

## **Cornshucker Tournament Rules and Policies**

Unless otherwise noted herein, the playing rules for Cornshucker Baseball Events will follow in accordance with USSSA National Rules first, then the Official Major League Baseball Rules as published by the Sporting News.

### **RAINOUT LINE FOR GAME STATUS UPDATES**

Call the **RAINOUT LINE (319-895-7248)** for game status updates, delays, cancellations or changes to schedule due to weather. RAINOUT LINE is the official notification for coaches, umpires, teams and their fans for changes in the schedule. It is your responsibility to check the line prior to heading out to the ballpark.

You can also visit [www.RAINOUTLINE.com](http://www.RAINOUTLINE.com) to sign-up for mobile or email notifications for the tournament. The number is 319-895-7248 that you will want to register under for updates.

### **TEAM REGISTRATION**

Team managers must check in to tournament director 30 minutes prior to their 1st scheduled game.

Failure to do so may result in a forfeit of the contest.

Teams must be registered with USSSA. Cornshucker Baseball will not register your team.

Teams must be registered with Global Sports for participation in a Global Sports NIT.

Cornshucker Baseball will not register your team.

### **REPORTING SCORES**

Scores must be reported by the winning team within 10 minutes of the conclusion of the game to the site director and pitching cards are to be turned in. Failure to do so will result in a forfeit for that particular game. A SCORE must be reported, not just 'Hey, Eagles Purple won that game over there on Diamond 2 or maybe it was Diamond 3.'

### **ROSTERS**

The team's manager is responsible for all aspects of the eligibility of the players on his team

and they meet the Bylaws and rules, including player additions. This includes but is not limited to; age eligibility and classifications of previous teams the player(s) may have participated on. Managers are responsible for all information included on their team's Official On-Line Roster. Manager found adding ineligible players to their team's roster and playing such ineligible players may be suspended.

Please read through the National Bylaws on roster rules.

Teams finishing in the top 25% of all qualifiers will have their team's roster frozen. In NIT Events, the top two teams from each age group will earn World Series Berths.

## **BRACKETS / SCHEDULES**

Schedules will be posted by Tuesday, 8:00 PM the week of the tournament if not earlier. No changes after pairings or brackets after they are posted, unless there is an adjustment to be made for game times, locations, etc.

Championship play brackets will be posted on [www.cornshuckerbaseball.com](http://www.cornshuckerbaseball.com) after pool play is complete. Brackets will begin to be posted after 8:00 pm. For games starting after 6:00 pm, brackets will not be posted until after 9:00 pm. The Rainout Line 319-895-7248, will be updated when the brackets for a particular site are updated.

## **AWARDS**

Individual awards for 1st and 2nd place teams. Some age groups will not offer consolation games.

World Series berths will be awarded to the top two highest finishing teams that have not received a berth (NIT tournaments only).

12 awards per team will be distributed. If a team needs additional awards for a team member that is listed on the roster, requests must be submitted to [cornshuckerbaseball@gmail.com](mailto:cornshuckerbaseball@gmail.com) within 24 hours of the conclusion of the tournament. Telling the site director that another award is needed is not an acceptable means of requesting additional awards. Additional awards will be ordered and shipped within 2-4 weeks.

## GAME TIME / RUN RULES

AGE	INNINGS	POOL PLAY TIME LIMIT	CHAMPIONSHIP TIME LIMIT	RUN RULE Pool and Championship
7	5	1 hr 15 min	1 hr 30 min	*See age specific rules
8	6	1 hr 30 min	1 hr 45 min	15 runs after 3 innings
9	6	1 hr 40 min	2 hours	8 runs after 4 innings
10	6	1 hr 40 min	2 hours	(8U and 9U A/AA have five run limit rule per inning)
11	6	1 hr 40 min	2 hours	
12	6	1 hr 40 min	2 hours	
13	7	1 hr 40 min	2 hours	15 runs after 3 innings
14+	7	1 hr 40 min	2 hours	12 runs after 4 innings
				8 runs after 5 innings

Time limits for championship games may or may not be used based on facility specifications. Please see specific bracket for more information on time limits of championship and consolation games.

