

# **Super Series**

## **Baseball of America®**

### **2017 OFFICIAL RULES**



Published March 2017

**RED RULE NUMBERS ARE NEW OR MODIFIED RULES**

# 2016 SUPER SERIES RULES INDEX

<b>Topic:</b>	<b>Section:</b>	<b>Page:</b>
DIVISIONS	1.0-1.05	3 & 4
TEAM CLASSIFICATIONS	2.0-2.07	4 & 5
QUALIFICATION AND POINTS	2.1	5
TOURNAMENT STRUCTURES	3.0	6-8
STATE CHAMPIONSHIPS	3.03	6
NATIONAL CHAMPIONSHIPS	3.04	7
QUALIFICATION SEASONS	3.05	7
WHEN TEAM AGE CHANGES	3.05	7
TEAM REGISTRATION REQUIREMENT	3.06	7
ROSTER RULES	4.00-4.16	8-10
ROSTER CHANGES & ADDITIONS	5.01-5.08	10-11
BORDER EXEMPTIONS	6.0	11
GENERAL GAME RULES	7.01.1-7.01.4	12
BAT REGULATIONS	7.01.5	12-13
TIE BREAKERS	7.01.7	13
PITCHING LIMITATIONS	7.01.8	13
BASE & PITCHING DISTANCES	7.02	14
TEAM INSURANCE REQUIREMENT	7.03	14
TIME LIMITS	7.04-7.05	15
SUBSTITUTIONS	7.06	15
BATTING & PLAYER OPTIONS	7.07-7.07.3	16
COURTESY RUNNERS	7.08	17
RUN RULES	7.09	17
EJECTIONS and CONDUCT	7.11, 7.26	17-19
SLIDE RULES	7.12	19
REFUND POLICY	7.16	20
DUGOUTS	7.19	20
PROTESTS	7.29	22
THROWING BATS / EQUIPMENT	7.34-7.35	23
UNIFORMS	7.36 A-F	24-25
CATCHER EQUIPMENT	7.38	24
ELIGIBILITY	8.0-8.9	25-28
6U, 7U, 8U GAME RULES	9.0-12.0	28-36
CHAMPIONSHIPS / WORLD SERIES	13.0-14.0	37-41

# 1.0 DIVISIONS OF SUPER SERIES BASEBALL

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

Super Series may 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 in a similar organization, Super Series may elevate such teams' associated class or division.

---

## 1.01 MAJORS DIVISION:

The **Majors Division** is designed for the nation's most competitive, "*select*" teams. Players on these teams may be recruited from **any state**. The Majors Division is our most talented and highly skilled division, and provides outstanding teams, which 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 its roster, and has not attached a printed Super Series border exemption for the out-of-state players, will be **REQUIRED** to participate only within the Majors Division.

## 1.02 TRIPLE-A (AAA) DIVISION:

The **Triple-A Division** is designed for those "select" or "recruited" teams which cannot be competitive at the Majors division level. If we find that a team consistently wins within the Triple-A Division - Super Series may elevate such a team to our Majors Division any time, at the discretion of our national office administrators.

## 1.03 MINORS DIVISION:

The **Minors Division** is our division designed primarily for the least talented recreational, or competitive, teams which cannot compete successfully within our Majors or Triple-A Divisions. Classification in our Minors Division is not based on size of the community, availability of players within a region, or the size of the players. Classification in the Minors Division is based purely on the ability and skill level of the team.

## 1.04 6U and 7U YEAR OLD DIVISIONS:

Super Series offers league and tournament play for both 6U and 7U teams. The 6U age/division offers T-Ball competition. The 7U age/division will be primarily "Coach Pitch." (7U Machine Pitch may be offered in some locales upon approval of the national office.) 6U T-Ball and 7U Coach Pitch World Series will be offered if participation and interest justifies these events

## 1.05 8U YEAR OLD DIVISIONS:

Super Series offers three Coach Pitch divisions in 8U Majors, 8U Triple-A and 8U Minors Divisions.

