

Welcome to Super Series Baseball[®]

Thank you for your interest and participation in Super Series Baseball of America[®]. Now in our 11th season, Super Series has become one of the largest and fastest growing organizations in youth baseball! Our national web site receives millions of visitations each year!

Super Series was conceived, and founded, on the suggestions and recommendations of our coaches. We are dedicated to being the best! We work very hard to provide our members superior customer service, the lowest costs and best value, fair and equitable rule enforcement and administration, and the best awards in the nation. We will always continue to strive to maintain our goal of integrity and excellence!

We respect all other youth baseball organizations. We do not regard other organizations as our competitors. Our competition is in our mirror. We improve by listening to you – our customers. We sincerely appreciate, not only your participation, but also your suggestions and input.

Our rules are reviewed every year in an effort to provide our members and participants the organizational integrity, administration, and structure that you desire.

Sincerely,

Mark Mathew

Mark Mathew
President
Super Series Baseball of America[®]



2009 SUPER SERIES RULES INDEX

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1.0 DIVISIONS OF SUPER SERIES BASEBALL

Super Series Baseball of America[®] tournaments provide an opportunity for teams of varying skill levels to enjoy competing in qualifying tournaments, and to earn a berth in our Championship Tournaments. Our divisional guidelines are designed to produce a competitive arena that is fair for teams within all three of our skill levels.

Please realize that no organization has been able to compose a “concrete” definition or what is, or isn’t, an “American”, or “National” division team. There is no definitive method by which to accurately classify each team’s skill level. Classification is subjective, and is determined by the opinions and decisions of Super Series officials in judging the talent level of each team.

We consider, and monitor, teams’ participation in other organizations as well. If we find that a team is participating in a higher division of another similar organization, and has achieved a winning and successful record, we will require such teams play in our associated class or division.

At the same time, if a team is classified in a higher division of another organization, but has been unable to achieve a winning or successful record in that division, Super Series will allow such team to participate in a division of our organization that we deem appropriate. This could be a lower division.

1.01 NATIONAL and SUPER 16 DIVISION:

The **National Division** is designed for the nation's most competitive, “*select*” teams. Players on these teams may be recruited from **any state**. The National Division is our most talented and highly skilled division, and provides outstanding teams, who take pride in striving to be the best, an opportunity to compete against the best in the nation.

Any team which has out-of-state players on their roster, and if the team does not have a printed Super Series letter of border exemption for the out-of-state players, the team will be REQUIRED to participate only within the National Division.

1.02 AMERICAN DIVISION:

The **American Division** is designed for those “select” or “recruited” teams which cannot be competitive at the National division level. If we find that an “American” team consistently wins within the American Division - Super Series reserves the right to elevate such team to our National division, any time, at our discretion.

1.03 MINORS DIVISION:

The **Minors Division** is our division designed primarily for the least talented teams which cannot compete successfully within our American or National Divisions. Classification in our Minors Division is not based on size of the community, availability of players within a region, nor the size of the players. Classification in the Minors Division is based purely on the ability and skill level of the team.

1.04 7 YEAR OLD DIVISIONS:

Super Series has added a 7U Division Super Series Competition. This age/division will be primarily Coach Pitch. Local qualifying events may add Machine Pitch at their discretion.

Championships shall be offered ONLY in the divisions that have adequate participation during the regular season.

1.05 8 YEAR OLD DIVISIONS:

The 8U Division will feature “Coach Pitch” competition.

2.0 TEAM CLASSIFICATIONS

2.01 Team classification is NOT determined by a team’s “declaration”, but rather by “**qualification**” within a Super Series sanctioned qualifying event. Until qualified, a team may choose any level of participation.

2.02 A team may change divisions, up or down, provided it has **not qualified** for a national championship berth. **Once a team qualifies** for a national berth in any division, the team no longer can move down in class for the remainder of that season. However, the team may still move up. Teams which qualify for a berth in a National Championship event must compete in the highest National Championship division in which they have qualified.

2.03 If a team wishes to protest its classification, or division qualification, in any Super Series event, the team shall first contact the tournament director, where the qualification was achieved. The tournament director will discuss the request with the Super Series National Office. The decision of the National Office shall be final.

2.04 Super Series considers a team’s classification in other organizations, too. If a team is successfully competing (with a winning record) at a higher divisional level in USSSA, AAU, TRIPLE CROWN, or others, we will expect the team to also compete at the same, or associated, level in Super Series as well.

2.05 Likewise, since classification is subjective, if a team is believed to be misclassified in another organization, Super Series will allow the team to play in a lower division. For example, if a USSSA Majors team is not able to achieve a winning record in Majors competition - Super Series would consider allowing the team to participate in the American Division.

2.06 Super Series has the right to designate the starting level for any team based on the past history of the team. Super Series also has the right to assign any team to a higher or lower level of classification based on the performance of the team in both Super Series, and other organizations.

2.07 Any team that finishes in the TOP FOUR of a Championship OR World Series, must begin the **next season** at the next higher level of classification. The team must participate in several Super Series qualifier events, and fail to qualify at that level, before Super Series will consider lowering the team's classification

2.08 If a qualified team disbands, or requests termination of its roster for re-organization of the team, the team **must remain at the highest level of classification** previously achieved, and all players on the original roster are restricted to the participation at the same divisional level, unless written permission for reclassification is granted by the Super Series national office.

2.09 Super Series reserves the right of approval, and classification assignment, for all teams remitting entries to the National Championship events. A team is officially entered, only upon official approval of the National office.

2.10 If Super Series feels that a team is "sandbagging", or over-qualified for a specific championship event, Super Series may elevate the team, and re-assign the team to a higher division. In the event the team then withdraws from the championships, the entry fee is non-refundable. Super Series bears no responsibility for a team entering the improper championship division. In the event the team incurs expense, or financial loss, due to such re-assignment, Super Series shall bear no responsibility for such expense or loss, and is not obligated for any financial compensation to the team for proper divisional re-assignment.

3.0 TOURNAMENT STRUCTURE:

3.01 QUALIFYING TOURNAMENTS

If an adequate number of both American and National Division teams enter a qualifying tourney, we will offer two or more separate, and pure divisions.

If we must combine two or more divisions to have an adequate number of teams within the age group, American teams could possibly play National teams in pool play. However, qualifying events which combine teams for pool play must offer pure-divisional elimination bracket games and awards.

The top four teams in each age and division of a Super Series qualifying tournament will be qualified for participation in the National Championship or World Series tournaments.

OPEN EVENTS will group all teams of the same age within pool play, then assign teams to designated elimination round classifications, based on the team's performance within the pool play games.

3.02 SUPER 16 REGIONAL QUALIFIERS

Super Regional qualifying tournaments allow the top four teams in each age and division to qualify for true National Championship events. Teams from ANY state may participate in any Super Regional. These events are special because they allow **FOUR teams in each age division to advance to the national championship.**

The **SUPER 16** and **NATIONAL DIVISION CHAMPIONS** will advance to the offered **National Youth Baseball Championships** presented by the **Major Youth Baseball Alliance** and **MLB.com**. This tournament awards participating teams with transportation expenses and hotel accommodations. These events will also be nationally televised.

3.03 STATE CHAMPIONSHIPS

State Championships are open to teams from within the state where the events are held. These events also provide qualification to the top four teams in each age and division, along with **TRIPLE POINTS** and a **PAID ENTRY** to the National Championships or World Series events. **Participation is optional and not required.**

3.04 NATIONAL CHAMPIONSHIP / WORLD SERIES TOURNAMENTS:

3.04.1 SUMMER CHAMPIONSHIP / WORLD SERIES COMPETITION:

There are completely separate tournaments in all National Championship ages and divisions.

7's – Coach Pitch

8's – Coach Pitch

9's – 9U and 9U Minors

10's thru 14's – Super 16, American, and Minors Divisions

15U, 16U, 17-18U – National Division Competition Only

Neither ages, nor divisions, are ever combined in National Championships or World Series events.

3.04.2 WINTER NATIONALS COMPETITION:

9's – One single 9U Division will be offered

10's thru 14's – National and American Divisions Only

15U, 16U, 17-18U – National Division Competition Only

3.04.3 7U and 8U Teams do not have to qualify in order to enter National Championship events. However, all teams which do qualify earn valuable seeding points. Seeding points will be used to seed National Championship pools.

3.04.4 9U teams do not have to qualify to enter the 9U Championship events. However, all teams which do qualify earn valuable seeding points. Seeding points will be used to seed National Championship pools. All 9U teams entering 9U MINORS Division Championship events must have qualified to ensure that a team is not over-qualified or sandbagging.

3.04.5 All high school age teams, 15U, 16U, and 17-18U do not have to qualify to enter the Super Series Championship events. However, all teams which do qualify earn valuable seeding points. Seeding points will be used to seed National Championship pools.

