

**GAME DAY USA**  
**2013 BASEBALL EVENTS**  
**Revised: June 2013 and Subject to Change**



**Policies and Procedures**

1. Game Day USA tournament management will make every effort to treat all teams with fairness. If questions or disputes arise about policies and procedures, coaches shall bring them to the attention of the Tournament Director to be dealt with. *Any interpretation and decision of the Tournament Director shall be final.*
2. Professional umpires have been assigned to each game. Coaches should treat them with respect. With regard to on-field calls, the decision of the umpires shall be final.
3. All teams must check in upon arrival to turn in an Official Roster and receive an information packet. Once a roster is submitted, it is frozen for any given tournament, and players cannot be added later. A player may only be on one roster in any given tournament, regardless of age division. There will be spectator admission fees for most events. In some cases, daily spectator admission fees will be collected on site; in other cases, there will be a pre-paid spectator admission fee. Once on-site spectator admission fees are paid, there will be no refunds or rain checks. Specific spectator information for each event can be found online at [GAMEDAYUSA.COM](http://GAMEDAYUSA.COM) under Event Details.
4. Teams shall arrive on site 45 minutes prior to the scheduled start time, as games may start prior to published times. Teams may start and finish games with eight (8) uniformed and roster players. If a team has to play with eight (8) players, the ninth spot in the batting order is an automatic out. If a ninth uniformed and roster player arrives, that player may be inserted into the ninth spot in the batting order and the automatic out shall stop. If a team has seven (7) or less uniformed and roster players to start a game, or at any point during the game, the game shall be declared a forfeit. The forfeit score shall be 7-0 for tiebreaker purposes.
5. The home team for pool games shall be determined by a coin flip, and will keep the official scorebook. The team that has traveled the greatest distance will call the flip. Either an umpire or a member of tournament management must be present for the flip. The higher seed based upon the original seeding will be the home team throughout the playoffs.
6. Teams should fill first and third base dugouts on a first come, first served basis, irrespective of home and away designation. If a team has back to back games on the same field, they should always remain in the same dugout, to avoid the extra time involved in moving bags, etc.
7. There will be no infield practice. Teams are allowed to play catch in the outfield area if the time allows. Never do flip drills into fences or step on foul lines.
8. Both teams shall report the final score to the Tournament Director or his/her designee immediately following each game. Since tiebreakers often come into play, accurate score reporting is critical. The event staff will provide scorecards to be turned in after each game. Teams who fail to turn in a scorecard may be subject to a forfeit.
9. If a tiebreaker is needed to determine playoff teams (wildcards, etc.), the following tiebreakers shall be used:
  - a. Overall won-lost record
  - b. Head-to-head (***only applies when two teams are involved***)
  - c. Least number of runs allowed throughout the tournament
  - d. Total runs scored
  - e. Coin flip
10. The Tournament Director may modify the number or length of games when necessary due to weather, field conditions, or scheduling issues. This includes modifying the time limit if games get backed up.
11. Each team shall provide one (1) parent or volunteer to assist with scoreboard operation, etc. as needed.

12. All teams are required to adhere to local park policies and ordinances. Alcohol and/or tobacco shall not be brought into the confines of the tournament venues. The Head Coach shall be ultimately responsible and accountable for the conduct of his players, assistant coaches, and spectators.
13. The birthday age cutoff is May 1. Each Head Coach shall have copies of player birth certificates on hand at every game. Any Head Coach that would like to formally challenge the age of a player shall make this known to the Tournament Director at least one (1) hour prior to the player's next game. A \$100 cash challenge fee should be posted at the time of the challenge. The purpose of the fee is to minimize unsubstantiated challenges. Provided this process is followed, the Tournament Director or his/her designee will request and inspect the birth certificate of the player in question. If the birth certificate is acceptable, the \$100 cash challenge fee shall be forfeited. If the birth certificate cannot be produced before game time, the player in question is ineligible to play for that game. If the birth certificate shows the player is over age, the team must forfeit all games the player in question participated in. The forfeit score shall be 7-0 for tiebreaker purposes. If the age challenge is valid and upheld, the \$100 cash challenge fee shall be promptly returned.

