player leaves the base before the ball crosses the plate he will be declared out. No Warnings.
- A batter shall be automatically out on a dropped / missed third (3rd) strike by the catcher
- No infield fly

10. Metal spikes: **TURF FIELD RULE** – ALL players at ALL ages are not allowed to wear metal cleats on a turf playing surface at USSSA events in Kentucky.

- a. Metal cleats are not allowed in the outfield on fields that have turf infields.
- b. Metal cleats for 13 and 14u WILL NOT be allowed on any portable pitching mounds. The pitcher will be removed from the pitching position if caught wearing metal cleats on a portable pitching mound.
 - a. 7u – 12u are not allowed to wear metal cleats on ANY playing surface!

11. Intentional walks: no pitches need to be thrown.

12. Forfeits: Game time is forfeit time. Forfeits will be listed as **NO SCORE**, and the winning team will receive the Win.

- A. If a team forfeits for any reason other than pitching, they are removed from the event and placed in last place.
- B. If a team forfeits for a pitching violation in pool play, the game is forfeited, and the team will be the last seed based on teams with the same record for bracket play. The violating pitcher will not be allowed to pitch for the remainder of the event.
- C. If a team forfeits in a winner's bracket game, they will be moved to the loser's bracket. If a team forfeits in an elimination game, they will be removed from the event.

13. All teams must be ready to play **20 MINUTES PRIOR** to their scheduled start time. This rule is in effect to help keep games on time.

14. Tie Breakers: These Tie Breakers will be used for all events:

1. Winning Percentage – Descending
2. Number Wins – Descending
3. Number Loses – Ascending
4. Tied Teams (vs. each other) Winning Pct. – Descending (more than 2 teams tied, skip this tie breaker)
5. Avg. Runs Allowed – Ascending
6. Avg. Run Differential with a maximum of (8) – Descending
7. USSSA Points – Descending
8. Date Team Entered USSSA Database
9. Coin Flip

15. Game length:

7u-8u, 9A = 6 innings, 1 Hour 30 minute time limit

9A = 6 innings, 1 Hour 30 minute time limit

9AA – 12u = 6 innings, 1 Hour 40 minute time limit

13u – 14u = 7 innings, 1 Hour 40 minute time limit

15u – 7 innings, 1 Hour 45 Minute time limit.

An inning can be finished, but a new inning cannot be started after the time limit has expired. When the last out is completed determines time limit. The game time limits may be changed by the tournament director to get the tournament concluded.

16. Championship game time limits: Can vary depending on facility and director.

7u-8u = 1 hour 40 min

9-15u = 2 hours or No Time Limit depending on facility and director. Ask the director before your game begins.

17. Mercy Rules:

- a. 6 inning game = 15-run rule after 2 ½ or 3 innings and 8-run rule after 3 ½ or 4 innings.
- b. 7 inning game = 15-run rule after 2 ½ or 3 innings; 12-run rule after 3 ½ or 4 innings and 8-run rule after 4 ½ or 5 innings. If the home team is winning by mercy rule at the half inning or during the bottom half of the inning the game is over.
- c. Coach Pitch = 15-run rule after 2 ½ or 3 innings; 12-run rule after 3 ½ or 4 innings and 8-run rule after 4 ½ or 5 innings.
- d. If the home team is winning by mercy rule at the half inning or during the bottom half of the inning the game is over.

18. Game called because of weather or unplayable field conditions: 6-inning game = 3 innings or 2 ½ if home team is ahead. 7-inning game = 4 innings or 3 ½ if home team is ahead, will determine a completed game. Games suspended will begin where it left off if not an official game as described above.

19. Extra innings: All Pool Play games will end in a TIE. If a pool play game ends in a tie after completing a full game length of innings with time remaining on the game clock the game still ends in a TIE. No extra innings are added to pool play regardless if time is left on the game clock.

a. Bracket play will use a tie breaker rule. The last batted out from the previous inning will be placed at 2nd base. No Outs in the inning and the batter will begin with a 1-1 count. This rule will stay in effect until a winner is declared. IT IS NOT SUDDEN DEATH. EACH TEAM GETS A CHANCE TO BAT.

20. The on-deck batter must stay on their teams dugout side of the field.

21. Slashing Rules:

a. Slashing will NOT be allowed at the 7-12u Levels. Fake bunting and swinging away will result in **AUTOMATIC OUT** no matter if ball is contacted or not.

b. 13-15u Slashing will be allowed. Players may fake bunt and swing away.