3.05 QUALIFICATION SEASONS:

3.05.1 Super Series has two distinctly separate seasons per year. Each season is independent of the other, and requires separate team registration, roster registration, and qualifications for the season's National Championship events.

3.05.2 All players registered to any team, shall be automatically released at the end of each season, and shall become "free agents" to join the team of their choosing for the next season.

3.05.3 The Spring-Summer Season shall run from January 5th thru the July 4th weekend. All qualifications shall provide eligibility of entry (only) for the Summer National Championships.

3.05.4 The Fall-Winter Season shall run from August 1 thru December 15th. All qualifications shall provide eligibility of entry (only) for the Winter National Championships.

3.06 WHEN TEAM AGE CHANGES:

All teams move up in age when the summer National Championships conclude, each summer – or when registering for the Fall-Winter season.

(Example: a 13U team in the summer nationals must compete in the 14U age division for events commencing with the Fall/Winter Season.)

4.0 TEAM GENERAL ROSTER RULES:

4.01 A team roster is limited to 18 total players for all teams.

4.02 It is the responsibility of the team manager to ensure that all player data is absolutely accurate. Any roster found to have inaccurate or falsified information, whether intentionally, or accidentally, shall result in termination of the registration, disqualification of the team within the event, and the team manager may be suspended subject to the discretion of Super Series Baseball.

4.03 A player may appear on ONLY one roster, at any time, within the same age division. Any player found to be participating with more than one team in an age division shall result in the second team's disqualification, and suspension of the player.

4.04 Any qualified team, or player, found to be participating in a classification level that is lower than the highest qualified level that the player has previously achieved in the current season, shall be subject to disqualification or suspension by Super Series.

4.05 No player may be added to any team without the parental consent of the player. If the player comes from a split family, the legal guardian of the child shall be responsible for such consent. Any manager adding a player without parental consent, in an effort to prevent a player from joining a different team, shall be permanently disqualified from Super Series.

(While not required by Super Series, we highly recommend that every team manager requires a notarized parental signature on the parental consent form offered by Super Series. This form will then be accepted as proof of consent by Super Series in the matter of consent disputes.)

4.06 Residency of all players shall be determined by the community where the child last attended school fulltime.

4.07 When entering player names, managers are required to use the **legal name** of the player as it appears on the certificate of birth. Nicknames are not permissible and can lead to a player being registered under two names. A player appearing on two rosters of the same age division is a rule violation which can lead to team disqualification, and player suspension.

4.08 In the event a manager makes a typographical error on a date of birth, and a player is able to be entered on two rosters, the manager who entered the inaccurate information, shall forfeit the right to the player, and shall be subject to suspension.

4.09 Any player, or parent, wishing to change teams in the midst of a season, must obtain the consent and release by original team manager. Should a player change Super Series teams without such release, the player is subject to disqualification and suspension.

(Super Series does not get involved in 'disagreements' between parents and team managers. These are personal matters which Super Series will not address)

4.10 A parent can ask the Super Series office for a **mandated release** if:

- A)** The parent has proof of a managerial rule violation
- B)** The player has been dismissed from the team but the manager then refuses to grant release
- C)** If, after entries close for a National Championship, the original team is not participating in the national championships, and the manager will not grant release, the Super Series national office will release the player upon written request from the player's family. A manager cannot deny a player an opportunity to participate in a national championship. The player is restricted to joining only a team of equal or higher classification

4.11 A team can request **mandated dismissal of a manager or coach**, if a **majority** of team parents submit a written petition to the Super Series national office. The petition must state the reasons for the dismissal request, and contain original notarized signatures of each parent requesting the dismissal.
(The same notary cannot notarize all of the signatures.)

4.12 No out-of-state players can be listed on any American or Minors Division roster unless written certificates of border exemption approval from the Super Series national office are attached to the roster.

If out-of-state players are listed on the roster, and written border exemption certificates are not attached, the team is automatically restricted to participation in the National Division.

4.13 National Division teams may add players from any state. Such additions do not require border exemptions.

4.14 Any team adding a player who has qualified at a higher level of classification during the current season shall be disqualified. The team manager, and the added player, shall also be subject to suspension at the discretion of Super Series.

4.15 Due to federal C.O.P.A. laws, no roster information, including player data, or the roster access ID or Password, will be provided to any individual except the manager of record listed on the registration. All requests for a roster ID or Password must be sent from the same e-mail address that appears on the team registration. We cannot, and will not, furnish such information to assistant coaches, team moms, or team business managers.

4.16 A player MAY play up, with a second Super Series team, provided the second team is in an older age division. However, (*for example*) if a player is on both a 12 and 13 roster, he may play with only one of the two teams should both teams be participating in the same tournament.

Additionally, both teams must be of equal division. (If one of the teams is in the National Division – and the other is in the American Division – the player may only participate with the team qualified in the higher division.)

4.17 Any qualified team, which has exhausted all "adds", but has fewer than 9 players remaining, must notify the national office and terminate its roster. The team may re-register and start anew. A team incapable of participation may not prevent the remaining players from participation. If the team chooses not to continue or re-register, Super Series shall terminate the roster and release all remaining players.

4.18 Any qualified team which terminates its registration and roster, and then re-registers, must continue to play at the highest level of classification previously achieved during the current season.

5.0 ROSTER CHANGES and ADDITIONS:

5.01 Until a team has qualified, the team has the ability to make an unlimited number of roster changes, additions, or drops.

5.02 All roster changes must be made online via the Roster Control Center and a new roster must be printed reflecting all changes.

5.03 Any player released from a roster may NOT be re-added to the team for the remainder of the current season.

5.04 Any dropped player from a qualified team may only sign with another team of equal or higher divisional classification.

5.05 Once a team has qualified (except 15U thru 17-18U teams), the team is thereafter limited to THREE additions and THREE drops. If the team has exhausted all adds and drops, the team may request that our national office terminates the original registration, and the team may purchase a new registration. If a team chooses to terminate and re-register, the team forfeits all qualifications and points accumulated to date, and basically starts over. However, the team must remain at the highest level of classification previously achieved.

In SUPER 16 Competition, teams qualifying in a SUPER 16 regional may add or drop a maximum of **5 PLAYERS** prior to participation in the National Championship.

5.06 For **15U, 16U, and 17-18U teams**: These teams, qualified or unqualified, have unlimited roster changes, additions, or deletions, provided the roster size does not exceed 18 total players at any time. After a team which has reached 3 additions or deletions may have your roster counter will be re-set upon request to the national office. You may contact the national office via phone, or send an e-mail requesting counter reset. Be sure to include your team's roster ID number.

5.07 To request roster termination: the request may come **only from the manager of record on the registration**, via a phone call, or e-mail, to the national office. The e-mail address you send FROM **must match the same address** of record on the registration.

5.08 Once a tournament check-in has concluded, or a tournament begins (whichever occurs first), no roster changes, nor player additions are permitted. **PENALTY:** Disqualification of the team from the event and possible suspension of the team manager and added player subject to the discretion of Super Series.

6.0 BORDER COMMUNITY EXCEPTIONS

6.01 BORDER EXEMPTIONS will be considered for only those teams, or players, whose residence is in a community that **actually touches a state border**. Any border exemption granted will have a maximum mileage limitation of 30 miles across the nearest state border only.

6.02 Official residency of a player is determined by the residential address of the player where he last attended school fulltime.

6.03 In the event of a “joint custody” matter, a written copy of the court order must be provided to the Super Series national office. This would be applicable for a player who might reside in one state with a mother during the school year, and the father in another state during the summer. Super Series will not consider requests from players who live in one state, and then simply visit friends or grandparents for a short period in the summer.

6.04 Only a team manager may request a border exemption. The written request must include the player’s name, address, city, state, and zip code. Post office box addresses are not acceptable and will not be considered.

6.05 If the request is granted, a printed certificate of exemption will be generated by the Roster Control system. The certificate must be printed and attached to every roster remitted to the event director, whenever, and wherever, the team is participating within a Super Series event.

7.0 SUPER SERIES GAME RULES

Local and area qualifying tournaments may have slight amendments to these rules based upon the local precedents established at each tournament site. Such “local rules” are permissible for qualifying events, but not allowed in National Championship events. All local rules must be approved by Super Series in advance of the tournament.

7.01 GENERAL PROVISIONS:

Super Series Baseball of America takes pride in using the **OFFICIAL SPORTING NEWS BASEBALL RULES**, with these exceptions, as our basis for all tournament play. Our primary exceptions are:

7.01.1 Lead-Off’s are allowed in all divisions ages 9 and above.

7.01.2 The dropped 3rd strike rule is in effect in all age division ages 9 and above.

7.01.3 Starting players may be removed and re-enter the game one time in their original batting position.

7.01.4 Players who **have not been inserted into the game** may courtesy run for either the pitcher or catcher at any time (but cannot run for more than one specific player per inning).

