

2010 Howard Dunbar Tournament Rules

FOR DIVISIONS 9U – 12U:

1. **GAME LENGTH:** 6 innings per game.
2. **TIME LIMIT:** No new inning after 1 hour and 50 minutes.
3. **MERCY RULES:** 15 runs after 3 innings; 10 runs after 4 innings.
4. **CHAMPIONSHIP GAME:** No time limit. Mercy rules still in effect.
5. **INFIELD FLY RULE IS IN EFFECT.**
6. **DROPPED THIRD STRIKE RULE IN EFFECT.**
7. **LEADING OFF AND STEALING IN EFFECT.**
8. **PITCHER BALKS IN EFFECT.**
9. **INTENTIONAL WALKS:** Pitches do not have to be thrown.
10. **PITCHER INNINGS:** A pitcher shall pitch no more than 8 innings total for the tournament. The maximum number of innings that a pitcher may pitch in one day is 6 innings. The maximum number of innings that a pitcher may pitch in one day and still pitch the next day is 3 innings. A pitcher who pitches more than 3 innings in one day must have one day of rest. One warm-up pitch constitutes an inning pitched.
11. **COURTESY RUNNERS:** Are allowed for the pitchers and catchers. The courtesy runner must be a player who is not in the game, unless the team is batting the entire line-up. In that case, the courtesy runner shall be the player who made the last out.
12. For 9U and 10U, 46' pitching distance and 65' base distances shall be used. For 11U and 12U, 48' pitching distance and 70' base distances shall be used.
13. **PLAYER MINIMUM:** A team must start with a minimum of 9 players but can finish with less, taking outs in the vacant batting order positions.
14. A team may bat 9 players, 10 players (using 1 EH), or bat the entire line-up. Teams may also use a DH for any player. The type of line-up used must be maintained throughout the game or take outs in the vacant spots. A starter may re-enter once, but must re-enter into his original batting spot in the line-up. The starting pitcher may re-enter as the pitcher once, provided that he has remained in the game continuously.
15. **NO STEEL CLEATS.**
16. **INFIELD WARMUPS:** No pre-game infield.
17. **TIE BREAKER SYSTEM:** If a game is tied after all innings have been completed (or at time limit), the "California Tie Breaker" will be used. Each team puts the batter who is scheduled to bat last in that half of the inning on second base (no outs, no count) and plays out the inning. If still tied after one extra inning, the last and second to last batters scheduled to bat in that half of the inning are put on second and third base for the second extra inning. This happens until the tie is broken. Not used in championship games - - "regular" extra innings shall be played in championship games.

Unless noted prior to the event, USSSA Rules shall be used except as set forth above. The tournament committee reserves the right to modify tournament rules. Disputes will be reviewed by the tournament staff. The Tournament Director shall have the final decision on all tournament rules and interpretations.

TIE BREAKER FOR BRACKET PLAY

1. **WON-LOSS RECORD.**
2. **HEAD-TO-HEAD RECORD** (only if 2 teams are tied, otherwise go to #3)
3. **TOTAL RUN DIFFERENTIAL (MAX OF 7 DIFFERENTIAL PER GAME).**
4. **FEWEST RUNS ALLOWED.**
5. **MOST RUNS SCORED.**
6. **COIN TOSS.**