

2025 CLUTCH CITY CLASSIC RULES – August

General Tournament Rules

1. Game balls will be provided. If you run out of balls during the game because foul balls are not timely retrieved, managers should supply their own game balls for use until the foul balls are recovered.
2. BATS!! –USSSA Bats are allowed. Any batter who steps in the box with an illegal bat will be immediately called out when noticed. All runners that advanced due to illegal bat usage will be returned to the bases occupied at the time of the pitch prior to when the bat was discovered. Any usage of an illegal bat must be brought to the attention of the umpire prior to the 1st pitch to the following batter.
3. Managers and Coaches are responsible for the conduct of their players and spectators. Umpires have the option of removing any manager, coach, player, or spectator. Anyone ejected from a game must either leave the park entirely or remain in the parking lot for the remainder of that game and the next game.
4. Protests will be handled before the next pitch by the associated umpires and the UIC. In the event of a protest, the game clock will be stopped until the protest is ruled upon. Judgment calls of the officials will not be protested.
5. The Home team is determined by schedule for every pool game; for bracket games and championship, the higher seeded team is the home team. Home teams shall occupy the 3rd base dugout. However, if a participating team is already in a dugout from the preceding game, there is no need to switch. Be Cool!
6. During Pool play, the home team will keep score in the official score book (Game Changer is acceptable)
7. Line-up cards must be provided to the opposing team and to the scorekeeper.
8. There is NO infield warm-up before games. Warm-ups should be in the outfield.
9. Batting cages will be assigned but please work with each other, again Be Cool!
10. All teams must be ready to play at game time, or the late team will forfeit the game.
11. Only players listed on the Waiver Form Roster will be eligible to play in the tournament.
12. Roster cannot be changed during the tournament once it has been submitted to Tournament Director, unless approved in advance by the Tournament Director.
13. Birth certificates MUST be available on request for tournament officials at all times while the team is still in the tournament. Clear copies are sufficient. If a birth certificate cannot be shown, the player is removed for the remainder of that game (may not come back in) and cannot play in the tournament until a birth certificate is provided. If a player is removed for no birth certificate and this causes the team to have less than 8 players, the team forfeits the game.
14. Age division eligibility will be determined by USSA / PG
<https://www.ussa.com/BASEBALL/AGECALCULATOR>
15. Any team that plays an ineligible player forfeits all games and is disqualified from the tournament; there is no refund.

16. All teams are required to have teams must present proof of insurance.

Playing Rules

1. USSA Tournament Rules will be utilized, except where noted below (9U)

9U CLUTCH CITY SUMMER NIGHTS - RULES

- Rules from previous sections apply unless superseded by rules in this section.
- Standard little league distances (46' pitching distance and 60' base paths) will be used
- No leadoffs allowed
- Stealing is allowed after the ball crosses home plate. Similar to Little League rules, players leaving early will be the judgement call of the umpires about advancement of bases.
- Batter may not run on dropped 3rd strike
- 7-run limit for the first 3 innings. There is no run limit in the 4th inning or later.

2. Lineups – Teams must bat a continuous line-up of all present, eligible, uniformed players.

3. "Dropped third strikes" are in effect for 10U and older.

4. Teams may use a courtesy runner for the incoming pitcher and incoming catcher at any time, but it is mandatory to substitute for the incoming catcher with two outs. The courtesy runner must be the player that recorded the last out, unless the last out was the pitcher, in which case it is the out prior to the pitcher.

5. You may play with 8 players; less than eight players at any time is a forfeit. It is not an automatic out when the ninth player is supposed to bat. If the ninth player shows up during the game, he may be added to the bottom of the batting line-up, no matter where you are in the order at the time of his arrival.

6. A maximum of 4 coaches will be allowed in the dugout at any time. At least one adult must be in the dugout at all times.

7. Coaches will be allowed to warm-up pitchers before or during a game and in between innings.

8. All coaches are to remain INSIDE the dugout while their team is not at bat. When at bat, only the first and third base coaches are allowed on the field and only in the coach's boxes..

9. There is no limit to the number of innings a player can play the position of catcher. (A player who catches for any number of innings can still pitch, subject only to the pitching rules.)

10. The infield fly rule is in effect for all divisions except 8U.

11. A team that has a player on another roster in another division may only have two such players on their team roster. Example, team A in the 10U division has 10 players, one of which is a 9U player who is on a team playing in the 9U division of the tournament. This can be done as long as the 10U roster has no more than 2 of these players. No player may be rostered on more than one team in the same division.

12. "Slashing," faking a bunt and then swinging away, is NOT allowed in any division. The ball

will become immediately dead, the batter will be declared out, and runners will be returned to the bases occupied at the time of the pitch.

