

# 2026 Tournament Coach's Packet



\*Rules and content may change or vary dependent on the tournament format and specific sanctioning of the event.

**NO OUTSIDE FOOD OR BEVERAGES ALLOWED INSIDE THE PARK**



## General Tournament Rules

### **Format**

Each age bracket is structured to ensure the game minimums are met as well as providing a challenging and competitive event. In certain age groups, modifications to that format may take place to help determine a winner. Depending on age group size, straight pool play may be used to determine the winner or elimination play, whichever makes the most sense for the event. Please check your respective age group schedule and brackets to see how your specific event is structured. Those items would have been sent in a separate document but are also available on our website at [www.usactionsports.com](http://www.usactionsports.com)

The exact format of the tournament, e.g., number of pools, number of teams in each pool, etc., will be set by the Tournament Director and can be modified at any time in order to facilitate tournament play.

### **Awards**

7U-14U, there will be 1<sup>st</sup> and 2<sup>nd</sup> place individual awards. 15 & Up there will be individual awards for Champions.

Tournament rules are covered below. Rules not specifically outlined below are covered by USSSA Rules.

- All players must be fully uniformed, which includes the following: Pants, socks, cap, and team shirt with numbers.
- Managers and coaches must wear a baseball cap and will be properly dressed. (Coaches may wear coaching shorts).
- While in the field, as a defensive player, team caps must be worn.
- Protest of uniforms will not be allowed. It shall be the Tournament Director's responsibility regarding uniform legality.
- A full-use batting helmet which covers the top and back of the head and the side of the face must be worn by every player while in the on-deck circle, when at bat and while on the bases.
- All bat boys/girls will wear full-use batting helmets when their team is at bat.
- The catcher must wear protective gear: Mask, chest protector, shin guards, protective cup, catcher's helmet and throat guard.
- **Metal spikes are prohibited for all ages.**
- Game time is forfeit time. Please have your team warmed up and ready to play. Forfeits will be a 9-0 loss. If both teams are present and willing to start early, this is allowed.
- No BP before games on any of the fields. BP cages at a tournament reduced price are available in the main building.
- All 13U and 14U pool play games will be seven (7) innings (no new inning to start after 1:40 hours). Tied pool play games that exceed the time limit are declared a tie.
- All 8U to 12U games will be six (6) innings with a time limit (no new inning to start after 1:40 hours). Tied pool play games that exceed the time limit are declared a tie. (8U no new inning to start after 1:05 hours)
- A new inning begins once the 3<sup>rd</sup> out of the previous inning is made. If the umpire deems that a new inning cannot start within the 1:40, the final decision belongs to the field official.
- All consolation games will be subject to tournament time limits
- In bracket play (***if single or double elimination brackets are part of the event***) leading to the championship game, a time limit will be enforced with no new inning starting after 1:40. In the event of a tie at the end of regulation time, if further play is required to determine a winner, bases will be

loaded with 1 out. Runners must be the last 3 batters in the order. Play continues in such fashion until a winner is determined.

- **Championship games are continued until there's a winner. There is a 2 hour time limit in the Championship game at each age level if it is not the last game of the day on that field. No new inning may start after 2 hours. If game is tied after time limit, each new inning needed will start with bases loaded and 1 out.**
- Courtesy runner for the catcher or pitcher at any time at coach's discretion. The courtesy runner must be a player not currently in the lineup. If roster batting, use last recorded out.
- \$200.00 cash non-refundable protest fee. Protest decided on the field by umpire and tournament director. The request for protest must be made at the time of contention on the field. A protest cannot be made after play has resumed.
- During pool play home team will be determined by coin flip. Higher seed will be home team in elimination play. In the championship game, the higher seed is always the home team. In the case of two teams from different pods facing one another in elimination and both being of equal seeds playing out of their respective pods, record shall determine seeding. If records are equal a coin flip shall determine home team.

In the case of a double elimination tournament, where the team playing out of the losers bracket beats the team coming out of the winners bracket, a coin flip shall determine home team in the 'if necessary' game.