In some states, 8U Majors (Player Pitch) will also be offered. Team classification will not be based upon team declaration. Classification will be assigned based on actual tournament results. 8U World Series will be offered in Coach Pitch, and if participation warrants, Player Pitch may also be offered.

---

## 2.0 TEAM CLASSIFICATIONS

**2.01A** A team's initial roster classification will be based on the last classification of the players added at the time the registration was purchased. At the time of registering a roster, the team may add players from any classification.

If **FIVE OR MORE** Triple-A players are registered to an initial roster the team shall be classified Triple-A.

If **FIVE OR MORE** Majors players are registered to an initial roster, the team shall be classified Majors.

Once the initial roster has been registered and initial classification is determined, a team **CAN ADD a higher classified player**, but once a roster has five or more higher classified players, the team classification is elevated immediately. The only way a team classification can be lowered is by playing in two or more qualifying tournaments, and the tournament stats justify lowering a team's classification.

Classifications may change UP or DOWN based on a team's **Winning Percentage, Record, Runs Scored, Runs Allowed and Run Differential**. A team's classification can possibly change multiple times during a season based on tournament results and statistics, and the manager will receive an automatic e-mail should their classification change.

A team may always request a higher classification, and this request will be granted.

**2.01B** If a team is playing up, they will acquire separate statistics per age group. If a team wishes to play up, they must have a **separate registration/roster for BOTH AGE groups** so that statistics can be tracked separately.

**2.01C** If a team is overly dominant for its division, based on run differentials, game scores, or run-rule victories, such teams may be elevated in classification at any time at the discretion of the Super Series national office.

**2.02** Once classified, or re-classified in any division, the team must then participate in the current classification or higher. Teams which re-register in the midst of a season will retain the highest classification of any player **added** to the roster.

**2.03** The determination regarding classification of any team by the National Office shall be final.

**2.04** Super Series may consider a team's classification within other organizations, too. If a team is successfully competing (*with a winning record*) at a higher divisional level in USSSA, NATIONS, 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** If a team does not have Super Series qualifier events in their region, the team may request an **at-large entry** to World Series and National Championship events. The division, and classification of participation, is subject to the discretion of Super Series.

**2.06** Any team that finishes in the **TOP TWO** of a **Summer National Championship, World Series** must **begin** the **next season** at the next higher level of classification.

**2.07** Super Series reserves the right of approval, and classification assignment, for all teams remitting entries to State and National Championships and/or World Series events. In the event the team incurs expense, or financial loss, due to re-classification or the team's withdrawal, Super Series shall bear no responsibility for any travel expense or loss, and is not obligated for any financial compensation to any team for divisional re-assignment.

---

## 2.1 QUALIFICATION and POINTS

IN THE SPRING-SUMMER season: If there are Super Series Qualifiers in a team's region, 8U-14U teams must have played in at least two spring-summer qualifiers to enter a State Championship, National Championship, or World Series event. (No qualifying minimum for 6U, 7U, 15U, 16U, 17-18U)

IN THE FALL-WINTER season: If there are Super Series Qualifiers in a team's region, 8U-14U teams must have played in at least one fall qualifier to enter the Winter Nationals or Winter Championships. (No qualifying minimum for 6U, 7U, 15U, 16, 17U-18)

If there are NO qualifiers in a team's region, teams may request the Super Series National Office for an at-large berth in National Championships, World Series, Winter Nationals, and State Championships. The classification assignment of all at-large teams will be up to the discretion of Super Series.

All teams participating in any Super Series State, World Series, or National tournament earns **TRIPLE points**. These points are utilized when seeding teams in National Championship, World Series, and Winter Championship pools.

### POINTS AWARDED IN SUPER SERIES EVENTS

Division	1st Place	2nd Place	3rd Place	4th Place	5th or Lower
MAJORS	600	500	400	300	150
TRIPLE-A	300	250	200	150	75
MINORS	150	125	100	75	50

## 3.0 TOURNAMENT STRUCTURE:

### 3.01 QUALIFYING TOURNAMENTS

Most regular qualifying tournaments offer specific, and separate, divisions of play. If, in any qualifying event, we must combine two or more divisions to have an adequate number of teams within the age group, Triple-A teams could possibly play Majors or Minors teams in pool play. However, qualifying events which combine teams for pool play must offer pure-divisional elimination bracket games and separate awards. The tournament will offer separate classification winners reports, for all classified teams

**Any Events labeled as “OPEN” TOURNAMENTS** will group all teams of the same age within pool play, then assign teams to specific (and separate) elimination round classifications, based on the team’s performance within the pool play games.

