



## Battle in the Bluegrass Official Tournament Rules

- All bats must meet USA, USSSA or BBCOR standards. Wood bats are permitted in all divisions.
  - 13U – USSSA bats shall be a maximum of -8. 14U – USSSA bats shall be a maximum of -5.
- Metal-spike cleats are prohibited on turf mounds.
- 15-run mercy rule will be in effect after 3 innings, 12-run rule after 4 innings, 8-run rule after 5 innings.
- 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. Away team will operate the scoreboard. 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 a weather delay, games will be considered official after 4 complete innings (3 ½ innings if Home team is leading). Score is taken from the last fully completed inning. Game clock will stop only if less than 4 innings have been played (3 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.
- If not listed explicitly in this document, USSSA rules will apply. The Tournament Director has final authority to make any rules decisions and/or seeding placements not otherwise covered in this document.



## Battle in the Bluegrass

### 13U/14U 60/90 Baseball

- A complete game will be 6 innings. No new inning will start after 1 hour, 40 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 1:40 mark, the game will immediately be ruled over. Pool play games can end in a tie. Championship game ONLY will be no new inning after 2 hours. Mercy rules apply in Championship games.
- 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 players due to bat that inning (P/C rules apply) AND a 1-1 count on each batter.
- Pitching Rules (one out = 1/3 of a defensive inning)
  - 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 7 innings.
- Each team must play with one of the following lineup 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)
    - 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.
- At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record from the previous inning on defense. The courtesy runner must be a player not presently in the line-up. If there are no substitute players available, the courtesy runner shall be the player making the last batted out. If the Pitcher or Catcher get out prior to an out being recorded in the 1st inning, and there are no substitute players the courtesy runner shall be the batter furthest from coming back up to bat in the line-up that is not the Pitcher or Catcher of record. In all other innings, the courtesy runner is the last batted out and if no outs have been recorded, it will be the last out from the previous inning.
- If not listed above, USSSA rules will apply including KY USSSA specific rules.