Consolation game home team shall always be determined by coin flip.

- Home team is responsible for official score book
- Pitcher visitation rules shall be MLB Rules
- **Reporting scores to the tournament director is the responsibility of the WINNING team. If a team fails to text the score to the director prior to next game, the game shall be considered a tie. Tournament personnel will not be responsible for chasing down game scores.**
- Once your rosters are submitted prior to the event and the event has started, no new players may be added during the event.

### **7U/8U – Coach Pitch Rules**

- No new inning shall start after 1 hr 5 minutes.
- Ten fielders will be used. Normal positions with four outfielders. Outfielders must be approximately an equal distance from home plate; this means no "short fielders". Outfielders must have both feet in the grass – (if applicable and depending on the field of play)
- One coach is allowed in the outfield when his/her team is on defense. The defensive coach should be positioned behind the outfielders.
- The fielding pitchers must be within 5' of the pitching rubber until the ball is pitched. The fielding pitcher may stand to the right, left, or behind the mound, but not in front of the designated pitcher.
- The designated pitcher will pitch overhand from the pitching rubber. The designated pitcher MUST make every effort to leave the playing field immediately after the ball is hit. The designated pitcher will use caution NOT TO INTERFERE with the ball, fielders, and runner, and will remain off the field until play is stopped. If the designated pitcher interferes with the play, all runners will return to the last base they were at. The designated pitcher shall refrain from coaching the runners; this is the responsibility of the base coaches.

- 8U There will be no more than seven pitches to the batter. If the ball is not put into play on one of those pitches, the batter will be called out, with the following EXCEPTIONS:
  - A foul ball (unless caught) on the third strike, if it is also the 7th pitch, will not be counted as part of the seven pitches.
  - If a batted ball hits the designated pitcher, it shall be ruled a DEAD BALL; no pitch, no strike.
- No walks
- The infield fly rule is NOT in effect
- Batter cannot run on dropped third strike
- No bunting. If the umpire judges that the batter bunted or attempted to bunt, the pitch is counted as a strike.
- A base runner will be called out if they leave the base before the ball crosses the plate. This will not affect any other play that is being made on the batted ball.
- No stealing.
- Play is stopped when the ball is in control of an infielder and the lead runner has been stopped. Coaches, please don't send runners if the infielder is in control of the ball. If you wouldn't send a runner at a higher age level, then don't send him at this level. We are trying to teach them how to play the game correctly. Infielders can request time, but ONLY the umpire can call time.
- A half inning shall consist of three (3) outs or eight (8) runs, whichever comes first. The 6<sup>th</sup> inning is unlimited runs. Or if the game is within 5 minutes of time limit and a new inning begins, this inning can be unlimited runs but must be addressed with both teams and the umpire before the top half of the inning begins.

## **BAT RULES**

OHSAA Approved USSSA/BBCOR Bats (1.15, Wood)

### ***Run Rule***

The game shall be terminated in all games, including championship games that the spread reaches:

- 20 runs or more after 1 innings
- 15 runs or more after 2 innings
- 12 runs or more after 3 innings
- 10 runs or more after 4 innings
- 8 runs or more after 5 innings

### **Tie Breakers**

The following rules will determine how teams will advance out of their pool or determine round robin champion if applicable:

- Win-Loss (overall record/win-percentage)
- Head to Head
- Fewest Runs Allowed
- Highest Run Scored
- Coin Flip

Note: Head to head will be used in cases where everyone has played one another in a pod or in the case where head to head clearly defines a tie break situation. If multiple teams are involved in a tie break, and not everyone has played one another, fewest runs allowed will be used to break a tie.

In the event where two teams have the same win percentage in pool play but one team has more wins than the other. A point system will be used. Win= 1 point; Tie= ½ point

### ***Extra Hitter, Designated Hitter, Roster Batting***

Roster batting is optional. You may also bat 9 or 10, use an EH and/or a DH. Free defensive substitutions if you bat roster. You must declare what you are doing during umpire instructions.