### 3.02 STATE CHAMPIONSHIPS

State Championships are open to teams from within the state where the events are held. These events also provide **TRIPLE POINTS to all teams**, and a **PAID ENTRY for the event champion** to the National Championships or World Series events. **Participation is optional and not required.**

**Classifications and/or age divisions cannot be mixed within Pool Play or Bracket Play in State Championships.**

### 3.03 NATIONAL CHAMPIONSHIPS & WORLD SERIES EVENTS

#### 3.03.1 SUMMER CHAMPIONSHIPS / WORLD SERIES COMPETITION:

There are completely separate tournaments in all National Championship and World Series ages and divisions if there are **at least 5 teams** entered in the age and division.

**6’s – T-Ball World Series**

**7’s – Coach Pitch or T-Ball World Series**

**8’s – Player Pitch or Coach Pitch World Series - Majors, Triple-A and Minors**

**9’s thru 14’s – Majors, Triple-A and Minors World Series**

**15’s thru 18’s – Majors Only Championships**

#### 3.03.2 WINTER NATIONALS COMPETITION:

**7’s thru 14’s – Majors, Triple-A, and Minors Divisions**

**15U, 16U, 17-18U – Majors Division Competition Only**

### 3.04 QUALIFICATION SEASONS:

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 post-season Championship events.

**Spring-Summer Season shall run from January 1st thru July 31st**  
**Fall-Winter Season shall run from August 1st thru December 31st**

### 3.05 WHEN TEAM AGE CHANGES:

**All teams move up in age** when the spring-summer season concludes, each (**August 1<sup>st</sup>** each year) – or when registering for the **Fall-Winter season** (which opens annually in August.)

(Example: a 13U team in the summer must compete in the 14U age division for events commencing with the Fall/Winter Season.) (See the seasonal Super Series Age Chart)

### 3.06 TEAM REGISTRATION REQUIREMENT:

**3.06.1** All teams participating in any Super Series event must **register their roster online in advance of their first tournament**, obtain a certificate of team insurance, and provide the event manager a **printed copy of their most current roster & insurance certificate prior to participating in their first game at each event.**

**3.06.1B** Any team registering a roster, or making roster changes or additions, after the tournament they are playing in has begun, shall be immediately disqualified from the event. The team can also be suspended at the discretion of the Super Series national office.

**Teams desiring to play UP in age, must have a separate roster for that age so that classification statistics for that age may be recorded separately for the team.**

**Any team that participates in any Super Series event without acquiring a valid team registration and team insurance for that specific season shall be disqualified from the event, and possibly suspended from Super Series Baseball.**

**3.06.2** No roster may contain any handwritten additions NOR amendments.

**3.06.3** 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 are subject to disqualification.

**3.06.4** Any **Any team that participates in any Super Series event without acquiring a valid team registration and team insurance for that specific season shall be disqualified from the event, and suspended from Super Series Baseball.**

**3.06.5** Any team changing a player's name or date of birth that allows a player to play on two teams of the same age, shall be permanently disqualified from Super Series. A roster is a legal affidavit attesting to players' eligibility.

**3.06.6** Any team name must be **unique**. Team names cannot be identically duplicated. (You can add the team age to the name which could make the name unique)

## 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, incomplete, or falsified information, whether intentionally, or accidentally, shall result in disqualification of the team within the event, possible termination of the roster/registration, and the team manager may be suspended at the discretion of Super Series Baseball.