Pitching Rules

1. A pitcher may pitch a total of 24 outs for the tournament.
2. The maximum number of outs per day is 18, regardless of pool play and/or playoffs.
3. A pitcher is charged for all outs recorded while that pitcher is on the mound. If a pitcher is at the next to the last out allowed to him and a double or triple play is made, only the first out will be charged to him and he will have completed his allowed outs and must leave the mound after the play is completed. The pitcher will not be penalized for his team making an extra out or two on one play.
4. A pitcher may only pitch for one team (one age group) per day in the tournament. A player may participate on another team in a different age group provided he/she meets the age requirement. A manager must disclose the player to the tournament director and have the player included on the team roster form. The pitching outs restriction remains the same and is cumulative across divisions.
5. Coaches/Managers are responsible for keeping up with the Pitch Outs. Any violation of the pitching rules will result in a forfeit of the game during which the violation occurred, as long as it is brought to the attention before the umpire leaves the field at the end of the game.
6. Coaches/Managers are responsible for ensuring that umpires record the correct player and number of outs for each registered pitcher. The umpire cards will be turned in to the Tournament Director. All Score/Pitch cards are considered final once they are turned in to Tournament Director. Please review the card before signing!
7. For 9U and up, no white long-sleeve undershirts exposed below the elbow are allowed while pitching. White short sleeves are only acceptable if the team is wearing vest uniforms.
8. Pitchers can play the position of catcher at any time, regardless of the pitch outs thrown.
9. In all divisions, a pitcher removed from the game as pitcher cannot re-enter the same game as a pitcher.
10. Balks will be enforced in 10U and older divisions.

Game Time Limits / Run Rules

1. Maximum innings in a game is six.
2. The time for all games, including the Championship, is 90 minutes - no new inning can start after 90 minutes.
3. Run Rules in effect for all games:
 - i. 15 runs after the 2nd inning
 - ii. 10 runs after the 3rd inning
 - iii. 8 runs after the 4th inning
4. The Run Rule is in effect even though "runs allowed" and "runs scored" are used in Tie Breakers.
5. If a game is suspended due to rain or any other reason, it will be considered an official game if 3 innings have been completed, or if 2.5 innings have been played and the home

team is ahead. In the event that an inning is uncompleted at the time of the cancellation, the game reverts back to the last completed inning so long as at least 3 innings have been completed.

6. Ties are allowed in pool play; no extra innings will be played. In bracket play, each extra inning will begin with a runner on 2nd and 0 outs. The runner on 2nd shall be the last batter of the previous inning. If that batter is the pitcher or catcher, no courtesy runner is allowed.

7. There are no run limits in 10U and older. 9U and below will have a 7-run limit for the first 3 innings. There is no run limit in the 4th inning or later.

Bracket Play Seeding

Seeding for Bracket Play will be determined by the points earned in pool play. Depending on the number of teams, some divisions may have a silver and gold bracket

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Win = 6 points Tie = 3 points Loss = 0 points

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Forfeits will be -20 points for team forfeiting and a 6-0 victory for the winning team.

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Tie breakers are determined as follows (and in this order):

1. Head to Head (Note: if more than 2 teams are tied, h2h is completely thrown out)
2. Runs Allowed
3. Runs Scored
4. Coin Flip

Coach Pitch Rules (8U)

1. Rules from previous sections apply unless superseded by rules in this section.
2. Pitching distance - The Coach pitching must release the ball no closer than 35' from the tip of home plate.
3. A coach pitcher is prohibited from coaching while in the pitching position either physically or verbally. (One warning will be allowed. Two violations will result in immediate removal from the mound)
4. Each batter is allowed six pitches or three strikes. If a batter hits a foul ball on the sixth pitch, he or she is allowed to continue batting until he or she either does not make contact with the ball or puts the ball in play. A strike is defined as a batter offering at a ball with a swing or fouling off a pitch. Everything else will be called a ball regardless of location. No walks are permitted.
5. A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, in the umpire's judgment, a coach pitcher intentionally makes contact with a batted ball, the batter is out, and no runner can advance.
6. Bunting shall not be allowed.
7. Umpires call time after every play and declare the ball dead. Time should be called as

soon all

3 of the following occur: a) The lead runner stops attempting to advance, b) The ball is in the possession of an infield player (including pitcher or catcher) inside the base paths, and c) no play is imminent.

9. Teams may play 10 players defensively. However, with 10 players, there shall be 4 outfielders who shall play no closer than 30 feet to the infield dirt. No "rovers" are allowed.

10. Kid Pitchers must be positioned behind the coach pitching on either side of him and must have at least one foot inside the dirt area. If a pitcher charges in front of the coach before the ball reaches the plate, the umpire shall rule a dead ball and direct base runners to advance one base.

11. Stealing is not permitted in Coach Pitch. During Pool Play one Team warning shall be issued

for a runner leaving a base before the ball reaches the plate. After that warning and During Bracket Play this runner will be declared out. No Pitch.

12. Infield fly rule is not in effect.

13. There is a 7-run limit per inning. Note: continuation scoring will not be allowed past 7 runs. The only way more than 7 runs can be scored is on a home run (over the fence) in which case all runs scored count. The game is over when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game, run rules still apply.

14. Intentional walks are allowed.

Payment & Refund Policy

Refunds for withdrawals NOT due to weather:

Once the tournament schedule is published, there is no refund for a team that withdraws for reasons unrelated to weather.

Refunds for Weather related cancellations:

100% If no games are played.

50% If only one game is played.

0% If two or more games are played.