7.01.5 Missed bases require an appeal play.

7.01.6 A team (ages 9 thru 14) may use an E-H (extra hitter) in the line-up if declared at the start of the game. If a team elects to start the game using an E-H, the team must use a 10 player line-up throughout the game. If, due to injury or ejection, the team is reduced to 9 players – an out shall be recorded when the injured player was scheduled to bat. If the team is reduced to 8 players, the game shall be forfeited.

Teams in the high school divisions – ages 15 thru 18 – may utilize the high school federation Designated Hitter rule (D-H) if desired. The E-H (extra hitter) is not allowed in the high school age groups.

7.01.7 Players ages 8 thru 14 may use any length and weight bat provided the barrel does not exceed 2 3/4 inches in diameter.

Players ages 15 and above must use bats which conform to the High School bat Length-to-Weight differential rule of Minus -3

Penalty: the batter is out, and the bat is removed by umpires for the duration of the game.

7.02 BASE AND PITCHING DISTANCES – GAME LENGTHS:

AGES 7 & 8:	60 FOOT BASES	40 FOOT PITCHING	6 INNINGS
AGES: 9 & 10	65 FOOT BASES	46 FOOT PITCHING	6 INNINGS
AGES: 11 & 12	70 FOOT BASES	50.6 FOOT PITCHING	6 INNINGS
AGES: 13 & 14	80 FOOT BASES Or 90 FOOT BASES	54.0 FOOT PITCHING Or 60.6 FOOT PITCHING	7 INNINGS
AGES: 15 & Above	90 FOOT BASES	60.6 FOOT PITCHING	7 INNINGS

7.03 TEAM REGISTRATION:

7.03.1 All teams participating in any Super Series event must have registered their roster online, and provide the event manager a printed copy of the roster. **Any team that participates in any Super Series event without acquiring a team registration for that specific season shall be disqualified from the event, and subject to suspension or indefinite disqualification.**

7.03.2 No roster may contain any handwritten additions.

7.03.3 The team manager, upon request, must provide a copy of any player's certificate of birth to the event manager. The dates of birth on the certificate and the Super Series roster must match identically, or the player and team is subject to disqualification.

Super Series has two totally separate seasons per year, and seasonal registration is required. The **Fall/Winter season**, and the **Spring/Summer season** shall require separate team registrations. No player shall be assumed to be carried over on any roster from one season to another. At the end of each season, all players shall be considered FREE AGENTS until such time they are included on a registered roster for the new season.

All teams must purchase and print their team registration online, once per season, on the Super Series web site at <http://superseriesbaseball.com/register.html> in the advance of participating in Super Series tournaments. A copy of the team's registered Super Series roster must be presented to the tournament director before commencing play at every Super Series tournament.

Fall/Winter team registrations shall be valid between **August 1 and January 4.**

Spring/Summer registrations shall be valid between **January 5 and July 31.**

Managers may form and register a completely new team each season.

Team registration shall remain **virtually free provided:**

if a team encloses a copy of their Super Series registration/roster certificate and remits the tourney entry fee to any qualifying or state tournament more than 2 weeks in advance, the team may deduct \$25.00 from the stated entry fee. In this manner, the team is reimbursed the cost of their registration upon their first tournament entry. The team can literally save another \$25.00 on each, and every, ensuing event that it enters provided this policy is followed. **No entry fee deduction is allowed unless the registration/roster, and entry fee, is received by the event director at least 14 days in advance of the event..** No entry discount is allowed for National Championships

7.04 TEAM INSURANCE REQUIRED:

All teams competing in Super Series event must have excess accident/medical coverage and general liability insurance. Required coverage limits are a minimum of \$100,000 excess accident/medical, and minimum of \$1,000,000 general liability which includes participant legal liability. The team has the right to purchase its insurance from any reputable company, and Super Series Insurance is an available option. For National Championship events, teams should obtain a certificate of insurance. If you have insurance, other than Super Series insurance, you should name Super Series Baseball of America as “additionally insured.” Your team insurance certificate is required at check-in. Teams desiring to purchase Super Series Baseball of America insurance should visit our web site at:

<http://superseriesbaseball.com/insurance.html>

7.04.1 Any Super Series insured team, that **switches team manager, or team name**, shall be required to purchase new insurance. A manager change, or team name change, will be considered as a new, or different, team and any prior insurance coverage of the team shall not transfer to the second, or new team.

(Example: Team 1 “Bears” forms in the spring and insurance is purchased by team manager “John Smith”. Should this team terminate in August, and then another manager (“Bob Black”) forms a fall team (team 2) of the same name, with or without some of the same players from the spring team included, this shall be considered a new team and, new team insurance is required.

7.05 TIME LIMITS:

The local qualifying tournament director may impose qualifying game time limits as deemed necessary. No new inning may start after time has expired, except when a game is tied. In all tournaments, to help keep the event on schedule, pool play games may end in a tie. Pool play is used for seeding purposes only in elimination rounds.

In pool play, if the game is tied after regulation innings are completed, but time is still remaining, additional inning(s) may be played until the time limit expires.

7.06 CHAMPIONSHIP / WORLD SERIES TIME LIMITS

(National Championships Required) (Qualifiers Recommended)

Pool Play: 8's, 9's, 10's = 1 Hr 30 Min

Pool Play: 11's, 12's = 1 Hr 45 Min

Pool Play: 13's, 14's = 2 Hrs

Pool Play: 15's, 16's, 17-18's = 2 Hrs 15 min

(No new inning may start in pool play after time has expired.

If the game is still tied - a tie in the pool standings shall be recorded)

Elimination Rounds: 8's, 9's, 10's = 1 Hr 45 Min

Elimination Rounds: 11's, 12's = 2 Hrs

Elimination Rounds: 13's, 14's = 2 Hrs 15 Min

Elimination Rounds: 15's thru 18's = 2 Hrs 30 Min

(If Game is still tied in National Championship elimination rounds - the game must continue until the tie is broken according to the official rules of baseball. After 10 innings have been completed and if the game is still tied, the California tie-breaker policy may be initiated commencing with the 11th inning. The California tie-breaker: when a team goes on offense, the last batter from the previous inning starts the new inning as a runner on 2nd base)

CHAMPIONSHIP / WORLD SERIES SEMI-FINALS and CHAMPIONSHIP GAMES:

No Time Limits, No Ties, No California Tie-Breaker

12's & Under = 6 Innings

13's & Over = 7 Innings

7.07 SUBSTITUTIONS:

Starters may re-enter one time in their original batting position. Substitutes removed from a game are ineligible to return. All substitutions shall be reported to the home plate umpire, who will inform scorekeepers. Team which fall short of nine eligible players during a game, due to player ejection(s), shall forfeit that game only. At no time, can a team participate with fewer than nine players. In the event of a disabling injury, and all eligible substitutes have already entered the game, the last player removed must be re-inserted. The injured player may not re-enter the game thereafter.

7.08A EXTRA HITTER:

A team may use an E-H, (extra hitter) in desired in any (Ages 9 thru 14) Super Series tournament game. The manager must declare the use of an E-H prior to the start of the game. The E-H position shall be considered the same as any other position. Normal substitution rules apply. However, any team that begins play using an E-H, must maintain a 10-player batting line-up throughout the game.

If, due to injury, a team shall fall to nine players, an out shall be recorded each time the injured player (removed) was to have come to bat.

Once the game has commenced, the position of the E-H within the batting line-up cannot change during the game.

In ages 15 thru 18 Only: The E-H rule is not allowed, and the high school Designated Hitter rule is added, allowing a D-H for any player in the line-up.

7.08B BATTING THE ENTIRE LINE-UP:

MINORS DIVISION teams may elect to bat the entire line-up in Super Series qualifiers. If this option is selected, the team must bat the entire line-up for the duration of the game. Should player be injured, or has to depart, during the game, that position in the batting order shall be an automatic out.

Batting the entire line-up IS NOT an option in Minors State Championships or Minors World Series events.

Batting an entire line-up is NOT ALLOWED in American, National, or Super 16 competition at any time.

7.09 COURTESY RUNNERS:

A courtesy runner, **who has not entered the game**, may be used for the pitcher or catcher at any time. Such courtesy runner can run for only one player in an inning.

(The same player cannot run for both the pitcher and catcher in the same inning).

PENALTY: If an illegal courtesy runner is used, and the usage is properly appealed by the opponent, that runner shall be called out and ejected. If an illegal courtesy runner is discovered after play has resumed, that runner shall be ejected as an ineligible player. All playing action until that point would stand.