22. Bat Rules:

a. Please refer to National By Laws for all normal drop sizes

b. 14U BAT RULES FOR KENTUCKY

1. ALL 14Open and Major Class Divisions must use a -3 (BBCOR)

2. Any 14A, 14AA or 14AAA Class Divisions may use -5

23. Illegal Bat Rule:

Penalty: FIRST OFFENSE: If the umpire discovers that a bat does not conform to USSSA Rule 7.01.C until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out and/or ejection from the game. If the Umpire discovers that a bat has been used to put a ball in play and before the next legal pitch, the defensive team shall have the choice of the result of the play or the batter being called out and all runners returning to the base occupied at the time of the pitch.

(SECOND OFFENSE) if a team is found in violation of this rule a second time, then the manager shall be ejected in addition to the First Offense penalty.

24. Slide Rule: Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/or catcher. Malicious contact shall supersede all obstruction penalties. Malicious contact is solely up to the discretion of the Umpire.

- **Rule Penalty:** The runner shall be called out and may be ejected from the game at the discretion of the umpire.

- **Jumping:** A runner who jumps over a player will be called out whether or not contact is made with the defensive player.

- 25. Unsportsmanlike conduct will not be tolerated:** any player or coach ejected from a game for unsportsmanlike conduct will serve the remainder of that game out and the Tournament Director will make the decision if that player or coach is eligible for the next game based on the severity of the ejection. Managers and coaches are responsible for the behavior of the entire team, parents included. At the umpire and site supervisor's discretion, unruly fans will be warned once, and then suspended from the ballpark for the remainder of the tournament.
- 26. Infield warm-up is not allowed.** Warm-ups must be done outside the playing field due to time restrictions. Teams can play catch in the outfield if time allows before their scheduled game. **No soft toss into fences.**
- 27. Coach Mound Visits:** USSSA rule limits the number of visits a manager or a coach may make to any pitcher in any one (1) inning to one visit. A second visit to the same pitcher in the same inning will cause this pitcher's automatic removal from the pitching position. A coach is prohibited from making a second visit to the mound while the same batter is at bat, but if a pinch-hitter is substituted for this batter, the coach may make a second visit to the mound, but must remove the pitcher. A manager or a coach is considered to have concluded his visit to the mound when he leaves the eighteen (18) foot circle surrounding the pitcher's rubber.
- 28. Balks:** Balks will be called at all ages with no warnings. It is a balk if the pitcher, while touching his plate, feints a throw to first or third base and fails to complete the throw. Pitchers may still feint a throw to second.
- 29. Courtesy runners** shall be USSSA book rule 8.04.B. At any time the team at bat may use a courtesy runner for the pitcher or catcher of record the **previous** inning on defense.
- At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record the previous inning on defense. The courtesy runner must be a player not presently in the line-up. If no players not presently in the line-up are available, the courtesy runner shall be the player making the last batted out. **Rule 8.04.B Comment:** The re-entry status of the courtesy runner, pitcher, and catcher shall not be affected by this rule. If at any time, a courtesy runner is determined to be ineligible, a proper replacement pursuant to these rules (if available) will be used without penalty.
 - For teams using a continuous line-up, the courtesy runner shall be the player whom recorded the previous out. If no outs have been recorded, the courtesy runner shall be the previous batter not on base. If a courtesy runner is determined to be ineligible, a proper replacement (if available) will be used without penalty. If no proper courtesy runner is available, the pitcher and / or catcher must run for themselves.

30. Pitching Restrictions: USSSA By-Laws pitching rules are in full effect for all USSSA tournaments.

- ALL INNINGS WILL COUNT INCLUDING FOREFEITED & INCOMPLETE GAMES**

AGE DIVISION	ONE DAY MAXIMUM TO PITCH THE NEXT DAY	ONE DAY MAXIMUM	THREE DAY MAXIMUM
7-12U	3	6	8
13-14U	3	7	8
15U-18U	UNLIMITED	UNLIMITED	UNLIMITED

A. ONE DAY MAXIMUM TO PITCH THE NEXT DAY: The maximum number innings a player can legally pitch in one (1) day and still pitch the next day.

- In 8U-14U age divisions, a player may legally pitch a maximum of three (3) innings in one (1) day and still legally pitch the next day. If the player pitches three and one-third (3 1/3) or more innings in one (1) day, the player can not legally pitch the next day.

B. ONE DAY MAXIMUM: In the 8-12U age divisions, a player may legally pitch a maximum of six (6) innings in one (1) day. The player would be ineligible to pitch the next day.

In the 13-14U age divisions, a player may legally pitch a maximum of seven (7) innings in one (1) day. The player would be ineligible to legally pitch the next day.