### TIED GAME AFTER TIME ELAPSED

If game is tied after time limit has elapsed, teams will play additional inning(s) with the following rule:

- Each team will place the last two players who batted from the line-up the previous inning on 2<sup>nd</sup> and 3<sup>rd</sup> base (last batter on 2<sup>nd</sup> base and 2<sup>nd</sup> to last batter on 3<sup>rd</sup> base).
- The inning will start with one out.
- The game will continue with this format until a winner is declared.
- This rule is not in effect for the championship game only.

## HOME TEAM

Pool Play - flip coin for home.

Bracket Play - higher seed has choice of home.

Championship Game - higher seed has choice of home.

Home team will be official scorekeeper and must record start time in book.

## FORFEITS

Forfeit in pool play may result in team not advancing to championship bracket.

## PITCHING

USSSA rules apply unless specifically noted otherwise for event.

Team manager must complete pitching record and submit to the site director after each game within 10 minutes of game being over. Teams will not be allowed to start next scheduled game if pitching record from the previous game was not submitted to the site director.

## AGE DIVISION

AGE DIVISION	ONE DAY MAXIMUM TO PITCH THE NEXT DAY	ONE DAY MAXIMUM	THREE DAY MAXIMUM
7U – 12U	3	6	8
13U – 14U	3	7	8
15U – 18U	UNLIMITED	UNLIMITED	UNLIMITED

#### 8.05.C.1 ONE DAY MAXIMUM TO PITCH THE NEXT DAY:

The maximum number of innings a player can legally pitch in one (1) day and still pitch the next day.

8.05.C.2 ONE DAY MAXIMUM: The maximum number of innings a player can legally pitch in one (1) day.

8.05.C.3 THREE DAY MAXIMUM: The maximum number of innings a player can legally pitch in three (3) consecutive days.

#### 8.05.C.4 MANDATORY DAYS OF REST;

8.05.C.4(a) A player that pitches more than three (3) innings in one day MUST rest the next day.

8.05.C.4(b) A player that pitches eight (8) innings in two (2) consecutive days MUST rest the next day.

8.08.C.4(c) A player that pitches eight (8) innings in three (3) consecutive days MUST rest the next day.

8.08.C.4(d) A player that pitches three (3) consecutive days (regardless of total quantity of innings pitched) MUST rest the next day.

8.05.C.5 For all cumulative totals in this rule, one (1) out equals one-third ( $1/3$ ) of an inning, two (2) outs equals two-thirds ( $2/3$ ) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.

#### **LINE-UP**

Teams may bat 9, 9 with an EH or the entire line-up. Coaches must declare their line-up to the opposing score keeper before the start of the game.

#### **TIE BREAKER**

- 1) Number Wins – Descending
- 2) Number Loses - Ascending
- 3) Head to head (skipped if more than two teams have same record)
- 4) Average Runs Allowed - Ascending

5) Average Run Differential with a maximum of (8) - Descending

6) Coin flip

If three or more teams are tied on record, head to head is skipped and runs allowed is the next method to determine pool winner or seeding. Once head to head is skipped, we never go back to head to head.

## **EJECTIONS**

Any player or coach ejected from a game due to unsportsmanlike conduct MAY NOT be allowed to participate in the next game of the event. Anyone ejected may be asked to leave the park at the discretion of the Site Director. Additional penalties may be assessed as deemed necessary by the Site Director (ejected from next tournament game and/or ejected from remainder of tournament). If multiple problems exist with one team and their coaches and fans, the team will forfeit the remaining games in the tournament and be asked to leave.

No alcohol is allowed in complex or parking lot and violators could be ejected from the remainder of the tournament.

## **REFUND POLICY**

If tournament is cancelled due to weather, refunds or credit to a future Cornshucker event will be issued as follows:

### **5 GUARANTEE TOURNAMENTS**

- 0 Games Started: Entry fee and prepaid gate minus \$95.00 administrative fee.
- 1 Game Started: 66% of entry fee & 60% of gate fee refunded.
- 2 Games Started: 50% of entry fee & 50% of gate fee refunded.
- 3 Games Started: 25% of entry fee & 25% of gate fee refunded
- 4 Games Started: No refunds – started day two games (if team only scheduled to play 2 games on day one and start day two games, team receives 25% refund on gate fee and entry fee if weather cancels tournament)

### **4 GUARANTEE TOURNAMENTS**

- 0 Games Started: Entry fee and prepaid gate minus \$95.00 administrative fee.
- 1 Game Started: 50% of entry fee & 50% of gate fee refunded.
- 2 Games Started: 25% of entry fee & 25% of gate fee refunded.