7.10 RUN RULE

All games will be played with run rules of:

20 after 1 inning
15 after 2 innings
12 after 3 innings
10 after 4 innings
8 after 5 innings

7.11 BETWEEN INNINGS:

A maximum of 90 seconds, or 5 warm-up pitches, will be allowed between innings with timing started upon the 3rd out. The umpire shall keep time. Automatic strikes may be called on an offensive team not ready, and automatic balls may be called on defensive team not ready, after the umpire has directed teams to play. If an injury requires an emergency pitching change, the new pitcher will have 10 minutes maximum for warm-up, during which time the game time clock shall be stopped.

7.12 EJECTIONS & CONDUCT:

A-1) Any Ejections of coaches, players, and fans, based upon unsportsmanlike conduct, malicious contact, verbally abusing tournament officials, or throwing anything at another individual or onto the playing field, will result in an immediate ejection, AND ADDITIONAL SUSPENSION. A team can incur a maximum of three ejections total in any tournament, including championships. Upon the 3rd cumulative ejection to any team (including ejections to the manager, coaches, players, parents, or fans) the team is disqualified from the event.

A-2) Within any tournament, upon the first ejection (*for unsportsmanlike conduct or malicious contact*) for any player, manager, coach or fan of the team, the person ejected is required to immediately leave the park premises, and shall also be ineligible for attendance or participation in the team's next tournament game.

A-3) Within any tournament, upon the second ejection of any player, manager, coach or fan of the team, the person ejected be required to immediately leave the park premises, and shall also be ineligible for attendance or participation in the team's next TWO tournament games.

A-4) Within any tournament, upon the third ejection of any player, manager, coach or fan of the team, the entire team is immediately disqualified from further participation in that tournament. All members of the team are also prohibited from attending any remaining games in the event as fans or spectators. The team is also subject to permanent disqualification, or suspension, from future Super Series participation, at the discretion of the national office.

B. If any individual is ejected for a second time at any event, he or she will not be allowed into the park for the remainder of the tournament. Failure to comply with this rule will result in immediate disqualification of the team. The person is also subject to possible permanent suspension from Super Series Baseball.

C. If it becomes necessary to call security, due to an unruly coach, player, parent, or fan; or if a person refuses to leave the park after being ejected, the entire team is immediately disqualified effective when the call for assistance is initiated. No fees, admissions, nor travel expenses will be refunded.

D. Post-Game Misconduct: If any team, or any member of a team, (*including manager, coach, player, parent, or fan*) displays misconduct or poor sportsmanship AFTER a game has concluded, or issues verbal assaults, trashes or damages park property, or physically threatens, or makes a physical assault against any another person, the team shall be permanently disqualified from further participation within Super Series Baseball, and all guilty parties will be subject to arrest and prosecution to the fullest extent of the law.

E. Use of profanity by coaches, players, parents or fans is considered unsportsmanlike conduct and may result in ejection, upon the decision of the Super Series official or event director. **Our events are for children, and Super Series does not believe profanity is appropriate, nor acceptable, whatsoever, in our environment.**

F. A manager or coach may not remove his team from the field, or refuse to continue play, due to a dispute with game officials. **PENALTY:** The game is immediately forfeited, and the team is disqualified from further participation in the tournament. The manager or coach is subject to indefinite suspension by Super Series.

G. No coach, player, or team shall, at any time, whether from the bench, coaching box, or playing field, attempt to incite by word or sign, any unsportsmanlike conduct or demonstration by spectators.

H. Assistant coaches may not leave their field position, dugout, or bullpen area to appeal any play on the field. **PENALTY:** Ejection after one warning

I. Razzing, heckling, chanting, or making disparaging remarks towards opponents, in any manner, is prohibited. Umpires are instructed to call time, and eject the fan or spectator.

J. Any person making physical contact with a game official, tournament administrator, or an organization representative of Super Series Baseball of America, shall be immediately disqualified from further participation in Super Series, and will be prosecuted to the fullest extent of the law. Making physical contact with athletic officials is a felony criminal offense in most states.

7.13 FORCE PLAY SLIDE RULE:

The force play slide rule is a safety rule first and an interference rule. Players advancing to second with the intent to break-up a double play must slide directly into the bag. (Exception: a runner need not slide directly into a base as long as the runner slides in a direction away from the fielder to avoid making contact or altering the play.)

All calls regarding rough play, sliding, etc., shall be judgment calls of the umpires. Fake tags will be considered as "obstruction" by our umpires. Officials will award the runner bases per their judgment.

7.14 COLLISION AVOIDANCE RULE:

This is a safety rule. It is the obligation of the runner to slide, or attempt to avoid contact or collision with the defensive player at any base, anytime. If contact is made in a non-malicious manner (an umpire judgment) the player shall be called out. If contact is made in a malicious manner, the runner shall be called out and ejected from that game, plus an additional (1) game.

7.15 JUMPING OVER ANOTHER PLAYER:

Hurdling a player who is the act of making a play will not be allowed. The ball is immediately dead, time is called. The player is called out regardless of the outcome of the play. All players return to the last base legally occupied at the time of this act.

7.16 BASEBALL CLEATS:

Metal spikes are allowed in 12 and above age divisions. Qualifying tournaments may have local or park rules which prohibit metal spikes in this age division. Managers should inquire about local tournament rules in qualifiers.

7.17 RAIN OUT REFUNDS:

Full refund if no games are begun; 1/2 refund if (1) game is started; no refunds once second game begins. No gate refunds, nor rain checks, at any time. Tell your players and fans, if play is in doubt due to inclement weather or rain, to wait until play begins to enter park.

7.18 SUSPENDED/COMPLETE GAMES:

A game shall be ruled as official and complete if it is called by umpires or the tournament director due to rain, inclement weather, lighting failure, or other reasons beyond our control, provided 4 innings have been completed. If four innings have not been completed, the game shall be suspended, and resumed from that point, when safe play can be resumed.

7.19 TIE-BREAKERS:

All Super Series Tournaments shall utilize pool play format initially. Single elimination rounds will follow pool play. In the event of ties between two teams, winners will be decided by the following priority:

- 1) head-to-head competition (used in qualifying tournaments only)**
- 2) total runs allowed**
- 3) total runs scored**
- 4) coin flip.**

Head-to-head tie-breaker is to be used for TWO TEAMS tied only. If three or more teams are tied, the first tie-breaking criteria will be runs ALLOWED by all of the tied teams.

Head-to-Head tie-breaker is NEVER UTILIZED in National Championship events.

7.20 GATE ADMISSIONS:

There may be an admission charge to all Super Series Tournaments for all persons age 6 or over. Children ages 5 or younger are always admitted free. The admission charges shall be set by the local tournament. Admission charges for qualifying tournaments cannot exceed \$5 per-entire-day.

National Championship admissions cannot exceed \$7.00 per day or \$25.00 for a weekly pass.

7.21 DUGOUTS:

A maximum of four adults per team are allowed in dugouts. Only three coaches are allowed outside of the dugout at any time. Absolutely no glass items are allowed in the dugouts. Team water coolers are allowed, unless provided by the tournament site. Teams must pick up trash and debris in the dugout before departure from all games.

Only ONE PLAYER – the on-deck batter – is allowed outside of the dugout. Unless the local park has a specific safety rule altering this rule: the on-deck batter must remain on his own dugout side.

7.22 HOME/VISITORS:

In qualifying and State Touraments, following pool play, the HOME TEAM in bracket play shall be the team which earned the highest seed in pool play.

This rule applies for qualifiers and state championships ONLY.

A coin flip shall determine Home Team remains a requirement in all Super 16 Regionals, National Championships, and World Series events.

The loser of the coin flip shall have the choice of dugout.

7.23 WARM-UP'S:

All team pre-game warm-ups will be done in specified warm up areas, or in the outfield of a ball field. Absolutely No Infield Practice allowed on any infield; No Pitching Practice allowed on any ball field mound. The local tournament director may set a time limit for an infield practice routine prior to championship games.

7.24 COACHES' PASSES:

Each team shall receive three (3) coaches passes in your packet. Coaches who lose, forget, or misplace their passes will be required to pay a non-refundable gate admission. Individuals who abuse or miss-use these passes shall forfeit their passes for the duration of the tournament.

7.25 GAME BALLS:

Please check with the local tournament director regarding game ball policies. Official Super Series National Championship logo baseballs are required for all National Championship events.

7.26 LINE-UP CARDS:

Each manager must prepare three (3) written copies of his line-up, listing first & last names, and numbers, of all players and substitutes, prior to each game. Line-ups must be provided to the plate umpire, opposing manager, and opposing scorekeeper. A game shall not start until this is completed. Should a coach omit a player from his written line-up, once the game has started - that player cannot participate in that game only. Managers are responsible for providing their own line-up cards.

