

2012 HARDEES EARLYBIRD CLASSIC RULES

USSSA Rules (link provided below) will apply in all situations unless noted below.

<http://www.ussa.com/ussa/ussa-general/USSABaseballBylaws2012SeasonJanuary2Update.pdf>

1. Each age group will play a minimum of 4 games. Format may be different for each age bracket.
2. Each team will play 2 games on Saturday. The balance of games will be played on Sunday. Area teams could play one game on Friday.
3. Seedings/Pairings will be posted for each bracket at www.mohawkbaseball.com
4. A coin flip will determine the home team for all games except for seeded games. The higher seed will be the home team.
5. May 1st will be used as the cut-off date to determine age eligibility for the tournament. Each player must not be older than the age they are competing in on May 1st, 2012.
6. Tie Breaking Priority: Head-to-Head, Runs Allowed, Run Differential, Runs Scored, and Coin Flip.
7. Rosters must be turned into the classic director before the first game is played and cannot be changed during the classic. Please check your roster in when you arrive at the registration table.
8. **Each team must supply 6 leather game balls at the check-in time.**
9. Awards will be given to the top three teams in each age group.
10. No inning will start after one hour and 40 minutes in attempts to stay on schedule. However, ties will be played out until a winner is determined. **NO TIME LIMIT FOR CHAMPIONSHIP GAMES.**
11. **Each team will get a runner at 2B and 3B with one out to start each extra inning. The last two batters of the previous inning will be the base runners at 2B and 3B.**
12. All teams may bat their entire roster. Teams may also use the Extra Hitter. **No DH may be used.**
13. A starting player may re-enter the game one time in the same spot of the batting order they originally were at the beginning of the game. Substitutes may not re-enter the game once taken out of the line-up.
14. 9 & under, 10 & under, base runners cannot leave the base until the pitch crosses home plate. 11 year old cannot leave until the ball leaves the pitcher's hand. Players can lead off in the 12 & under and 13 & under divisions.
15. 9 & under and 10 & under base runners may not steal home (CLOSED BASE). All other age groups may steal home.
16. A dropped 3rd strike is the same as a caught 3rd strike for the 9 & under, 10 & under, and 11 & under. Players may attempt to advance to 1B on a dropped 3rd strike in the 12 & under and 13 & under divisions.
17. The 9 & under, 10 & under, 11 & under, 12 & under, and 13 & under age groups will play six inning games.
18. Run rule is 12 after 3 innings, 10 after 4 innings and 8 after 5 innings.
19. All team members must have numbers on their jerseys or t-shirts. (shirts should be of same color)
20. The following pitching rules will be enforced for all age divisions:
 - A. Pitchers may not pitch more than six innings in one day.
 - B. Pitchers may not pitch more than eight innings during the Classic.
 - *One out is 1/3 of an inning, 2 outs is 2/3 of an inning, and 3 outs is one inning.
 - *The home plate umpire will track the number of innings each pitcher pitches.
 - *Both coaches must sign the umpire's pitching sheet after the game.
20. There will be no bat restrictions in terms of length/weight ratio or barrel size (big barrels can be used).
21. AAU cards and birth certificates are not necessary. We trust you to only use players who qualify for the age group they are competing in.
22. **The tournament director reserves the right to change the tournament format due to weather or scheduling conflicts.**

FIELD DIMENSIONS:

9U: 40 Foot Pitching and 60 Foot Bases

10 U and 11U: 46 Foot Pitching and 60 Foot Bases

12U: 50 Foot Pitching and 70 Foot Bases

13U: 56 Foot Pitching and 80 Foot Bases