

2005 USSSA AA World Series Tournament Rules

Machine Pitch Division

American League baseball rules will be used with the following exceptions.

1. Free substitution is allowed on defense. Each team shall field a 10-player defensive line up with four outfielders. A team may play with nine players (must have 3 outfielders), but not with eight.
2. An inning consists of seven runs or three outs.
3. Each batter will receive a maximum of six pitches or three swinging strikes. If the batter does not put the ball in play, he is declared out. Pitches that are not hittable, as judged by the umpire shall not be counted.
4. The pitching machine shall be set at 39 mph using the machine's speed dial.
5. Any batted ball hitting the pitching machine is dead and all runners advance one base. The batter is awarded 1st base.
6. Play is over when any defensive player has control of the ball inside the pitching circle.
7. Bunting – A team may only bunt twice per inning. No fake bunts are allowed. If a player shows bunt, then they are committed to attempt to bunt or take the pitch. Penalty for swinging after showing bunt, player declared out and no runners shall advance.
8. A player can only be intentionally walked one time per game.
9. A fifteen-run spread after four innings and eight-run spread after five innings shall constitute an official game.
10. A game shall consist of six innings provided the game is not called due to the weather, or as noted in (9) above, except an inning shall not start after 1 ½ hours has elapsed unless the score is tied, except the championship game where there will be no time limit. An inning shall start when the third out is made on the home team.
11. In the event of rain, a game will be considered complete if four innings have been completed or 3 ½ innings if the home team is leading.
12. The home team shall be determined by the flip of a coin between the opposing managers during the pool play portion of the tournament. During the bracket play, the home team shall be the team that is the higher seed. The home team shall occupy the first base dugout and shall be the official scorekeeper. Please flip prior to taking possession of a dugout. The umpires will insist on you being in the correct dugout.
13. All players on the roster shall be in the offensive line up. Should a player be removed from the line up due to sickness or injury, his place in the order shall be skipped and an out will not be registered.
14. A courtesy runner is permitted for the catcher at any time and shall be the player who made the last out.
15. A base runner shall be called out when he does not slide or attempt to slide or avoid contact on any close play and contact is made. In addition, any flagrant or violent contact caused on the part of the base runner shall result in his immediate ejection from the game.
16. A base runner shall not leave the base until the ball is hit or reaches home plate. Penalty: runner is out.

The following general information shall be adhered to during this tournament.

1. No batting practice is permitted at the 3&2 complex.
2. No baiting of umpires, profanity, or abusive language will be tolerated.
3. All protests will be settled at the time of occurrence by the Tournament Rules Committee.
4. Any player, coach, manager or attached spectator that is ejected from a game shall not be permitted to participate in the next game that the team may play.

5. In the event of inclement weather, a message regarding weather and field conditions will be put on our recorders a minimum of two hours prior to game time. The phone number to call is 913-643-3113. For fields 10-27, press 1. For fields 1-9, press 2.
6. Game balls will be provided.
7. Each team will be responsible for providing a scorekeeper and one of these scorekeepers shall run the scoreboard.
8. Refreshments are available at the concession stands for all games played at 3&2. No bottled or canned beverages are permitted into the complex. No alcoholic beverages of any kind are permitted on the premises.
9. There is a \$5 daily admission charge for those ages 13 and over or a \$20 tournament pass. There is a \$3 daily admission charge for those 6-12 year old or a \$12 tournament pass. Three passes are provided to each team for coaches.

The following rules will determine seeds:

1. Win-loss record
2. Head to head
3. Fewest runs allowed
4. Highest run differential (Runs scored minus runs allowed) Maximum run differential per game is + or – 8.
5. Coin toss.

The score of the game at the time of a forfeit, if the losing team forfeits, shall be the score of record for purposes of this rule.

When three or more teams are tied, only fewest runs allowed and highest run differential shall be used to determine who shall advance.

Location of the Johnson County 3&2 West Complex, fields 10-27, 8000 Monticello Rd. Shawnee, KS 66227

- ◆ From 1-435: Exit west on 87th Street in Johnson County. Proceed three miles west on 87th Street. 87th Street turns into 83rd Street. Turn right (north) on Monticello and go 1/8 of a mile. Ball Park is on west side of Monticello.
- ◆ From I-35: Exit west on 87th Street in Johnson County. West on 87th Street to 3&2 Complex, approximately 6 1/2 miles. Turn right (north) on Monticello and go 1/8 of a mile. Ball Park is on west side of Monticello.
- ◆ From K-7: Exit east on 83rd St and proceed east to Monticello (immediately east of McLane Food Service Warehouse). Turn left (north) on Monticello and go 1/8 of a mile. Ball Park is on west side of Monticello.