ALL LINE-UP CHANGES AND SUBSTITUTIONS MUST BE REPORTED by the team manager to the home plate umpire before any substitute takes his offensive or defensive position in the game.

7.27 PITCHING LIMITATIONS:

NONE. Per Sporting News rules, pitchers must be removed upon the second visit to the mound or field by any coach in the same inning. If a coach calls time, and crosses the foul line to confer with any player, this shall be considered a visit for that inning.

7.28 PITCHERS RETURNING TO THE MOUND:

Any pitcher removed from the mound may not return to the mound in that game.

Penalty: Forfeiture of the game

Exception: A pinch-hitter may hit for a starting pitcher one time in any game. The pitcher must immediately re-take the mound when the team goes on defense, or he forfeits his eligibility to pitch again in the game. The pinch-hitter, once he is inserted to hit, and then removed, is ineligible once the starter has re-entered the game.

7.29 DISORDERLY CONDUCT:

Any disorderly conduct, threat of, or act of violence, shall result in the removal and arrest of the responsible individual(s). Any person on the premises, who is intoxicated, shall also be removed from the complex by security personnel. Any person(s) removed under these circumstances, shall be prohibited from entering park grounds, including the parking lots, for the duration of the tournament. Upon such ejections, refunds will not be given to any such individuals.

7.30 FIGHTING:

Should any player, coach, or team member take part in any fighting, those individuals shall be ejected from the tournament on the first occurrence. Should any member of the team subsequently become involved in a second incident of fighting, the entire team shall be ejected from all further participation in the tournament and subject to suspension by Super Series Baseball.

7.31 TOBACCO and ALCOHOL:

Use of tobacco products is prohibited on all fields and in the dugouts during games. The sale, or consumption on the premises, or in the facility parking lots, of alcoholic beverages is strictly prohibited at all Super Series events. Anyone who appears intoxicated, or under the influence of alcohol or drugs, shall be ejected, from the ball park.

7.32 PROTESTS:

All protests will be resolved immediately. **Only managers may protest.** Judgment calls by umpires may not be protested. Upon a protest, a manager shall remit \$100.00 protest fee. If the protest is upheld, the \$100 shall be immediately refunded. If the protest is denied, the deposit shall be forfeited. Protests shall be resolved by the tournament director and his designees, in consultation with the umpires of the game.

7.33 FORMAT ALTERATIONS:

All Super Series Tournament directors reserve the right to alter, change, or abbreviate tourney formats, when necessary due to weather conditions beyond their control, in order to complete the tournament.

7.34 AWARDS:

Awards will vary depending on the tournament event. However, individual awards will always be presented to all players of, at least, the top two finishing teams.

7.35 NO SHOW/SURRENDER:

Any team that fails to show for a scheduled Super Series tournament game, unless a team medical emergency can be immediately verified and documented, shall be disqualified from further participation in that tournament.

Teams are not permitted to “surrender” during the course of any tournament game. All games must be played to completion per tournament rules. Should a team remove its team from the field, or quit, prior to completion of any tournament game, that team is disqualified from all further participation in the tournament – and may be prohibited from participation in future events (at the discretion of the local host and national Super Series office).

7.36 DISREPECT FOR THE GAME:

Any team(s) that conspire with another to determine the outcome of any game; or any team that makes a mockery of the game by intentionally failing the play to the best of its ability; or any team that intentionally, by its play, attempts to limit the score, or lose a game, which could affect other teams and standings, shall immediately be disqualified, and will be prohibited from any further participation in Super Series.

7.37 JEWELRY RESTRICTION:

Players shall be prohibited from wearing jewelry in any game (*Exception: Medical Alert bracelets*) One warning will be given per teams - followed by player ejection for ensuing infractions by players of the team for the remainder of the game.

7.38 THROWING EQUIPMENT:

If a player throws equipment a bench warning shall be issued. Any further infractions will result in an ejection with a 1-game additional suspension. If the umpire judges the initial throwing of equipment to be flagrant, the individual may be immediately ejected at the discretion of the game officials.

7.39 UNIFORMS:

A) All uniform jerseys shall have numbers and no number shall be duplicated on the same team. If a player has an identical number the jersey shall be changed or the player will not be allowed participation.

B) All uniforms worn by players must be identical in color and design. Players added to a team for participation in the national championships, must have the same uniform as other team members.

C) Protests on uniforms will not be allowed. The tournament director shall enforce uniform legality. Violators of the uniform rule shall be allowed to conform, or will be removed from the game.

D) Managers and coaches are not required to wear uniforms. Managers and coaches may choose to wear uniforms if they desire - or wear coaching shirts and shorts. Coaches apparel should coordinate in with team uniform colors.

E) If player **names** are included on the back of jerseys, the name displayed must match the identity of the player. Teams cannot switch uniforms (containing names) to confuse opponents.

Penalty: Team disqualification from the event.

(Applies to only uniforms with player names. Players may switch jerseys with numbers only – provided the line-up card at the start of any game accurately matches the player's name with the accurate number)

F) If a player is added to a team, and needs to use another player's jersey with an inaccurate name, the inaccurate name must be covered with tape, and the umpire and opposing coach must be verbally notified about the situation prior to commencement of the game. If a player enters the game without prior notification, the player is ruled an ineligible player and is ejected immediately.

7.40 CASTS, SPLINTS or BRACES

All casts, splints and braces must be padded with at least ½-inch of closed cell, slow recovery rubber or other material of the same minimum thickness and having similar physical properties. No protective equipment shall have any exposed metal or other hard material. Note: A pitcher cannot wear any casts, splints or braces of any kind.

7.41 Bat Boys / Girls:

All bat boys / girls must wear a double-ear batting helmet at all times when outside the dugout. All bat boys and girls MUST be on the team roster for insurance purposes.
(Add bat boys before qualification to avoid using an add/drop)

7.42 Player Omission on Line-Up Card:

If a team manager accidentally omits a player from the line-up card, the player may participate in the game, provided the player is on the official Super Series roster submitted to the tournament manager.

8.0 ELIGIBILITY

Accountability for player eligibility is a responsibility of both managers and parents. Managers and parents are responsible to ensure that players meet eligibility requirements including, proper age; that players are not currently registered to another team in the same age division; and that players have not qualified in a higher classification division in the current season. If a qualified player's team is disbanded, or he is released from the team, does not revoke the player's achieved level of classification for the current season.

8.1 Age Cutoffs :

Super Series will adhere to the new age cutoff date of May 1st for all ages.

To determine your team's age in Spring-Summer seasons:

Determine the age of your OLDEST player as of April 30th of the current calendar year.

To determine your team's age in Fall-Winter seasons:

Determine the age of your oldest player as of April 30th of the next calendar year.



To determine the player's eligible age, find the month and year of birth
Then - see the player's eligible age in the left column

AGE	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC
7	2002	2002	2002	2002	2001	2001	2001	2001	2001	2001	2001	2001
8	2001	2001	2001	2001	2000	2000	2000	2000	2000	2000	2000	2000
9	2000	2000	2000	2000	1999	1999	1999	1999	1999	1999	1999	1999
10	1999	1999	1999	1999	1998	1998	1998	1998	1998	1998	1998	1998
11	1998	1998	1998	1998	1997	1997	1997	1997	1997	1997	1997	1997
12	1997	1997	1997	1997	1996	1996	1996	1996	1996	1996	1996	1996
13	1996	1996	1996	1996	1995	1995	1995	1995	1995	1995	1995	1995
14	1995	1995	1995	1995	1994	1994	1994	1994	1994	1994	1994	1994
15	1994	1994	1994	1994	1993	1993	1993	1993	1993	1993	1993	1993
16	1993	1993	1993	1993	1992	1992	1992	1992	1992	1992	1992	1992
17-18	1991	1991	1991	1991	1990	1990	1990	1990	1990	1990	1990	1990

8.2 Residence:

All players on an American or Minors team roster must come from with the team's home state, unless a border exemption has been granted by the Super Series national office. . Residency is established by the community where the player last attended school as a fulltime student. Out-of-state players are ineligible unless a border exemption certificate has been issued to the team for such players.

8.3 Altered Birth Certificates:

Anytime a registered player's certificate of birth is found to have been altered or changed, the **team** shall be disqualified and will be subject to suspension and indefinite disqualification. The player whose certificate has been altered will be permanently disqualified from further participation in Super Series, and the altered certificate will be submitted to state and county officials. Altering an official certificate of birth is against the law in most states.

The **team manager** is responsible for attesting to the accurate age of his team players. Any manager using over-age players shall be disqualified from further participation within Super Series Baseball of America.

(It is highly recommended that all team managers require their parents to show them an original certificate of birth before accepting a player onto the team.)