**When entering players you must use only the legal (on birth certificate) First and Last name, and you must NOT enter SUFFIXES such as “Jr.” or “IV”.**

**Rosters require physical residential addresses for all players. “PO Boxes” are prohibited.**

**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.

**4.04.1** Any team **may now add a higher classified player to a lower classified team**. A team may have a total of four higher classified players without affecting the team classification. **If a team adds 5 or more higher classified players, the team classification WILL be elevated and remain at the higher level.**

**4.04.2** Any qualified team, or player, found to be participating in a **lower classification than their current classification level** will result in immediate team disqualification in the current event. The team and/or manager may also be subject to disqualification for the entire season. (Subject to discretion of Super Series Baseball)

**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 is currently enrolled in school fulltime, and where is primary residence is located.

**4.07** If 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 possible suspension.

**4.08** 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)*



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

- A) The parent has proof of a managerial or team 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 Championship or World Series, 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
- D) **If, after entries close** for a Championship or World Series, the original team **IS** participating in the national championships, and the manager will not grant release, the player remains bound to the original team, as he does have the opportunity to participate with the original team.

**4.10** 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.

**4.11** No out-of-state players can be listed on any Triple-A or Minors Division roster unless written certificates of border exemption approval from the Super Series national office are attached to the roster. Teams may apply for border exemption by e-mailing the Super Series national office.

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

**4.12** Majors Division teams may add players from any state. Such additions do not require border exemptions.

**4.13** Due to federal C.O.P.A. laws, **no roster information**, including player's personal 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.

**4.14** 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.**

**4.14-1 Both teams must be of equal division if the teams are participating within the same base and pitching distance. For example: If a player is on both an 11 and 12 year old team, the base paths and pitching distances are the same, so both teams would have to be of equal division for the player to be eligible to participate on both.**

**4.14-2** However, if a player plays up an age division and the base paths and pitching distances are longer, this player may play down one classification. **For example:** If a player is on both a 10 and 11 year old team, the base paths and pitching distances are longer in the 11 year old division; therefore, if the 10 year old team is a Triple-A level team, it would be legal for a player to participate in the 11 Minors division, on the 11U roster, as well. (This rule also applies to teams interested in playing up an age division for local and state tourneys only.)

**THIS RULE DOES NOT APPLY TO NATIONAL CHAMPIONSHIPS OR WORLD SERIES EVENTS. No teams will be allowed to play at a lower classification if they wish to play UP in age.**

**4.15** 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 maintain their highest classification achieved. A team (*with fewer than 9 players*) and 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. **If a team re-registers, released players may be re-added if not registered to another team.**

**4.16 Awards:** In all Super Series tournaments, awards are presented only to rostered players who are present, and have participated in the tournament. (*Exception: If a player has been injured at the tournament and is receiving medical care an award will be presented*)

## **5.0 ROSTER CHANGES and ADDITIONS:**

**5.01** All teams may make an unlimited number of player additions until May 31st (Spring-Summer) and October 31st (Fall-Winter). Effective on these dates, all team rosters are thereafter limited to three player additions.

**Teams that register AFTER May 31st or October 31st are limited to three player additions upon the completion of their first Super Series game.**

**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** A player may participate on multiple teams throughout each respective season. However, **the player must be released** from the team that he is currently registered with before being eligible to participate with any other team with a **team of the same age**. A player released from a roster may be re-added to their original roster provided he is released from all other teams in the same age division.

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

**5.05 15U, 16U, and 17-18U teams** have unlimited roster changes, additions, or deletions, provided the roster size does not exceed 18 total players at any time. After a team has reached 3 additions, they may have their roster counter re-set upon request to the national office. Be sure to include your team's roster ID number.

**5.06** To request roster termination: the request may come **only from the manager of record on the registration**, in an e-mail to the national office. The e-mail address must be sent from, and **must match the same address**, of record on the registration.

**5.07** Once a tournament check-in has concluded, or a tournament begins (whichever occurs first), no roster changes, nor player additions are permitted during the tournament.

**PENALTY:** Disqualification of the team from the event and possible suspension of the team manager and added player.

**5.08** All rosters must be printed from the Super Series registration system. No handwritten additions or corrections are allowed on any roster.