- 3 Games Started: No refunds – started day two games

### **3 GUARANTEE TOURNAMENTS**

- 0 Games Started: Entry fee and prepaid gate minus \$95 administrative fee.
- 1 Game Started: 50% of entry fee & 50% of gate fee refunded.
- 2 Games Started: No refunds – started day two games

Teams can opt to have a full transfer of credit from the cancelled Cornshucker event to a future event.

First pitch constitutes a game.

Cancellation of tournament by Cornshucker Baseball for reasons other than weather: Full refund – checks issued 10-14 business days following cancellation.

Team's withdrawal from tournament up to entry deadline: Entry fee minus \$100 fee – checks issued 10-14 business days following completion of tournament.

Team's withdrawal from tournament after entry deadline (includes any reason for a team not being able to field a team i.e. injuries, scheduling conflict, etc.): No refund.

Refunds will be issued approximately 10-14 business days (M-F) after the results from the tournament, including any points awarded, are finalized for all divisions on the USSSA website.

### **WEATHER / TOURNAMENT FORMAT**

Tournaments conducted by Cornshucker Baseball will be pool play or pool play brackets format followed by an elimination round. Cornshucker Baseball reserves the right to alter, change, or abbreviate the tournament format when necessary to complete the tournament.

The following protocol is used when weather impacts a tournament:

- 1) Games are delayed – length of all games at field shortened to 1:20 or 1:15
- 2) Games may also be moved to alternative sites as part of delay – 1:20 length of games
- 3) Games for day are cancelled at particular site – if canceled on day 1 – tournament director will assign brackets for day 2. If canceled on day 2 – points awarded based on tournament record at time of cancellation. Games must be completed to count as part of your record.
- 4) Games cancelled for entire weekend. This can sometimes occur if day 1 does not allow for play but day 2's weather conditions are ok. While the weather may be ok the following day, the

fields may not be playable. Also, we recognize that a number of teams are “on the hook” for hotels, etc. and will make a decision with that in mind.

KCRG.com is the official weather site for Cornshucker Baseball.

**NOTE:** If games are cancelled on the first day of the tournament due to weather and is rescheduled for the following day(s), teams have 90 minutes from the time that the RAINOUT LINE ([www.RAINOUTLINE.com](http://www.RAINOUTLINE.com) or 319-895-7248) announces the cancellation of the tournament to inform the tournament director, via email or text only (must be in writing), that they wish to withdraw from the tournament. Refund policies as outlined on the previous page will then apply to that team. Informing the site director at a particular location or calling a leaving a voicemail message does not count. IT MUST BE IN WRITING!

**If a team representative informs the tournament director at a later time after the 90 minutes has expired, THERE ARE NO REFUNDS – NO EXCEPTIONS.**

Unfavorable weather conditions, such as snow, rain, wind chills below 32 degrees or temps below 40 degrees may warrant delays or cancellations.

**BOTTOM LINE: WE WILL DO EVERYTHING WE CAN TO GET ALL GAMES OF TOURNAMENT IN FOR TEAMS, BUT REASONABLE SENSE WILL BE USED**

At times, it may be wet, muddy or brisk with strong winds and we will try to play as long as the safety of the players is not an issue.

The decision on playing in adverse weather depends on the final decision of the facility owners with consultation with the Tournament Director and Site Directors. The overriding factor is the willingness of the park owners to allow play on their fields as they will have concerns about damage to their fields and liability issues.

Please keep in mind: what may seem as unplayable conditions to some may be tolerable for others.

## **ADMISSION FEE**

Cornshucker Baseball does not charge an admission fee.

## **TOURNAMENT SHIRTS**

Tournament shirts, if sold for a tournament, are pre-order only. They will be delivered to your site and can be picked up prior to your last scheduled game for the tournament. This means that the site director may or may not have the shirts at the registration table when you first check-in on day 1 of the tourney.

## **BALLPARK RULES**

**NO FOOD OR DRINKS TO BE BROUGHT IN TO THE BALLPARK UNLESS OTHERWISE NOTED**

Managers are held responsible for the actions of the players and fans.

Soft toss batting practice against a backstop or fence is prohibited.

Please police the dugout and pick up all trash and dispose in trash cans.

## **COACH PITCH SPECIFIC RULES**

9.01 Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.