An extra hitter (EH) will be allowed. This will give a team a 10-player line-up that must be declared before the start of the game and used the remainder of the game. The player in the EH position, while not actually playing a defensive position, will be treated as though they are for substitution purposes. The re-entry rule applies for the EH.

A Designated Hitter will be allowed, but if removed from the game, cannot re-enter.

A team may start a game with 8 players but must take an out in the event the 9<sup>th</sup> player does not show in time for his scheduled at bat. Every time that player's spot comes up in the order and it is vacant, an out must be taken. If a 9<sup>th</sup> player does arrive, the team may insert that player into the lineup. That lineup spot must be last in the batting order.

If a team starts with 9 but is unable to continue a lineup utilizing more than 9 players due to injury or illness, that slot in the batting order will be an out

### ***Refunds/Credits***

The tournament director retains the ultimate decision on refunds/credits of tournament entry fees. The credit policy for ACTS of GOD is outlined below:

- If a tournament is cancelled and no games are played, a credit will be given for a future Action Sports tournament/league.
- No credits will be given if at least 1 game is played in that event

If a team does not finish the tournament and elects to drop out before playing and after brackets are drawn, is not eligible for a credit.

The refund policy for teams withdrawing from an event that was not cancelled and doing so prior to play, is as follows:

- Cancel within a week of the event – No credit (7 days)
- Cancel within 8-14 days – No Credit
- Cancel within 15-21 days – 50% Credit
- Cancel within 22+ days – Full Credit

In the event of a refund situation, a team may opt to exchange the equivalent value of the refund for:

- Future Tournament at Action Sports Center
- Field Rental Time at Action Sports Center

### ***Registration***

All teams must submit a completed and signed Roster during registration.

All teams must have photocopies of birth certificates – Birth certificates do not have to be shown before start of 1st game, but have birth certificates available upon request.

All participants are competing at their own risk. By participating you agree to hold the Tournament director, Tournament officials, tournament hosts, tournament sponsors, and City of Dayton and any sanctioning organization associated with this tournament harmless from any liability resulting from participation in the tournament. **Team insurance is mandatory and proof of insurance must be submitted at time of registration.**

## ***Rules of Conduct***

We at Action Sports Center strive to provide a quality and positive playing experience for the teams and fans alike. We kindly request that:

- Coaches please exhibit professionalism and sportsmanship and please communicate with your players and spectators that we request the same of them as well.
  - This is youth baseball, players make errors so please use the opportunity to coach your players positively
  - The health and well being of your players is of first concern. Always make your decisions on the side of caution
  - Umpires are the final say. Excessive arguing of calls may result in ejection from the park. This is the umpires call
  - Umpires may eject a fan from the park if the fan becomes unruly or abusive to the umpire, other team or another player.
- Team managers must have full control of their players at all times. This means “on” and “off” the field, in a timely fashion
- Team managers that are ejected from a game are no longer eligible to return for any remaining games of the tournament.
- Players that are ejected from a game must sit out for one complete game following the ejection.
- In case of disputed play or decision, coaches may consult the umpire. The other players and coaches or sponsors are to be kept out of the discussion.
- Managers are to report any unsportsmanlike or derogatory acts by players or spectators to the tournament director. The purpose here is to prevent any serious situation developing that would be harmful to the tournament.
- Managers, coaches, players, sponsors, and teams are liable for suspension by not adhering to the tournament rules in effect. This could mean suspension for a game, games, tournament or a longer duration depending on the act of violation.
- A player, coach, manager, or sponsor may be suspended for fighting, abusive tactics or unbecoming acts that are detrimental and not in the best interest of tournament play.
- Be careful of your conduct. Be sure that no action occurs that could reflect adversely on your sponsor, team, or individuals. Remember that the wrong actions of even one player can reflect upon your entire team and the various sporting programs.
- Any report by the hotel or motel management of destruction of property or abuse of hotel or motel property will be dealt with very sternly. Team managers and sponsors will not be warned other than through this notice.