8.4 Proof of Age:

All managers must carry, and provide upon request by a tournament director, birth certificates for all players. Failure to produce a certificate of birth upon request by a tournament official, shall result in disqualification of the team in that event, and possible suspension by Super Series Baseball of America.

8.4.1 For entry into National Championship tournaments, all players will be required to go through check-in procedures to ensure property age and identity.

8.4.2 At National Championship events, team managers must **SHOW** an **original government issued document of birth**, or a U.S. Passport, or state-issued driver's license containing the individual's photo, for every player.

These original documents will be used to verify the dates of birth on photocopied birth certificates are accurate. The photocopied birth certificates of all players submitted at check-in, then become the documents of record on file during the course of the National Championship event.

No player will be allowed to participate in a National Championship event without providing an original, accepted governmental document, to verify age.

8.5 Guest Players:

Super Series does not have, nor allow, guest players. Any registered player, found participating with another Super Series team within the same age division, without being formally released by his original team, shall be subject to possible suspension for at least one full year for the first offense, and permanently disqualified for a subsequent offense.

8.6 Unregistered Players:

Any team found to have unregistered players in its dugout, or participating within a Super Series game, the team shall be immediately disqualified. The team manager shall also be permanently disqualified from further participation in Super Series as a manager or coach. The player shall also be subject to possible suspension.

8.7 Tournament Directors and Officials:

No tournament official, nor tournament director, may manage, coach, participate as a player, or umpire in any tournament in which he serves as an official or director.

8.8 Improper Player Additions:

In all tournaments, NO PLAYER may be added to the team after the team has submitted its official roster to the event manager, or the team has commenced play.

In Championship events, no players may be added once the team roster has been submitted to the event at team check-in.

Penalty: Immediate team disqualification

8.9 Right of Participation

All teams, individuals, patrons, spectators, officials, and players, attending or participating in Super Series Baseball events, are subject to the approval, and at the discretion, of Super Series Baseball of America. Super Series, as a privately owned company, retains the right to prohibit attendance or participation of any team which, or individual who, displays improper conduct, character, integrity, sportsmanship, or issues any threats of harm, violence, legal action or disruption, towards Super Series Baseball of America, its officials, or administrators.

8.10 Financial Fraud

Any team, or individual, failing to remit payment for money owed to a Super Series event, for fees due, or products purchased, shall be suspended from further participation, and subject to prosecution to the full extent of the law. Checks returned due to insufficient funds, or stopped payments, shall be submitted to the local district attorney for collection. Fraudulent credit card charge-backs will be remanded to federal banking authorities. Fraudulent insurance claims are a felony, and will be prosecuted.

8.11 Ineligible Participation

Any team found to have an ineligible player or roste, will be disqualified immediately from the event they are participating in. Furthermore, Super Series may impose additional penalties as deemed appropriate.

(Roster integrity is examined usually after an event has begun, as a roster is not official, until submitted to the event manager.)

- A) Participation of a player not registered or on the Super Series roster.
Penalty: Team disqualification and Manager suspension
- B) Over-age player participation
Penalty: Team Disqualification. Manager and player suspension
- C) Player on Two Rosters in Same Division
Penalty: Second team registering player is disqualified. Manager may be subject to suspension. Player suspension for one year.
- D) Qualified player participating in a lower division than the highest division of qualification achieved in the current season.
Penalty: Team disqualification. Manager and player suspension.
- E) Player registered due to fraudulent or inaccurate data
Penalty: Team disqualification. Manager suspension. Possible player suspension if found to be participating with second team without release.
- F) Player Added After Commencement of Tournament
Penalty: Team Disqualification – possible manager suspension
- G) Player who does not meet residence requirements as detailed for our American and Minors divisions.
Penalty: Team Disqualification – possible manager and player suspension
- H) American or Minors team participation with out of state players, and no border exemption.
Penalty: Disqualification from the current tournament. Immediate elevation to the National Division.
- I) Manager adding a player by changing player data
Penalty: Team disqualification and permanent manager suspension

While our online registration system often denies player additions which are in conflict with our rules, some managers occasionally spend considerable time attempting to circumvent these safeguards. Ineligibility shall not be determined by the fact that an ineligible player was *able* to be added by the system, but by the specific rules detailed herein, regardless of the means used to add an ineligible player.

9.00 - 8U PLAYER PITCH

Some Super Series events may choose to hold 8U Player Pitch divisions within a qualifier. These are the rules for such divisional play.

9.01 PLAYING DISTANCE:

- A.** Base length shall be 60 feet.
- B.** The pitching distance shall be 40 feet.

9.02 GAME DURATION:

- A.** The game shall be six (6) innings. The game time limit shall be 1-1/2 hours.
- B.** A pool play tied game when time expires shall be allowed to continue for one extra inning after time limit. An elimination game must continue until a winner is determined per the rules of baseball.

9.03 OFFICIAL GAME:

- A.** A game shall become official after three innings have been completed or after 2-1/2 innings if the home team is ahead.
- B.** A team may start a game with no less than nine (9) players. Failure to field nine players is cause for forfeit.

9.04 PITCHING REGULATIONS:

- A.** Any player may pitch a **maximum of 3 innings per day**. Any player who pitches two consecutive days may not pitch on the following day.
- B.** 4 balls constitute a walk; 3 strikes is an out as per baseball rules
- C.** Balk rules do not apply

9.05 BASE RUNNERS:

A. Base-runners may not leave the base until the ball is hit or has crossed the plate
PENALTY: The runner is out Base runners may advance at their own risk once a pitched ball is hit or has crossed the plate.

B. Runners on 3rd may not steal home on a passed ball or wild pitch. Runners on 3rd may not advance unless the ball is hit; or the runner is forced home by a base on balls, or hit batsman.

C. The Batter is out on dropped 3rd strikes

D. Runners cannot advance once the pitcher is on the rubber with the ball in his possession. **Exception:** Runners may advance when the ball is hit to the pitcher and time has not been called

9.06 DEFENSE:

A. Only 9 players shall play in the field.

B. Runners may advance at their own risk if a defensive player, including the pitcher, should make a throw to any base in a pick-off effort.

9.07 GENERAL PLAYING RULES:

A. The team may bat 9 players – or a 10th player if using the E-H rule.

B. Maximum of 7 runs per inning or 3 outs including the last inning.

C. Batting order cannot change. Starters re-entering must assume their original place in the batting order.

D. Defensive coaches must remain in, or in front of, the dugout at all times

E. Infield Fly Rule does not apply

F. Intentional Walks are Not Allowed

H. A manager may not omit players on the line-up card. All players in the dugout shall participate at some point in the game.

I. The courtesy runner rule, for pitcher or catcher, shall be allowed. A player, who has not been in the game, may be allowed to run for the pitcher or catcher. A courtesy runner may run for only one player per inning. If the same batter gets on base twice in the same inning, only the same courtesy runner may be used.

J. Bunting **IS** allowed in the National Division

10.0 - 7U and 8U COACH PITCH

10.01 PLAYING DISTANCE:

A. Base length shall be 60 feet.

B. A 10-foot circle shall be drawn around the pitcher's mound. The circle shall have a 5 foot radius from the center of the pitcher's rubber.

C. The pitcher's rubber shall be in the center of the circle 47 feet from the rear point of home plate.

D. FAIR BALL ARC: There will be a 20-foot arc drawn from the 1st baseline to 3rd baseline in front of home plate. A batted ball must go past this line to be fair.

10.02 GAME DURATION:

A. The game shall be six (6) innings. The game time limit shall be 1-1/2 hours.

B. No inning shall start after the time limit, unless the score is tied.

A pool play tied game shall be allowed to continue for one extra inning after time limit. An elimination game must continue until a winner is determined per the rules of baseball.

10.03 OFFICIAL GAME:

A. A game shall become official after three innings have been completed or after 2-1/2 innings if the home team is ahead.

B. A team may start a game with no less than nine (9) players. Failure to field nine players is cause for forfeit.

10.04 PITCHING REGULATIONS:

- A.** The adult coach pitcher (Coach Pitch American Division) from the team at bat must be stationed with one foot on the pitcher's rubber when he delivers the ball.
- B.** The manager or coach shall pitch overhand to his own team.
- C.** The batter shall bat until he has received a maximum of six pitches, or three swinging strikes, or he hits the ball.
- D.** Only the opposing manager may request that a player is intentionally walked. A player may only be intentionally walked ONCE per game.
- E.** The adult pitcher is to make certain that he gets out of the way of any batted ball and does not interfere with the players' access to the ball. If, in the umpire's judgment, the adult pitcher interferes with a fielder's access to a batted ball, the batter is automatically out and the runners may not advance.
- F.** The adult pitcher may not talk to, or coach, any runners or batter while he is on the field. He is to pitch only. If in the umpire's judgment, he does talk, or coach, the batter or runner will be declared out.

