

# MISSISSIPPI VALLEY NIT Rules

APRIL 23<sup>rd</sup>, 24<sup>th</sup>, 25<sup>th</sup>, 2010

**Changes from last season are in yellow**

Unless otherwise noted herein, the playing rules this tournament will follow in accordance with USSSA National Rules first, then the Official Major League Baseball Rules as published by the Sporting News.

## TOURNAMENT FORMAT

The format of this tournament depends on the number of teams entered at each age level. The format will be a round robin portion into a championship bracket that will consist of either all teams or pool winners. 9u & 10u – The top 2 from each pool will go on. 11u – The 3 pool winners plus 1 wild card will go on. 12u – All teams will be seeded 1-7. The 13u division will put all classes together and then will separate between AAA and AA/A for the championship brackets. All games count towards seeding for the AAA teams, but only the games versus the other AA/A teams will count towards seeding in the AA/A championship bracket. The pool winners for the 13u AA group will go to the championship bracket.

## TEAM REGISTRATION

Team managers must check in to tournament director 30 minutes prior to their 1st scheduled game.

**Teams must be sanctioned with USSSA before they can play a game. If they are not registered it will be another \$30 to register the team.**

Teams must provide a USSSA roster printed from USSSA on-line roster before their first game.

## BRACKETS / SCHEDULES

Schedules will be posted by Tuesday, April 20th by 8:00PM the week of the tournament on the Quad City Heat website ([www.quadcityheat.com](http://www.quadcityheat.com)) and via e-mail only. **Due to unforeseen circumstances, schedules may be updated up to the start of the tournament. PLEASE CHECK THE WEBSITE NIGHTLY TO SEE IF THERE ARE ANY CHANGES.**

Games scores will be updated nightly during tournament on the web site.

## AWARDS

Team and individual trophies for 1st and 2<sup>nd</sup> place. All teams will also be awarded with NIT USSSA points.

## PITCHING

There are no pitching limitations during this tournament. Coaches are advised that no win is worth ruining an arm and please use common sense on how many pitches your pitchers are throwing.

## GAME TIME / RUN RULES

AGE	INNINGS	NON-CHAMPIONSHIP GAME TIME LIMIT	CHAMPIONSHIP GAME TIME LIMIT	RUN RULE
9 10 11 12	6	1 hr 40 min	2 Hours	12 runs after 3 innings 8 runs after 4 innings
13 14	7	1 hr 40 min	2 Hours	15 runs after 3 innings 12 after 4 innings 8 after 5 innings

## **TIED GAME AFTER TIME ELAPSED**

If game is tied after time limit has elapsed, teams will play additional inning(s) with the following rule:

Each team will place the last two players who batted from the line-up the previous inning on 2nd and 3rd base (last batter on 2nd base and 2nd to last batter on 3rd base). Substitutions may be used if players have not yet played in game.

The inning will start with one out.

The game will continue with this format until a winner is declared.

ONLY Championship bracket games will not follow the above format. Championship bracket games will be played normal until winner is declared.

## **COURTESY RUNNERS**

Courtesy runner for the catcher or pitcher allowed any time. Have catcher ready to go at the start of the inning. Courtesy runner must be someone not currently in the game. If all players are in the game, the last out from the previous inning will be the courtesy runner. If all players are being batted (continuous batting lineup), then the last made out is the courtesy runner. If the last out from the previous inning is on base then it will go to the 2<sup>nd</sup> out of the previous inning. If he is on base then it will go to the first out. If all available runners are on base then catcher/pitcher must run for themselves until a runner becomes available. No single individual player can courtesy run more than once in an inning.

## **FORFEITS**

Forfeit in pool play may result in team not advancing to championship bracket. This will be up to tournament director's discretion. Forfeits will be marked as a 6-0 victory for the winning team.

## **HOME TEAM**

Home team will be determined by a coin flip in pool play. In championship play, higher seed will have choice of home or visitor.

Home team will be official scorekeeper and must record start time in book.

## **START OF GAME**

Please have team at ballpark and ready to go 30 minutes prior to game start time. We will start the game up to 30 minutes early if we are running ahead of schedule. Even if games are running early, teams may be declared as a forfeiture if they are not able to field a team within that 30 minutes prior to game time.

Dugouts will not be assigned.

## **END OF GAME**

The home team will be responsible for filling out the tournament score sheet and having it signed by both the home and visiting manager or coach. Please turn the score sheet to the designated tournament central at the facility.

## **BALKS**

There will be one warning per pitcher per game for the 9U and 10U division. No warnings for the 11U – 14U divisions. For the younger age groups 9-11, balks will be given some leniency such as slightly moving the shoulders to look at first, etc.

## **TIE BREAKER TO DETERMINE SEEDING**

To determine higher seeds from pool winners and to determine wild card winners, we will go by:

- 1) Win-loss record
- 2) Head to head

- 3) Run differential total (max of +9 or -9)
- 4) Total runs allowed in the non-extra innings portion of round robin games
- 5) Total runs scored in the non-extra innings portion of round robin games
- 6) Coin flip

## **EXTRA HITTER (EH)**

The Extra Hitter (EH) is allowed. The Designated Hitter (DH) is not allowed. Teams may elect to bat all of their batters if they like and use open defensive substitution. If teams do not elect to use all batters, then USSSA rules apply for substitutions. 8u division must bat everyone.

## **EJECTIONS**

Any player or coach ejected from a game due to unsportsmanlike conduct WILL 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.

## **REFUND POLICY**

If tournament is cancelled due to inclement weather, refunds will be issued as follows:

- 0 Games Started: Entry fee minus \$75 administrative fee. (100% of Gate Fee Returned)
- 1 Game Started but 0 Finished: 60% of entry fee. (60% of gate fee returned)
- 1 Finished: 30% of entry fee. (25% of gate fee returned)
- 2 Finished: 0% of entry fee. (0% of gate fee returned)

Cancellation of tournament by the Quad City Heat: Credit for full amount.

Team's withdrawal from tournament: No refund.

## **WEATHER / TOURNAMENT FORMAT**

Tournaments conducted by Quad City heat will be pool play format followed by an elimination round. Quad City Heat Baseball reserves the right to alter, change, or abbreviate the tournament format when necessary to complete the tournament. Games are considered complete after 3 innings of play if called due to weather. If they are stopped before then, they are considered as suspended games and will resume at the same spot they were stopped.

## **GATE FEE**

We will be charging a team gate fee of **\$150.00** per team. This fee needs to be paid before the first game or else team will not be allowed to take the field.

## **BALLPARK RULES**

### **FOOD OR DRINKS BROUGHT IN TO THE BALLPARK IS NOT ALLOWED**

Team and player water coolers are allowed.

Managers are held responsible for the actions of the players and fans.

Soft toss batting practice against a backstop or fence is prohibited

There is no pre-game infield warm-up allowed before the scheduled games. Warm-ups are to be done in the outfield area.

Please pick up all trash and dispose in trash cans.