## **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 **50** miles across the **nearest** state border only.

**6.02** Official residency of a player is determined by his residential address and where the player last attended school fulltime. ***(Subject to Super Series decision)***

**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.

**6.06** **To apply for a border exemption e-mail your Roster ID Number, and the names and full address of the player.** Include: Border Exemption Request in the subject line of your e-mail. Send e-mail to: **[info@superseriesbaseball.com](mailto:info@superseriesbaseball.com)**

# 7.0 SUPER SERIES GAME RULES

## 7.01 GENERAL PROVISIONS:

Super Series Baseball of America takes pride in using the OFFICIAL 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 Missed bases require an appeal play.

## 7.01.5 BAT RULES:

### BAT SIZES:

All bats in all age divisions may not exceed 34 inches in length, and 2-3/4 inches in barrel diameter.

### PROHIBITED BATS:

- All bats labeled “**For T-Ball Only**” may only be used within 6U T-Ball competition.
- All bats labeled “**Coach Pitch**” may only be used within 7U and 8U Coach Pitch competition.
- All bats labeled “**Not for Use with Real Baseballs**” are prohibited from play in Super Series.
- All bats sold or produced by non-licensed bat manufacturing individuals or companies are prohibited.
- Super Series Baseball may prohibit or ban any bats at any time during the season which are identified to be non-compliant with our rules.
- Any bat that is altered in any manner is prohibited for play

### BAT PERFORMANCE STANDARDS:

Super Series Baseball will ONLY allow aluminum and composite bats which bear the “**BPF 1.15**” OR “**BBCOR**” manufacturer's branding, label, or stamp in ages 13U and under. Wood bats may also be used.

### 14U COMPETITION:

Only Aluminum or Composite bats bearing “**BPF 1.15**” OR “**BBCOR**” manufacturer's branding, label, or stamp with a MAXIMUM “**DROP**” of -5 (*Minus 5*) may be used. Wood bats may also be used.

### 15U thru 18U COMPETITION:

All bats must be in compliance with the 2013 National Federation of High Schools rules.

## **PENALTIES FOR USE OF ILLEGAL BATS:**

**Player Approaching Batters Box with Illegal Bat:**

**Penalty: The bat is tossed out of the game – no penalty to the player**

**Player Steps into Batters' box – no pitch yet thrown**

**Penalty: The bat is tossed out of the game – and the batter is out**

**Player Steps into Batter's Box and a pitch has been thrown**

**Penalty: The bat is tossed out of the game – batter is out and ejected for that game only**

**If the ball is batted fair or a foul ball is caught:**

**Penalty: batter is out and ejected for game – all runners return to previous bases unless play resulted in the third out.**

**7.01.6 GAME PRELIMINARIES:** A coin flip in shall determine the home team in **all** qualifier pool play games.

In **bracket play**, the **highest seeded** team will be the home team in **qualifiers, Super Regional** and **State Championship brackets**.

**In World Series and National Championship events:** A coin flip shall determine the home team in **all pool play games**. Following pool play, the highest seeded team will be the home team in **bracket play, EXCEPT the Championship Game (and "IF" game) when a coin flip is again required. (If an IF game occurs, teams do NOT change dugouts)**

**7.01.07 TIE-BREAKING CRITERIA:**

- (1) Win – Loss Record**
- (2) Head to Head (When only two teams are tied that have played each other)**
- (3) Runs Allowed in all games the teams have played**
- (4) Runs Scored in all games the teams have played**
- (5) Coin Flip**

When three or more teams are tied, Head to Head is skipped.

Head to Head is NOT considered in World Series or National Championships

**7.01.08 PITCHING LIMITATIONS:** Super Series does not have a pitching limitation rule. While Super Series advocates safe and reasonable pitch count limitations for all pitchers, our organization believes such limitations are the responsibility of the player's parents; and also the adult manager and coaches. An organization has no way of accurately knowing how much a player may have pitched in the days prior to a tournament. Therefore, parents are in the best position to make an informed decision regarding the health and safety of their child.

