**General Rules Indoor Tournament**

1. **Field of Play** – The following dimensions will be in effect. Bases will be marked off at 65 feet for 9u, 80 feet for 13u, 65 feet for 10u and 70 feet for 11-12u.   Field is in a square shape and is 167’ down the lines and 250’ to center field or shorter depending on each age group.  Mounds will be set at USSSA distances 9U&10U – 46ft, 11U&12U – 50ft and 13U – 54 ft. There will be 2 fields being used for the tournament.
2. **Rules for ceiling/nets** – The umpire will make discretionary calls on balls that hit the ceiling or nets in the arena.  If a batted ball hits (or goes over) a net or ceiling before a certain point it will be declared a pop fly and batter will be ruled out and there will be a dead ball (Runners can't advance).  This will be discussed more at the rules meeting before games and you will be able to see where the spot on the field is that we are referring to. If a batted ball hits the back nets it will be like playing it off the outfield fence.  There will be no infield fly rule if a batted ball hits the ceiling and is ruled as an out, will be a dead ball and no advancing of runners.  If it does not hit the ceiling, the infield fly rule will apply and the umpire will make it clear.  If a player hits a batted ball past the first set of nets on trajectory that would hit back netting on the ceiling and it strikes the ceiling this will be ruled a ground rule double. Will be at the umpires’ discretion. Will be no arguing over this with umpires
3. **Home Runs** – There will be a homerun area in centerfield marked with fencing as well as a homerun line above the nets.  We have changed the direction of field 2 and until the facility puts a new line up the home run to right field will be above the tv’s and judgement call by umpires.
4. **Game and Start of Play** – Games are 6 innings 9U-12U and 7 innings for 13U. There will be no flip for home team during pool play, it will be designated during scheduling. Bottom team on the USSSA app will be the home team.  There is no grace period at the start of the game. To ensure a full game is played it is critical to show up on time, hustle on and off field, and know your team assignments.
5. ****Run Limits**** – 7 run limit per inning
6. **Time Limit** – We are limited in our time during these events on the field so we have to be very careful with not going over on our game times. Friday/Saturday time limits: no new inning after 85 minutes time limit for pool play. 100 minutes drop dead time. During pool play, score of the game will be as is after that 100 minutes. Sunday time limits: no new inning after 90 minutes time limit for pool play. 105 minutes drop dead time.
   1. **Ties** –  In event of a tie game during bracket play after 105 minutes, the team that last had a lead after a complete inning will win the game. If tied after every complete inning then the winner will be the first team that scored during the game.  If 0-0 was score, higher seed from pool play will win. Hustle in and out! Games will start early if able to and if running late will have short time
7. **Passed Balls/Balls Out of Play** – Balls going out of play at field opening during a pitch runners will get one base but not home (no run will score if goes out of play on a pitch), if during a play other than a pitch then runner can score if goes out of play. Home Plate is open on pitch to score if ball stays in play for all ages.
8. **Pre-Game**  – The area at the bottom of the fields will be designated for players only and there will be warm up areas. We will have multiple soft toss areas to hit softoss. Players can warm up their arms by throwing into the net. Wiffle balls or heavy balls can be hit only towards the net (cannot have balls hit the bleachers). Bags must be set up against bleachers so other teams and coaches can walk around the area.
9. **Warm-ups** – There is enough time allocated to play catch before game for teams, if game before gets done earlier and there is time for some other work that is okay but games will start on time. Teams are required to put their bags behind the dugouts or on the field with them before the game so prior game teams can get out of the dugout and there is not wasting time to get out on the field and warmup. During game, no infield/outfield warm-ups after the 1st inning to speed up the games. Pitchers will be allowed warm up pitches between innings.. Pitchers will be allowed warm up pitches between innings.
10. **Player Injury** – A player who cannot bat in their designated spot is not penalized if injury incurred (umpire discretion). That spot in the order is simply skipped.
11. **Courtesy runners and injury –** One courtesy runner per inning for catchers and pitchers. If a player is injured while running to a base it is the umpire’s discretion whether to award a courtesy runner to keep game moving.
12. **Pitcher Limits/Run Rules**  – USSSA rules apply. Please turn in pitch cards to the umpires at the end of the game.
13. **Umpires** – Umpires will review the ground rules with the team managers. Harassment of the umpires, either physical or verbal may result in an ejection from the game and a warning from the tournament director. A second offense will result in expulsion from the tournament. Do not harass the umpires!
14. **On Deck Area** – The on deck area is for on deck batter only. Coaches, equipment, wagons are not allowed in the on deck area. One on deck batter allowed at a time.
15. **Game Balls and bases**– Tournament will only use USSSA Game balls for game play. Game balls provided by the tournament.  You will have to warm up with your own balls as game balls will not be used for warm-ups. Bases will be moved, spots will be marked to put back in place after moved.
16. **Game Bats**– 9U-11U games can use USSSA approved bats. 12U/13U will be wood bat (Baum Bats that are provided by tournament)
17. **Shoes**– Molded cleats are allowed at the facility, however we recommend wearing turf shoes or tennis shoes.

Director can update ceiling/net rules and will have final say on any changes but will only go into effect after game is complete

Here is the layout below on areas where ball may hit. I will go over more before games so everyone is on same page.