## **Playing Rules**

The official playing rules for the tournament shall be the NFHS (high school) rules with the following exceptions:

### **14. Length of Game**

Ages 8U-12U will play six (6) innings; ages 13U and above will play seven (7) innings.

### **15. Batting Order and Extra Players (This section only applies for Ages 8U-14U)**

Teams have the following three (3) *options* with regard to batting order and extra players:

- a) *Straight Nine*: Nine (9) players in the batting order and listed on the lineup card. No designated hitter. All other players are substitutes, subject to the NFHS substitution rules (starter can re-enter into his original spot once, etc.).
- b) *Extra Hitter*: Ten (10) players in the batting order and listed on the lineup card. No designated hitter. Free substitution (defensive players) among the ten (10) players listed on the batting order. All other players are substitutes and subject to the NFHS substitution rules (starter can re-enter into his original spot once, etc.).
- c) *Continuous batting order*: All players in uniform (unless injured) in the batting order and listed on the lineup card. If a late player arrives after the lineup cards are exchanged, then the player must be entered into the last spot in the batting order. Free defensive substitution for all players throughout the game.

The Head Coach shall declare his choice to the opposing coach and the umpire(s) during the plate meeting prior to each game. Once a declaration is made, it cannot be changed for that game.

### **16. Arm Health and Pitching Limitations**

Tournament management will not be involved in counting pitches or regulating pitching during tournament events. The ultimate responsibility of managing pitch counts rests with each team's Head Coach. Game Day USA management stresses the importance of arm health and preventing youth baseball pitching injuries. It is recommended that teams count pitches and closely monitor pitch counts. For information on recommended pitch counts (per game, week, season, year), research the recommendations of the USA Baseball Medical and Safety Advisory Committee. A pitcher removed from a game may not re-enter the same game as a pitcher.

### **17. Bat Restrictions**

*Ages 8U-14U*: Bats must be stamped 1.15 BPF and will have no weight drop restriction. Alternatively, BBCOR and/or wood bats may be used. BESR stamped bats are illegal and cannot be used.

*Age 15U and Above*: Bats must be BBCOR certified. All BBCOR aluminum bats are limited to -3 drop and must be stamped BBCOR Certified per NFHS rule. Alternatively, wood bats may be used.

**Illegal Bat Penalty for All Ages:** It is the responsibility of the Head Coach to insure the bats used by players meet the requirements of the Game Day USA published bat rules. A batter is in violation of the rule when said batter steps into the batter's box with an illegal bat. An illegal bat must be pointed out to the umpire prior to the first pitch to the next batter, or before all defensive players leave fair territory. Penalty: The batter is out. All outs recorded during the time at bat count. Runner(s) will not be allowed to advance on a batted ball. If there are two (2) infractions by the same team during a game, the team's Head Coach will be ejected.

### **18. Time Limits**

The game start time shall begin with the first pitch. The home plate umpire or base umpire shall monitor the official time, and it is preferred that the time be announced publicly to minimize confusion later. All games shall have a 1 hour and 45 minute time limit, except the championship game. Expiration of the time limit shall be ruled upon at the moment the final out in a half inning is recorded.

An inning may be finished, but a new inning cannot be started after the time limit expires. If the home team is ahead when the time limit is reached, the game is over (a) immediately after the top half of the inning is finished or (b) at the moment the time limit is reached and the home team is ahead in the bottom half of the inning.

The Tournament Director reserves the right to modify time limits in the event of weather or scheduling issues.

### **19. Mercy Rules**

Mercy rules shall be fifteen (15) runs after 3 innings, ten (10) runs after 4 innings, and eight (8) runs after 5 innings. Mercy rules shall be in effect for all games, including the championship game.

### **20. Base Distances and Field Dimensions**

Every effort will be made to make sure base distances, pitching distances, and field dimensions are accurate. Since Game Day USA works with many different public and private facilities, dimensions are sometimes slightly off. So long as the field dimensions are reasonable and the same for both teams, play shall not be stopped to reinstall bases or pitching rubbers.

