

PST TOURNAMENT RULES SHEET

The PST Corridor Classic is a USSSA sanctioned NIT Tournament any rules not specified by USSSA or covered in the following rules sheet shall then refer to Iowa High School Rules.

3 game guarantee. We reserve the right to change the format due to weather; if refunds are required they shall be distributed in the following manner:

- 0 Games Started: \$80 administrative fee withheld, remaining Entry & Gate Fee paid, will be refunded
- 1 Game Started: 50% of entry fee & 50% of gate fee refunded.
- 2 Games Started: No refunds – started day two games
- First pitch constitutes a game.

Cancellation of tournament by Positive Sports Training for reasons other than weather: Full refund – checks issued 10-14 business days following cancellation.

Team's withdrawal from tournament up to entry deadline: Entry fee minus \$80 administrative fee – checks issued 10-14 business days following completion of tournament.

Team's withdrawal from tournament after entry deadline (includes any reason for a team not being able to field a team i.e. injuries, scheduling conflict, etc.): No refund.

Weather / Tournament Format

Tournaments conducted by Positive Sports Training will be pool play format followed by an elimination round. Positive Sports Training reserves the right to alter, change, or abbreviate the tournament format when necessary to complete the tournament.

Rainout Line for Weather Status updates

Call the RAINOUT LINE (319-242-7377) for game status updates, delays, cancellations or changes to schedule due to weather. RAINOUT LINE is the official notification for coaches, umpires, teams and their fans for changes in the schedule. It is your responsibility to check the line prior to heading out to the ballpark.

You can also visit www.RAINOUTLINE.com to sign-up for mobile or email notifications for the tournament. The number is 319-242-7377 that you will want to register under for updates.

Admission Fee

Positive Sports Training does not charge an admission fee.

Checking in is required before your first game so we will verify that all your paper work and online USSSA roster is in order. Any outstanding balances on Gate Fee must be paid before your allowed to participate in your first game. You will also receive pitching cards that need to be signed and turned in after every game.

Home team for **pool play** will be determined by coin flip. Highest seeded team will be the home team for bracket play and championship games (if they so choose). **Be prepared to play 30 minutes ahead of the stated game time.** If games finish early, we will start the next game early.

Seeding Criteria: The following criteria will be used to seed the teams after pool play:

- 1) Number Wins – Descending
- 2) Number Losses - Ascending
- 3) Head to head (skipped if more than two teams have same record)
- 4) Average Runs Allowed - Ascending
- 5) Average Run Differential with a maximum of (8) - Descending
- 6) Coin flip

Dugouts - Only two coaches are allowed outside of the dugout at any time. When on defense all coaches are to remain in the dugouts. No Bat Boys or Girls will be allowed. Teams must pick up trash and debris in the dugout before departure from all games. Please have your team meeting after you leave the field so we can keep the games on schedule. Teams should make every effort to recover foul balls and return to the umpire.

Speed up rule: Please advise your team we will require that players keep one foot in the batter' box unless avoiding being hit by the pitch or during a called time out. A maximum of 60 seconds or 5 warm up pitches will be allowed between innings with timing started upon 3rd out of previous half inning. The umpire shall keep time.

End of Game – Both managers will be responsible for signing the tournament pitching cards immediately following each game.

All games are 6 innings or 1:30 minutes, whichever comes first. (14u will be 7 innings or 1:40 minute time limit)

Mercy Rules:	6 Inning games	15 3rd Inning
	6 Inning games	8 4th Inning
	7 inning games	15 3rd Inning
	7 Inning games	12 4th Inning
	7 Inning games	8 5th Inning

Ties will be allowed in pool play if time limit is reached. If time limit has not been reached, or for bracket play on Sunday, start the next inning with the last out of previous inning on 2nd base and the preceding out on 3rd base with one out already recorded for both visitor and home team. Innings will continue with this method of play until the tie is broken using home team and visitor team format.

Pitching:

7U – 12U 3 6 8

13U – 14U 3 7 8

Chart 8.05.C-1 from USSSA rules

Rule 8.05.C.3 Example: In the 7U – 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 combination 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 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 second (2nd) days.

8.5.C.4 MANDATORY DAYS OF REST;

8.05.C.4(a) A player that pitches more than three (3) innings in one day **MUST** rest the next day.

8.05.C.4(b) A player that pitches eight (8) innings in two (2) consecutive days **MUST** rest the next day.

8.08.C.4(c) A player that pitches eight (8) innings in three (3) consecutive days **MUST** rest the next day.

8.08.C.4(d) A player that pitches three (3) consecutive days (regardless of total quantity of innings pitched) **MUST** rest the next day.

8.5.C.5 For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two-thirds (2/3) of an inning 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.

8.5.C.6 Outs recorded during a game that ends in forfeit shall count towards a pitchers' innings limits.

8.5.C.7 For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out

Balks: 8U – 10U pitchers shall be called for all major violations and warned for minor violations that do not affect the outcome of the game. 11U – 14U balks shall be strictly enforced without warning.

Courtesy Runner

8.4.B 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.

8.4.C Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Attempting to jump, leap, or dive over the fielder and / or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties.

Ejections

Any player or coach ejected from a game due to unsportsmanlike conduct, MAY NOT be allowed to participate in the next game of the event. Anyone ejected may be asked to leave the park at the discretion of the Site Director. Additional penalties may be assessed as deemed necessary by the Site Director (ejected from next tournament game and/or ejected from remainder of tournament). If multiple problems exist with one team and their coaches and fans, the team will forfeit the remaining games in the tournament and be asked to leave.

Tobacco: Use of tobacco products is prohibited on all fields and in the dugouts during any game.

Concessions: Please be aware of and adhere to the cooler rules at each complex.

7U Coach Pitch Specific changes from National USSSA rules

- A team may score a maximum of five (5) runs per inning.
- A line will be drawn halfway between bases. Runners beyond this line when an infielder has control of the ball on the infield will be awarded the next base. Runners not beyond this line when the infielder has control of the ball on the infield shall return to the proceeding base.
- The play will be ruled dead by the umpire, and no runner may advance, when the infielder has control of the ball in the infield & raises his hands into the air. Infield is defined as the dirt area inside the foul lines. The ruling of when the ball is dead & the position of the base runners in relation to the halfway line is a judgment call by the umpire and should not be disputed!

Brackets and weather information will also be posted on www.pstbaseball.com