10.05 DEFENSE:

- A.** Ten (10) players shall play in the field.
- B.** Four (4) players shall be designated as outfielders. The fourth outfielder will not be allowed to assume an infield position. All outfielders must remain behind the baseline.

10.06 GENERAL PLAYING RULES:

- A.** Base-runners may not leave the base until the ball is hit or the ball has crossed the plate PENALTY: The runner is out. Base stealing is NOT allowed unless a defensive player (including pitcher) makes a play to the base occupied by a player. Any defensive throw to any base allows all runners to advance at their own risk.
- B.** A runner on third base may not advance to home on a passed ball or wild pitch.
- C.** The batter is out on the third strike, regardless of whether the catcher holds onto the ball or not.
- D.** Free defensive substitution - but the batting order must remain the same

E. The batting order shall consist of all players on the roster. All players shall bat in a continuous rotation during the game. Late arriving players shall immediately be placed at the end of the existing batting order.

F. The batter is automatically out if he throws the bat.

G. Maximum of 7 runs or 3 outs per inning, including the last inning.

H. The infield fly rule does not apply.

I. No Bunting

J. A manager may not omit players on the line-up card. All players in the dugout shall participate in the game.

K. Defensive coaches are not allowed on the field of play, and must remain within arms length of the dugout.

L. A courtesy runner for the catcher of record from the previous inning may be used. The courtesy runner must be the player that made the last out.

M. Umpires shall call "time" after every play has concluded and declare the ball "dead." Time should be called when all runners are no longer attempting to advance.

N. If a batted ball hits the Pitcher (coach):

1. If, in the umpire's judgment, the coach made no effort to avoid contact, the batter is out and no runners advance.

2. If the umpire judges that the (Pitcher) coach did try to avoid contact, the ball becomes dead and is ruled "No Pitch"

11.0 – 7U and 8U MINORS - MACHINE PITCH

11.01 PLAYING DISTANCE:

- A.** Base length shall be 60 feet.
- B.** The front legs of the pitching machine shall be 42 feet from the rear point of home plate.
- C.** A 10-foot circle shall be drawn around the pitcher's mound. The circle shall have a 5 foot radius from the center of the pitcher's rubber.
- D.** There will be a 20-foot arc drawn from the 1st baseline to 3rd baseline in front of home plate. A batted ball must go past this line to be fair.
- E. FAIR BALL ARC:** There will be a 20-foot arc drawn from the 1st baseline to 3rd baseline in front of home plate. A batted ball must go past this line to be fair.

11.02 GAME DURATION:

- A.** The game shall be six (6) innings. The game time limit shall be 1-1/2 hours.
- B.** No inning shall start after the time limit, unless the score is tied.
A pool play tied game shall be allowed to continue for one extra inning after time limit.
An elimination game must continue until a winner is determined per the rules of baseball.

11.03 OFFICIAL GAME:

- A.** A game shall become official after three innings have been completed or after 2-1/2 innings if the home team is ahead.
- B.** A team may start a game with no less than nine (9) players. Failure to field nine players is cause for forfeit.

11.04 PITCHING:

- A.** A plate umpire will call balls and strikes.
- B.** A field umpire will place a ball in the machine and call the bases.

C. The pitching machine will be adjusted by an umpire to reduce the number of called balls.

D. The pitching machine speed and elevation shall be maintained by an umpire and shall be the same for each team. The front legs of the machine shall be set at 42 feet.

E. The pitching speed will be set to equate to 39 to 42 mph.

F. If the batted ball hits the pitching machine the umpire shall call the ball “dead” and the batter is awarded 1st base, and all runners advance one base.

G. The pitch will not count as a ball or strike.

H. The umpire may also call a “dead ball” if, in his judgment, a dangerous play may result from a defensive player attempting a play near the pitching machine.

I. A chalked 16 foot circle shall be drawn around the pitching area. Once the ball is returned to the circle all runners must return to the base last legally occupied or attained.

11.05 DEFENSE:

A. Ten (10) players shall play in the field.

B. Four (4) players shall be designated as outfielders. The fourth outfielder will not be allowed to assume an infield position. All outfielders must remain behind the baseline.

11.06 GENERAL PLAYING RULES:

A. Base-runners may not leave the base until the ball is hit or the ball has crossed the plate PENALTY: The runner is out Base stealing is NOT allowed unless a defensive player (including pitcher) makes a play to the base occupied by a player. Any defensive throw to any base allows all runners to advance at their own risk.

B. A runner on third base may not advance to home on a passed ball or wild pitch.

C. The batter is out on the third strike, regardless of whether the catcher holds onto the ball or not.

D. Free defensive substitution - but the batting order must remain the same E. All players shall bat in a continuous rotation during the game. Late arriving players shall immediately be placed at the end of the existing batting order.

F. The batter is automatically out if he throws the bat. Runners advance at their own risk.

G. Maximum of 7 runs or 3 outs per inning including the last inning.

H. The infield fly rule does not apply.

I. Bunting is allowed in machine pitch as follows:

1. A team may only bunt twice per inning

2. No fake bunts are allowed. If a batter swings after showing bunt, the batter is out and no runners can advance.

J. A manager may not omit players on the line-up card. All players in the dugout shall participate in the game.

K. Defensive coaches are not allowed on the field of play, and must remain within arms length of the dugout.

L. A courtesy runner for the catcher of record from the previous inning may be used. The courtesy runner must be the player that made the last out.

M. Only the opposing manager may request that a player is intentionally walked. A player may only be intentionally walked ONCE per game

N. The batter shall bat until he has three (called or swinging) strikes, or hit's the ball. If the 3rd strike is fouled off, the batter remains at the plate, per regular baseball rules.

O. The batter does not advance to 1st base due to a walk, or being hit by the pitch. unless the opposing team manager requests an intentional walk.

12.0 STATE CHAMPIONSHIPS

12.01 Teams desiring to participate in a Super Series State Championship must have participated in at least one qualifying tournament during the current season.

12.02. State **Championships are open to in-state teams only.** These events shall award qualification and TRIPLE POINTS to the top four teams in each age and division; and the state champions shall also be offered a PAID ENTRY to the National Championships in their respective age and division.

12.03 Super Regional tournaments are open to teams from any state. Triple Points shall be awarded to the top four teams in each age and division; and Super Regional Champions shall be awarded a PAID ENTRY to the National Championships in their respective age and division.

12.04 Any team disqualified for unsportsmanlike conduct, ineligibility, or rule violations, from a State Championship or Super Regional tournament shall also be prohibited from entry into the National Championships. The team shall also be subject to indefinite suspension at the discretion of Super Series.

ISSUES NOT COVERED

Should any situations arise, or rulings be required, that are not addressed in these rules, nor in the printed Super Series rule book, the decision of the National Office of Super Series Baseball of America shall serve as the official and appropriate ruling. All decisions by the National Office shall be final and may not be appealed.

13.0 HOW TO ENTER SUPER SERIES CHAMPIONSHIPS and WORLD SERIES:

A. GENERAL INFORMATION:

With the exception of the 7U, 8U, 9U Divisions (*except 9U Minors*), and 15's thru 18's divisions, all teams participating in a Super Series National Championship event must have qualified in a Super Series qualifying tournament. A list of qualified teams is sent from our national office to each championship event host for verification.

Those 7U, 8U, 9U, and 15's-18's teams which have qualified by finishing in the Final Four of a Super Series qualifier will be rewarded with the highest seeds in the national championship events. However, 7U, 8U, 9U, and 15's-18's, may enter these events as "at-large" teams.

9U Minors Teams – will be required to have qualified in order to prevent under-classification and sandbagging.

Teams eligible for National Championship play will be e-mailed notification of qualification.

A list of all summer championship events may be found on our web site:
<http://superseriesbaseball.com/championships.html>

A list of all winter championship events may be found on our web site:
<http://superseriesbaseball.com/winter.html>

Under each event is a link which takes you to that event page containing the contact information for that event.

Teams should submit their entry as soon as possible to the specified tournament director of the event after qualifying. All teams entering are subject to review and approval by the national office.

All Super Series National Championship tournaments will be limited to a maximum of 64 teams. While hundreds of teams will have qualified for each National Championship event, we will accept only the first 64 qualified entries. It is our hope to have a perfect 64-team bracket.

The number of teams advancing to the championship bracket after pool play shall be:

<u>Total Teams Entered in Event</u>	<u>Teams Advancing to Championship Bracket</u>
1 to 16	All
17 to 32	16
33 to 48	24
49 to 64	32

(For example, if there were 32 total teams in a championship, the top 16 finishers in pool go to the championship, and 16 teams would advance to consolation. For a full event of 64 total teams, a maximum of 32 teams advance to the championship bracket, and the remainder advance to consolation. Pool play is now very important)

Each team will play three pool games for seeding, then commence a pure double-elimination bracket. Each team is assured of a five (5) game minimum.