### **21. Equipment Notes (Game Balls and Metal Spikes)**

The Wilson A1030 is the Official Ball of Game Day USA. Game balls will be provided to start each game, and teams are expected to assist in retrieval of foul balls and home run balls. Teams should always have tournament quality used baseballs on hand to toss in if the original game balls are lost or not returned to the umpires. Metal spikes are not allowed in age groups 8U-12U.

### **22. 8U and 9U Only**

In the 8U and 9U divisions, base runners will leave the base when the ball crosses home plate. The batter will not advance to first base on a dropped third strike. After the third strike is recorded, the batter will be called out. This rule (#22) shall not apply in Champaign, IL or Columbus, IN tournament events.

### **23. Extra Innings and Tie Games**

If a game is tied after the time limit expires or when the regulation innings have been completed, the following Game Day USA tiebreaker will be used. In the first extra inning and every ½ inning thereafter, each team will start with a man on second base and 1 out. The base runner will be the last batted out from the previous inning. Each batter will start with a 1-1 count. The game will continue in this format until a winner is determined. If a winner is not determined after three (3) extra innings, the game shall be recorded as a tie. Likewise, if weather or darkness prevents a tie game from being completed, then the game shall be recorded as a tie.

### **24. Intentional Walks**

There will be no pitches thrown to intentionally walk a batter. Notify the umpire, and the batter will be awarded first base.

### **25. Courtesy Runners**

Courtesy runners are optional at any time for the pitcher and catcher. The courtesy runner shall be a player not currently in the lineup OR the last batted out. The pitcher or catcher for this rule is the pitcher or catcher of the previous inning. If this situation arises in the first inning and no outs have been recorded, the pitcher or catcher shall remain on the bases until an out is recorded.

## **26. Ejections**

If a coach is ejected from a game, he will be suspended for the remainder of the game and for the next game the team plays. If a player is ejected during a game, he will be suspended for the remainder of the game. If a team is batting their entire lineup and/or no substitutes are available, the name of the ejected player will remain in the batting order and count as an out when the batting order reaches that player.

## **27. Injuries and Early Departures**

If a player becomes injured (as ruled by the umpire) and is unable to continue playing, his spot in the batting order shall be skipped with no penalty. Once an injured player leaves the batting order, he is done for the remainder of that game.

## **28. Game Called Due to Weather or Field Conditions**

A game will be considered complete if weather, darkness or field conditions prevent the game from being completed:

6-inning game = 3 innings or 2 ½ if home team is leading, will constitute a completed game.

7-inning game = 4 innings or 3 ½ if home team is leading, will determine a completed game.

If a game is not official as described above, the Tournament Director will either (a) suspend the game and arrange to have it resumed where it left off or (b) cancel the game such that it does not count toward tournament standings.

## **29. Game Schedules**

Game Day USA will release the Official Schedule for each event on the Tuesday prior to the event by Midnight or sooner if possible. Teams must be prepared to play in any of the time slots for the scheduled days of the event.

## **30. Honor The Game**

Game Day USA management emphasizes that the primary purpose of all tournament events is to create positive competition experiences and lifelong memories for the participants. All adults (coaches, parents, officials) should conduct themselves with this fundamental notion in mind. Compromising the integrity of the game or making a travesty of the game are unacceptable and will be grounds for disqualification.

## **31. Refund Policy**

Once an entry fee is paid for an event, no cash, check or credit card refunds will be issued for any reason, unless Game Day USA cancels the event in advance of the event weekend due to insufficient participation. If a team registers and subsequently is unable to participate, provided reasonable notification in writing:

- a) Team can be transferred to another Game Day USA tournament, subject to availability;
- b) Team can receive a full credit, valid through the following season; or
- c) Team can transfer the credit to another team and receive compensation from the transferee team

If an event is cancelled or shortened due to inclement weather or field conditions, Game Day USA will issue credits as follows:

*0 games completed:* 100% credit toward a future Game Day USA event either later in 2013 or in 2014.

*1 game completed:* 50% credit toward a future Game Day USA event either later in 2013 or 2014.

*2<sup>nd</sup> game started:* 25% credit toward a future Game Day USA event either later in 2013 or 2014.

*2 or more games completed:* No credits due.

***Thank You for Choosing Game Day USA!***