C. THREE DAY MAXIMUM: The maximum number of innings a player can legally pitch in three (3) consecutive days.

- In the 8U-14U age divisions, a player may legally pitch a maximum of eight (8) innings in three (3) consecutive days. This is to be interpreted as a player may legally pitch any combinations of innings to equal eight (8) innings in two (2) days as long as the player doesn't pitch more than three (3) innings the first (1st) day. Similarly, as a player may legally pitch any combination of the innings to equal eight (8) innings in three (3) days as long as the player doesn't pitch more than three (3) innings the first (1st) or (2nd) days.

D. MANDATORY DAYS OF REST: A player that pitches more than 3 innings in one day MUST rest the next day

- A player that pitches 8 innings in two (2) consecutive days MUST rest the next day

- A player that pitches three (3) consecutive days (regardless of total quantity of innings pitched) MUST rest the next day

-For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an innings, two outs equals two-thirds (2/3) of an innings and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.

- Outs recorded during a game that ends in forfeit shall count towards a pitchers innings limits

- For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out above the legal pitching limits pursuant to these rules.

- Exceeding the maximum innings allowed in the case of a double or triple play shall not be counted against the pitcher.

- It shall be the responsibility of each team manager to challenge pitching violations by notifying the Umpire-in-Chief or Tournament Director and then filing a Protest. A protest may be filed at any point after the pitcher in violation records an out beyond his legal limit AND while the pitcher in violation is in the game and in the pitching position. If such violation is the last recorded out of the game, the protest MUST be filed prior to the umpires and the protesting team leaving the field of play. **Any violation of pitching rules shall result in immediate forfeiture of the game.**

7.01.N Forfeits - If a team forfeits for any reason other than pitching, they are removed from the event and placed in last place.

7.01.N.1 If a team forfeits for a pitching violation in pool play, the game is forfeited, and the team will be the last seed based on teams with the same record for bracket play.

7.01.N.2 The violating pitcher will not be allowed to pitch for the remainder of the event. 7.01.N.3 If a team forfeits in a winner's bracket game, they will be moved to the loser's bracket.

7.01.N.4 If a team forfeits in an elimination game, they will be removed from the event.

7.01.N.5 Anytime a team is discovered to have committed a pitching violation, the team manager will be removed from the complex for the remainder of the event. This penalty is enforced regardless if a protest was made.

31. Batting Lineups: Please revert to the USSSA National By Laws.

- **15u-18u lineups will be the same as 9-14u.**
- **Please refer to rule 7.02.D in the National By Laws for lineup options**

32. Protests: to protest a rule interpretation you must submit \$100 cash or credit card. The game will be delayed and a ruling made by the Tournament Director and/or Umpire-In-Chief, (UIC). All decisions are final. Judgment calls cannot be protested. For any Team Roster or age challenges, a protest must be filed with the umpire, U.I.C, or Tournament Director prior to the final out of the game. The player challenged must show a birth certificate to the Tournament Director, Site-Supervisor or UIC. If the challenged team cannot produce a birth certificate then the player is ineligible and the game is forfeited. If player is over-age, the team must forfeit all games the over-age player participated in. If protest is upheld, the \$100 will be returned, if protest is denied, you must forfeit the \$100. **All coaches must have your player's birth certificates with you at every game.**

33. One Way Electronic Signaling devices are permitted to be worn by all players.

34. *Unplayable games, inclement weather, power outages, or other acts of nature, vandalism, or acts out of our control: Entry fee credit towards future tournament at that specific facility/tournament director.**

Entry fees are not refundable. Teams will receive credit towards a future tournament with the same complex and or tournament director. Credit issued does not apply to future USSSA State or World Series events. Credit is transferable (by listed team coach only) to another team in writing. Only one team credit can be used per entry. Credit may be used for the next future season (1 Year max) if team cannot compete or transfer credit during the current year season.

0 Games Played	80% Tournament Credit
1 Game Played	50% Tournament Credit
2 nd Game Started	20% Tournament Credit
2 nd Game Completed	NO CREDIT/NO REFUND

Kentucky USSSA directors reserve the right to alter or modify or make rulings that are not particularly covered in these rules and regulations; or that management concurs are necessary to conduct the ongoing business. All Kentucky USSSA management decisions are final.

35. Gate Fees: Contact your tournament director.

***** GATE FEES ARE NON REFUNDABLE*****

36. A team withdrawing from a tournament must give a minimum of a three (3) week notice prior to start date of the event to receive a future tournament credit. A team withdrawing from a SOLD OUT division in a tournament will not receive a credit unless the tournament director can fill the spot that your team was occupying.