B. MAIL THE FOLLOWING TO YOUR SPECIFIED TOURNEY DIRECTOR:

1. Official National Entry Form
2. Your Team Entry fee

C. BRING THE FOLLOWING TO CHECK-IN:

1. **Proof of Team Insurance**
(Have either Super Series Insurance or your policy must name Super Series Baseball as additionally insured).
2. **Two copies of your current Super Series Registration/Roster Certificate.**
3. **Coaches will have to show an original state birth certificate, state issued ID, driver's license, U.S. Passport, or an original state or federal document attesting to the age for each player** (*Hospital certificates are not acceptable*)
4. **Copies of all player state birth certificates. (No Hospital Certificates)**
5. **Copy of your National Entry Form.**
6. **Parents should carry child's Social Security card, only in the event identity is questioned**

14.0 NATIONAL CHAMPIONSHIP RULES and POLICIES

1. Late arriving players, upon advanced notification by the team manager to the tournament director, are allowed up until the start of the team's 3rd game. Once the 3rd game has started, no additional players may join the team.

All late arriving players must check-in personally with the tournament director prior to participation or will be disqualified.

2. No late arrivals allowed after the start of any team's 3rd pool game.

3. Coin Flip for Home Team 30 minutes prior to game time for EVERY game. Any team that fails to be on time for the coin flip shall "forfeit" the flip.

4. Home team shall occupy 3rd Base Dugout

5. Original Birth Certificate, or Original State Document, or U.S. Passport proving age as required for participation.

6. No time limits in National Championship semi-finals or championship games

7. Run Rule is in effect for All Games

8. Tied games allowed in pool play games only. No tie games in elimination rounds. Head-to-head is not a tie-breaking criteria in National Championships.

9. Intentional Walks – Four pitches must be made

**10. No Designated Hitters in ages 9's thru 14's – E-H is optional
No E-H in ages 15's thru 18's – high school DH is optional**

11. Attendance at Managers Meetings is Mandatory. Each team must have one representative in attendance.

12. Any physical contact with, or verbal threat towards, an umpire or tournament official, at any time, results in immediate ejection from the tournament and indefinite suspension from Super Series.

13. Any team failing to show for a national game may be subject to immediate disqualification from the tournament.

14. All games must be played to conclusion – a "surrender" to save pitching or runs is not allowed

15. Tournament format may be altered upon approval by the Super Series National Office due to weather or circumstances beyond control.

16. Any team failing to show, or withdrawing within seven days, may be indefinitely suspended from further participation in Super Series Baseball of America.

17. Super Series requests that all teams participate in Opening Ceremonies

18. Throwing objects, items, candy, or any other item during the Opening Ceremonies parade of teams; or from the ball fields into the stands, is now prohibited and shall result in disqualification.

19. At the end of each game the manager must sign the umpire's scorecard. Any manager refusing to sign the card will be ejected from the next game, and this will count toward the team's cumulative three ejection limit.

20. Ensure that the score on the card, and the team names are accurate. These will be the official scores of record and WILL NOT be changed later in the event of inaccuracy. The manager is responsible to ensure accuracy at the time of signature.

21. All teams are requested to clean up your dugout upon exit after each game. This includes depositing all trash, cups, paper, etc. into a proper trash receptacle. The team manager shall be held financially responsible for his team damaging property or fixtures in a dugout, or defacing the dugout in any manner.

22. Iced water coolers and cups will be provided in each dugout and maintained by the tournament staff. If you find an empty cooler – or need additional water or cups, please notify a staff member immediately.

23. The home team shall keep and maintain the official scorebook for games. The visiting team must provide an adult scoreboard operator.

24. Only the team manager may request time and confer with game officials. Only the team manager may officially issue a protest. Assistant coaches are to remain in the position within the dugout, or coaches' boxes. Only adults may serve as a base coach.

25. All bat boys (or bat girls) must be listed on the team roster for team insurance coverage, and must wear a double-flap batting helmet at all times when outside of the dugout.

26. Throwing of equipment in a fit of rage, disagreement of an umpire's call, or in anger, at any time, will result in immediate ejection without warning

27. Profanity, and/or trash talking (taunting opponents) will not be tolerated at any time and WILL result in ejection. We require that all teams display sportsmanship and conduct themselves in a dignified and respectable manner participating at our events. It is the manager's responsibility to ensure and maintain such conduct.

28. If a physical altercation commences, all participants involved, and any and all individuals who leave the dugout to join in the altercation, will immediately be disqualified from further participation in the tournament. If a second altercation occurs later involving the same team, the entire team is then disqualified from the tournament.

29. No parents, guests, or scorekeepers are allowed in dugouts during games. Only eligible rostered players, coaches, and bat boys are allowed.

30. Any team that does not take the field when directed by the umpire shall forfeit that game.

31. Any person ejected must leave the park immediately. Any person refusing to leave, shall be suspended for the remainder of the tournament. If a call is placed for security assistance to remove any person, the entire team is disqualified from further participation effective with the moment the call is placed. Any team disqualified for misconduct, will also be indefinitely suspended from further participation in Super Series Baseball.

We urge all guests, that if you have a problem, to calmly and maturely discuss your concerns with the event manager at the conclusion of your game.

32. Absolutely no alcoholic beverages, nor controlled substances of any kind, are allowed to be in the park, including parking lots. Consumption of alcoholic beverages on park property is prohibited. Anyone who is intoxicated will be removed from the park by security officers, and subject to arrest.

33. Any team, upon the third cumulative team ejection, (including coaches, players, parents or fans) is disqualified from further participation in the tournament.

The first ejection also carries a one game suspension; the second ejection includes a two game suspension.

34. For intentional walks, the pitcher must throw four pitches (balls). The only high school rules used in Super Series are the “designated hitter” and “the bat length and weight ratio” (minus -3). All other rules are per the Official Sporting News Rules of Baseball, with exceptions as detailed in the Super Series rule book.

35. An MVP must be named in every Super Series National Championship age and division. All-tournament teams or all-star players are chosen for summer National Championships. Managers of 1st and 2nd place teams are required to provide nominees, and current statistics, to the tournament director prior to the championship game. Any manager who refuses to cooperate in this regard; or states he wishes to name his entire team; or disallows individual honors to his outstanding players; will be subject to future disciplinary sanctions, and forfeiture of team travel compensation awards.

36. Any team found to have any ineligible player(s) will be disqualified immediately from further participation in the tournament. The team manager, and ineligible player(s), will also be subject to possible suspension at the discretion of Super Series Baseball.

SUPER SERIES WEB SITE LINKS:

THE FOLLOWING WEB LINKS ARE LISTED FOR YOUR CONVENIENCE AND INFORMATION. WE ENCOURAGE ALL SUPER SERIES PARTICIPANTS TO REVIEW THESE LINKS TO INSURE YOU HAVE THE LATEST AND CORRECT INFORMATION ON ALL SUPER SERIES ACTIVITIES.

SUPER SERIES RULES: <http://superseriesbaseball.com/rules.html>

DIVISIONS: <http://superseriesbaseball.com/divisions.html>

ROSTER CHANGES: <http://superseriesbaseball.com/changes.html>

TEAM REGISTRATION: <http://superseriesbaseball.com/register.html>

NATIONAL ENTRY: <http://superseriesbaseball.com/natlentry.html>

QUALIFIERS: <http://superseriesbaseball.com/schedule.html>

TEAM INSURANCE: <http://superseriesbaseball.com/insurance.html>

WINTER NATIONALS: <http://superseriesbaseball.com/winter.html>

SUMMER NATIONALS: <http://superseriesbaseball.com/championships.html>

CHAMPIONSHIP SCORES: <http://superseriesscores.com>

NATIONAL CHAMPIONSHIP AWARDS:

- • National Championship trophy, championship watches, national champions' caps, and national champions uniform patches for members of the national championship team.
- • Team trophy and championship watches for members of the national runner-up.
- • Team trophy and individual acrylic awards for members of the 3rd and 4th place teams.
- • MVP Trophy to tournament Most Valuable Player
- • “All Tourney Team” Player Awards
- • Team and individual awards to 1st and 2nd in Consolation
- • Individual Contest Awards
- • Players of the 1st and 2nd Place Teams eligible to order National Championship rings.
- A complete list of the National Championship awards is available on the Super Series web site at:

<http://superseriesbaseball.com/ncawards.html>

CONTACT INFORMATION:

Super Series Baseball of America[®]

3449 East Kael Street

Mesa, Arizona 85213-1773

Ph: 480-664-2998

Fax: 480-664-2997

[E-Mail: info@superseriesbaseball.com](mailto:info@superseriesbaseball.com)