9.02 Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

9.03 Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge set at forty-two (42) feet from the rear point of home plate.

9.04 Pitcher's Line: There shall be a line drawn from the pitcher's circle to the safety arc.

9.04.A The pitching coach shall keep one foot on or straddle the pitcher's line.

9.04.B The pitching coach shall not verbally or physically coach while in the pitching position

9.04.C The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.

Rule 9.04.C Penalty: If a coach violates this rule after the ball is pitched, obstruction will be called.

Rule 9.04.C Additional Penalty: If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.

9.05 The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the Umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the offending teams' manager will be ejected.

9.06 Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.

9.07 The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.

Rule 9.07 Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

Rule 9.07 Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

9.08 Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.

9.09 The Infield Fly Rule shall not be in effect at any time.

9.10 The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

9.10.A Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order will be declared an out each turn at bat.

Rule 9.10.A Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

9.11 Teams may use free substitution on defense but the batting order shall remain the same.

9.12 Bunting shall not be allowed.

9.13 The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes.

Rule 9.06.M Comment: A batter that has received less than six (6) pitches and has a count of two (2) swinging strikes shall have his turn at bat extended on foul balls up to the six (6) pitch limit.

9.14 A player may only be Intentionally Walked once per game by announcement from the defensive team.

9.15 Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.

9.16 A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.

9.17 A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.<sup>14</sup>

9.18 Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.

Rule 9.18 Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

9.19 When a batted ball hits the Pitching Coach, the following shall apply:

9.19.A If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.

9.19B If in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.

## **IOWA USSSA SPECIFIC RULES**

A line will be drawn halfway between bases. Runners beyond this line when an infielder has control of the ball on the infield will be awarded the next base. Runners not beyond this line when the infielder has control of the ball on the infield shall return to the proceeding base.

The play will be ruled dead by the umpire, and no runner may advance, when the infielder has control of the ball in the infield and raises his hands into the air. Infield is defined as the dirt area inside the foul lines. The ruling of when the ball is dead and the position of the base runners in relation to the halfway line is a judgment call by the umpire and should not be disputed!

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## **8U KID PITCH RULES**

12.01 Nine (9) defensive players shall play in the field.

12.02 Balk rules shall not apply.

12.03 A batter is automatically out on a dropped / missed third (3rd) strike by the catcher.

12.04 Runners shall not advance when the pitcher is on the pitching rubber with the ball in his possession and the catcher is in position to receive a pitch.

Rule 12.04 Comment: Runners may advance on a batted ball hit to the pitcher and when "Time" has not been called.

12.05 Runners shall not lead-off but may advance at their own risk (steal) once a pitched ball has passed home plate. When a runner tries to advance prior to the pitched ball passing home plate, the following shall apply:

Rule 12.05 Approved Ruling: If the runner advances safely, the umpire shall call "Time" and the runner shall return to the base last legally occupied at the time of the pitch. If the runner is called out, the call shall stand and the runner is out. If the ball is hit, the defensive team shall have the option of the result of the play or a no pitch.

12.06 Runners shall not advance from third (3rd) base to home unless the runner is batted home or forced by a base on balls, hit batsman, or award from the umpire. Runners shall not advance from third (3rd) base to home on passed balls, wild pitches or dropped / missed third (3rd) strikes by the catcher.

## **IOWA USSSA SPECIFIC RULES**

The infield fly rule shall not be called.

## **CORNHUCKER SPECIFIC RULES**

Run limits – teams can score up to five runs per half inning or three outs. Once the 5th run is scored, the half-inning is deemed over, even if the play that caused the 5th run to score continues.

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## 2016 BAT RULES

Effective January 1, 2012...the below rules pertaining to bats shall be enforced in age divisions 14U and younger without exception.

Big Barrel Bats (larger than 2-1/4 inches in diameter) - Only those big barrel bats made by approved USSSA licensed manufacturers that are either...

- (1) Made with the NEW USSSA Mark (see image); or
- (2) Is a qualified BBCOR bat; or
- (3) Is Wood, shall be allowed in USSSA play.

Small Barrel Bats (2-1/4 inches in diameter) - Only those small barrel bats made by approved USSSA licensed manufacturers that are either...

- (1) Made with the NEW USSSA Mark (see image); or
- (2) Made with the old USSSA mark; or
- (3) Is Wood, shall be allowed in USSSA play

