

TCRBA Tournaments will play by USSSA Rules ó except rules below that are TCRBA tournament specific:

Pitching Limits

- No pitching limits ó the tournament will not track innings or outs, as a coach please be responsible to your players and parents about the health of your pitchers
- Balks will be called:
 - No warnings
 - All-Star Tournament Specific ó 9U & 10U will get 1 Balk warning
- Fake Throw from Pitcher to 3rd while on rubber is a BALK ó
- A second visit to the same pitcher in the same inning will cause the pitcher's automatic removal from the mound (not the game).
- When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch a maximum of eight (8) warm-up pitches (during which time play is suspended).
- Any pitcher who engages the pitching rubber and throws a warm-up pitch is considered "in the game" and must throw at least one pitch to a batter before being removed.
- Any pitcher that is taken out of the pitching position may not return to pitch in the same game

Run Rules

- All games, including tournament championship games, will be played with a "Run Rule" in effect. The run rule for all games will be as follows:
 - 20 runs after 1 inning
 - 18 runs after 2 innings
 - 15 runs after 3 innings
 - 10 runs after 4 innings
 - 8 runs after 5 innings
- 6U/7U/8U games only, teams will be limited to six (6) runs per inning.
 - Mathematical eliminations apply.

Batting Order Options

- Batting Roster - at the home plate meeting before the game ó must declare the number of players on the roster
 - A team batting its entire roster has open defensive substitution (pitcher excluded, pitching rules apply). A pitcher may only make one appearance per game, but may play other defensive positions.
 - When roster batting and a player is unable to continue due to injury or illness, the team will not be penalized when it is the missing players turn to bat. His batting spot will be skipped over without penalty.
 - When roster batting, any time the batting order is reduced by an ejection, an automatic out shall be declared in that batting order position.
- 8U and below must bat their roster
- 9U & Up - Teams can bat 9 with subs, use a DH, EH or bat roster. Teams must declare before the game how they will bat
 - If batting 9 or batting with an EH or DH ó normal substitution rules apply

Seeding for Bracket Play

- WonóLoss (value = win/tie/loss)
- Head to head (if only 2 teams are tied and they played each other)
- Least Runs Allowed
- Run Differential
- Coin Toss
- Home team is determined by coin flip for all pool play games and by seeding for bracket play games.

Game Lengths & Times

- 6U games shall be 5 innings or 1 hour
- 7U ó 8U games shall be 6 innings or 1 hour and 20 minutes
- 9U ó 10U games shall be 6 innings or 1 hour and 30 minutes
- 11U ó 12U games shall be 6 innings or 1 hour and 45 minutes
- 13U - 14U games shall be 7 innings or 1 hour and 45 minutes
- Pool play games may end in a tie*. (*See seeding*)
- Run rules apply in all games.
- Bracket Play ó Tie-Breaker. If a game is tied after all innings have been completed (or at time limit), the "California Tie-Breaker" rule will go into effect. Each team puts the batter who is scheduled to bat last in that respective half of the inning on second base **with one out** and we play out a full inning. This happens until the tie is broken and the game is complete.
 - Championship games: run rules apply; all Championship games are all regulation time
- Tournament Director may invoke a modified tie-breaker, including in Championship games.
- Tournament Director may invoke shorter time limits, including on Championship games.

Courtesy Runners

- A team *may* use a courtesy runner for the pitcher or catcher at any time.
- Teams are *required* to use a courtesy runner for the catcher when there are two (2) outs in an inning.
- When roster batting the courtesy runner shall be the last out (not necessarily the last batted out).
- The same player may NOT courtesy run for the pitcher and the catcher in the same inning.
- Coach Pitch ó division may only Courtesy Run for the catcher, not pitcher. They are not required to run for catchers

All-Star Tournament Specific Rules:

- 9U drop 3rd strike

Coach Pitch Rules:

6U Modified Tball

- 4 Pitches from the team's coach ó then if ball is not put into play the player get 2 swings at hitting the ball off the tee
- 1 base max advancement for runners on an over throw ó when runner advances on an overthrow becomes a dead ball ó no 2 overthrows in same play

6U Coach Pitch Only: Pitches per At Bat

5 Pitches with continuous foul balls on the 5th pitch. No strike out within the 5 pitches

7U/8U Only: Pitches per At Bat

- 5 Pitches, strike-out within the 5, continuous foul balls on the 5th pitch.

Baseballs

- Teams supply their own baseballs. Two game balls per game; one new ball and one "game quality" ball.

Dugouts

- Dugouts are first come, first served.

Bat Rules (new for 2012)

- **13 and Younger:** All bats must be stamped BPF 1.15. Must be a baseball bat ó no restriction on weight or length as long as bat has õBPF 1.15ö stamp.
- **14u:** -5 or -3 weight/length ratio. All -5 bats must be stamped BPF 1.15. All -3 bats must be stamped BBCOR.
 - Coaches are responsible for discovery ó at time play occurs must be brought up, if another batter has seen a pitch cannot protest for that use
 - If batter is in the batter's box with the bat, then rule is broken
- **14U REC/All-Star Tournaments follow bat rules for 13U & Under**
- **Penalty:**
 - If a coach protests a bat and wins ó batter is out, all runners must return to starting point and coach is ejected from game + next game
 - Umpire must note on game card ejection
 - 2nd time a team is caught, game is forfeit (after the fact) + rest of tournament suspension

Home Team

- Pool play ó determined by coin flip
- Bracket play ó higher seed is home

Game Cards

- Coaches must sign the game card with the score after each game
- Umpires need to note any ejection on the game card

Ejections

- All ejections are õplus oneö meaning the player or coach ejected from a game shall not be eligible to compete or coach in the next scheduled game.
- Any player ejected shall be asked to leave the playing area immediately (he may sit in the stands, but not the dugout), but is not required to leave the facility unless directed to by the Tournament Director.
- Any coach ejected shall be asked to leave the facility and may not return until eligible to coach again (see õplus oneö rule).
- õPlus oneö eligibility for the player or coach may be reviewed by the Tournament Director, and the õplus oneö rule may be upheld or suspended at the Tournament Directors discretion.
- Umpires are to report all ejections to the Tournament Director and indicate ejections on the official scorecard.

Sportsmanship

- Umpires will handle unsportsmanlike conduct on the field of play. If an umpire has a problem with a fan or parent outside the field of play, the umpire shall go to the coach/manager of that team and request the coach/manager to handle the problem. If the coach/manager fails to handle the problem, then the umpire will eject the coach/manager from the game; he may also eject the fan or parent if he deems it necessary.
- The Tournament Director may remove a parent, fan, player, coach/manager from the facility at any time if he observes unsportsmanlike conduct; this includes verbal abuse of umpires.
- Demonstrate good sportsmanship at all times.