# May 24th - 26 ${ }^{\text {th }}$, 2013. Makeup date May $27^{\text {th }}, 2013$ 

## USSSA GLOBAL SPORTS QUALIFIER

Early Entry Discount Available

## Major/AAA

The Lincoln Rebels are happy to extend an invitation to your team to compete in our Rebels Memorial Weekend Classic. This tournament is a USSSA Global Sports Qualifier with four World Series Berths awarded in each age division. The tournament is also a USSSA State qualifier.

This tournament is well known as one the premier events in the Midwest. Our parents take great pride in running this tournament and you'll appreciate the fields being dragged and chalked before every game and played at the best complexes in Lincoln.

Tournament participation is open to any youth baseball team regardless of level, classification and sanctioning body but team must be registered with USSSA.

## Entry Fee: \$495. Deduct \$25 if received by March $\mathbf{1}^{\text {st }}, 2013$

No Gate Fee or Admission charged
4-game guarantee

7 age divisions: 8 thru 14yr olds. Each age division limited to 16 teams

Ages 8 thru 12 will play 6 innings. 13 's \& 14 's will play 7 innings
Locations: 8's, 9's \& 10's at Mahoney Park
11's \& 12's at Fleming Fields
13 's \& 14's at Densmore Park
Other locations which may be used: Lewis Park, Sawyer Snell \& Holmes Park
Awards for $1^{\text {st }}, 2^{\text {nd }} \& 3^{\text {rd }}$ place
Registration deadline is May $\mathbf{1}^{\text {st }}$, 2013. Please send your payment with your registration. Please register early. This tournament fills fast and is close to being full by March $1^{\text {st }}$.

Concessions will be available at all sites. Tournament T-shirts will be available at a pre-ordered price of $\$ 15.00$.

Tournament Director: Scott Papenhagen 28303 Brookie Pl Firth, NE 68358

Phone: 402-202-6921

## * Email: LincolnRebelsTournament@Yahoo.com

1. Local Tournament Rules
2. USSSA Baseball National Rules
3. Sporting News Rules
4. 2012 USSSA Bat Rules will be enforced

* Pitching Limitations: Pitching will be tracked, recorded and available for public view after each game. 2012 USSSA Pitiching Rules will be used and enforced. (Managers be careful not to over pitch players.)
* Mandatory Slide Rule will be in effect.
* Extra Hitter (EH): A team may use an EH if desired in any USSSA tournament game. The manager must declare the use of an EH prior to the start of the game. The EH position shall be considered the same as any other position. Normal substitution rules apply. However, any team that begins play using an EH, must maintain a 10 -player line-up throughout the game. Note: The extra hitter listed on the original line-up is considered the extra hitter for the entire game no matter what defensive position he assumes during the game. The extra hitter may occupy any position in the batting order. Once the game has commenced, the position of the EH in the batting line-up cannot change during the game.


## * No Designated Hitter is allowed.

* Jewelry shall be prohibited (except Medical Alert bracelets). One warning will be given per team - followed by (possible) player ejection for ensuing infractions by players of the team for the remainder of the game.
* Time Limits and Number of Innings: 8's-12's will play 6 innings with no new inning after 1:50. 13's-14's will play 7 innings with no new inning after 1:50. Once an inning begins it must be completed. Extra innings are allowed to break a tie in playoff games; and also in pool play if they begin within the time limit. If the time limit has been reached before the beginning of a new inning in pool play and the score is tied, each team will be awarded $1 / 2$ of a win and $1 / 2$ of a loss. No time limits in Championship games only.
* Seeding: Based on Wins, Head to Head, Runs Allowed, Run Differential, and Coin Flip. If more than 2 teams are tied based upon wins, runs allowed and run differential will be used (skip head to head).
* No infield practice will be allowed before games.
* Run rules:

6 inning games - 8 run rule after 4 innings and 15 after 3 innings
7 inning games - 8 run rule after 5 innings, 12 after 4 innings and 15 after 3 innings

* Home team will be determined by coin flip. Home team will be determined by coin flip and will keep official scorebook with all changes going through home plate umpire. In playoff rounds, the higher seed will be the home team. Dugouts are not assigned; first team to arrive has choice.
* Metal Cleats: Metal cleats allowed in the 13's \& 14's are age divisions only.
* Courtesy Runners: A courtesy runner may be used for the pitcher or catcher at any time. Courtesy runner must be someone not presently in the game. The same runner may not run for both the pitcher and the catcher in the same inning.
* To intentionally walk a batter, in the 12 and under age divisions, a coach simply needs (once play is in effect) to inform the umpire and point to first base. No pitches need be thrown.
* Score of forfeited games shall be 6-0 for 6 inning games and 7-0 for 7 inning games if the game has not already started. If the game has started, the losing team's score shall be their score at the time of the forfeit and the winning team's score shall be at least 6 or 7 runs greater than the losing team's score depending on whether it is a 6 or 7 inning game.


## * Missed bases require an appeal play.

## Base paths and pitching mound distances

8 's are be 60' and 40 '
9 's are to be 65' and 46 "
$10^{\prime}$ 's are to be $65^{\prime}$ and $46^{\prime \prime}$
11 's \& $12^{\prime}$ 's are to be $70^{\prime}$ and 50 "
13 's are to be $80^{\prime}$ and $54^{\prime}$
14 's are to be $90^{\prime}$ and $60^{\prime} 6 "$

* All ejections of players and coaches will carry an additional and immediate 1 game suspension. Failure to comply with this rule will result in forfeiture of the game. Managers are responsible for the conduct of their players and fans. Note: If the same person is ejected for a second time, 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 forfeiture of the game.
* Post-Game Misconduct: If a team, coach, or player displays misconduct or poor sportsmanship AFTER a game has concluded, the player or coach may be ejected from the next game - the team may forfeit the next game - or may be suspended at the discretion of the tournament director.
* Game Misconduct: 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. Penalty: Offending team member is subject to immediate ejection from game. (Profanity of any sort is strictly prohibited and is grounds for immediate ejection).
* All Misconduct and ejections will be reported by the tournament director to the National USSSA office, which may impose further penalties to the offending team.
* Failure to leave park after being ejected from game: If any manager, coach or fan, upon being ejected during game, refuses to leave the park in a timely manner determined by the tournament director the game shall be deemed a forfeit.
* All protests will be ruled on immediately by tournament director or his designee. Only managers may protest. Judgment calls by umpires may not be protested. Upon a protest, a manager shall remit cash of $\$ 100.00$ as a protest fee. If the protest is upheld, the $\$ 100.00$ shall be immediately refunded. If the protest is denied, the deposit shall be forfeited. Protests shall be resolved by tournament director and his designees, in consultation with the umpires of the game. All protests must be initiated thru the home plate umpire before being brought to the tournament director.
* Tournament director reserves the right to alter format of any tournament event in order to finish the tournament event in a timely manner. This includes shortening minimum game guarantees, modifying game schedules, time limits and innings per game if necessary. Additionally, every effort will be made to finish the tournament but in case of rain, darkness or other acts of nature, tournament director reserves the right to shorten games or modify schedules in order to finish event.