37. Disrespect for the Game: a team caught intentionally giving up runs, losing on purpose or otherwise playing the game to change the outcome of pool play or the finals in favor of another team will be dismissed from the Tournament and reported to their League and other appropriate sanctioning bodies. The dismissed teams won/lost record shall stand and teams seeded below them will all move up and play, if qualified, based on tournament seeding rules and tie-breakers .

7 & 8 UNDER COACH PITCH SPECIFIC RULES

1. Fair Ball Arc: There will not be a fair ball arc of 20 feet from foul line to foul line for all Kentucky 8u USSSA tournaments.
2. Safety Arc: There will not be a 30 feet safety mark on the field. Coaches need to keep players safety in consideration and determine if their fielders are playing too close to the batter. SAFETY of the players is top priority.
3. Run Rules: 15-run rule after 2 ½ or 3 innings, 12-run rule after 3 ½ or 4 innings, 8-run rule after 4 ½ or 5 innings. **The game is over if a team is mathematically eliminated.**
 - Mathematical elimination examples:
 - Visiting team leads by 18 runs in the top of the 4th inning (home team can get a max of 6 runs therefore would still be 12 run lead even with max runs scored in the bottom of the 4th inning)
 - Visiting team leads by 14 runs in the top of the 5th inning (home team can get a max of 6 runs therefore would still be 8 run lead even with max runs score in the bottom of the 5th inning)
4. Pitching Circle: There shall be a ten (10) foot diameter circle.
5. The pitching coach shall keep one foot on or straddle the pitcher's line.
6. The pitching coach shall not verbally or physically coach while in the pitching position
7. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
 - Penalty: If a coach violates this rule after the ball is pitched, obstruction will be called.
 - Additional Penalty: If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.
8. The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the offending teams' manager will be ejected.
9. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines and into the start of the outfield. Umpires/Tournament Directors decision on where the outfield begins is FINAL.
10. The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
 - Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
 - Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.
11. Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.
12. The Infield Fly Rule shall not be in effect at any time.

13. 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.
14. A Team may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order will be declared an out each turn at bat.
- Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
15. Teams may use free substitution on defense, but the batting order shall remain the same.
16. Bunting shall not be allowed
17. 5 Pitches or 3 Strikes for all batters
 1. Unlimited foul balls for all batters
18. Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
19. A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.
20. **A team may score a maximum of six (6) runs per inning, or record three (3) outs. The sixth (6th) final inning is unlimited runs.**
21. All Pool Play games will end in a TIE.
22. **Bracket play will use a tie-breaker rule. The last batted out from the previous inning will be placed at 2nd base. No Outs in the inning and the batter will begin with a 1-1 count which leaves 3 pitches remaining & Unlimited Foul balls.** This rule will stay in effect until a winner is declared. IT IS NOT SUDDEN DEATH. EACH TEAM GETS A CHANCE TO BAT.
23. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" cannot be called by the defense for the purpose of this rule.
 1. When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.
24. When a batted ball hits the Pitching Coach, the following shall apply:
 1. If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.
 2. If in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.
 3. The Pitching Coach must be an adult.
25. Knee pitching is allowed.

RULES OF CONDUCT

It is the purpose of Kentucky USSSA to conduct the best possible Tournaments from all aspects. To achieve this objective, Kentucky USSSA must have the cooperation of each player, manager, coach, and sponsor.

We are guests in the city that the tournament is conducted, and nothing should occur that would reflect adversely on your team, players, our host city, or the United States Specialty Sports Association. Therefore, it is required that all teams in the tournament comply with the following rules:

1. Team managers must have full control of their players at all times. This means “on” and “off” the field.
2. In case of disputed play or decision, team managers or captains may consult the game officials. The other players and coaches or sponsors are to be kept out of the discussion.
3. Managers, coaches, and players are not to fraternize with spectators while participating in an event. At no time will any participants be allowed to smoke while participating in any USSSA event.
4. At no time will participants (Coaches, Managers, or Players) be allowed to have in their possession any alcoholic beverage while playing or coaching on the field in any USSSA event.
5. Managers are to report any unsportsmanlike or derogatory acts by players or spectators to the tournament director. The purpose here is to prevent any serious situation developing that would be harmful to the tournament.
6. Managers, coaches, players, sponsors, and teams are liable for suspension by not adhering to the tournament rules in effect. This could mean suspension for a game, games, tournament or a longer duration depending on the act of violation.
7. A player, coach, manager, or sponsor may be suspended for fighting, abusive tactics or unbecoming acts that are detrimental and not in the best interest of the United States Specialty Sports Association and tournament play.
8. Any report by the hotel or motel management of destruction of property or abuse of hotel or motel property will be dealt with very sternly. Team managers and sponsors will not be warned other than through this notice. Failure to pay hotel or motel bills can result in team disbarment from future USSSA events.