## 7.02 BASE AND PITCHING DISTANCES – GAME LENGTHS:

AGES 6, 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	54.0 FOOT PITCHING	7 INNINGS
	Or 90 FOOT BASES	Or 60.6 FOOT PITCHING	
AGES: 15 & Above	90 FOOT BASES	60.6 FOOT PITCHING	7 INNINGS

## 7.03 TEAM INSURANCE REQUIRED:

All teams competing in Super Series events 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 \$2,000,000 general liability which includes participant legal liability. The team has the right to purchase its insurance from any reputable company.

Teams will usually find that Super Series team insurance is much less costly, and coverage also protects teams wherever they practice or play for the full year, **INCLUDING within other organizations' events.**

For National Championship and World Series events, if a team has insurance provided by another company, (*other than Super Series insurance*) the team should obtain a certificate of insurance, naming 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.asp>

**7.03.1** Any Super Series insured team, that **changes its 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.

**7.03.2** Only those players and coaches listed on the official Super Series roster shall be allowed inside the dugout or playing field fences. Only those listed on the official roster are covered by team insurance. Scorekeepers are not allowed in the dugout unless listed on the roster as an assistant coach. **Penalty: Violators will be ejected, and the team manager will be subject to suspension.**

**7.03.3 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. **Bat boys and girls must be of a younger age than the team.** **Teams are limited to only ONE bat boy or girl.**  
(There will be a button for adding a bat boy to rosters)

## 7.04 QUALIFIER TOURNEY TIME LIMITS:

**In ALL games, the Official GAME TIME STARTS WITH THE FIRST PITCH.**

The local qualifying tournament director may impose qualifying game time limits as deemed necessary. No new inning may start after time has expired. In all qualifying 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 started until the time limit expires.

## 7.05 CHAMPIONSHIP / WORLD SERIES TIME LIMITS

**All game times commence with the first pitch**

**(National Championships & World Series Required)  
(Qualifiers Recommended – Check local tourney rules)**

**Pool Play: 6's, 7's, 8's = 1 Hr 30 Min**

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

**Pool Play: 11's, 12's = 1 Hr 40 Min**

**Pool Play: 13's, 14's = 1 Hr 50 Min**

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

**(See National Championship/World Series Rules)**

**Elimination Rounds: 6's, 7's, 8's = 1 Hr 30 Min**

**Elimination Rounds: 9's, 10's = 1 Hr 40 Min**

**Elimination Rounds: 11's, 12's = 1 Hr 50 Min**

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

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

## **NATIONAL CHAMPIONSHIP / WORLD SERIES CHAMPIONSHIP GAMES:**

**No Time Limits, No Ties, No Texas Tie-Breaker**

**12's & Under = 6 Innings**

**13's & Over = 7 Innings**

## 7.06 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. Any pitchers removed from the mound may not return to pitch again in the same game. Any unreported substitutions shall result in the unannounced player's ejection for that game only.

(Exception: A pinch hitter can bat for a starting pitcher once, and can then resume pitching when the team goes out again on defense.)

## 7.07 BATTING and PLAYER OPTIONS

### 7.07.01 BATTING THE ENTIRE LINE-UP (IN QUALIFIERS ONLY) (Disallowed in State Tournaments, National Championships, and World Series)

Teams ages 7's thru 18's in all divisions may choose to bat their entire line-up during any **qualifying tournament** game. This must be declared to the opposing team and the plate umpire prior to the start of the game. The team must continue to bat the entire line-up throughout the game. If due to an injury or ejection, an out will be recorded each time the player was supposed to bat. If the line-up falls to less than 8 players, a forfeit is declared.

### 7.07.2 EXTRA HITTER (E-H) (OPTIONAL IN ALL GAMES and CHAMPIONSHIPS):

Teams (**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.

**In State or National, or World Series events, if due to injury or ejection, the team is reduced to 8 players – the game shall be forfeited.**

**In qualifiers, if due to an injury or ejection, the team is reduced to 7 players, the game shall be forfeited.**

**7.07.3 DESIGNATED HITTER:** 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. Failure to declare a D-H prior to the game precludes the use of a D-H in the game.

The role of the Designated Hitter is terminated for the game when:

- (A) The defensive player, for whom the DH batted, subsequently bats, pinch-hits, or runs for the D-H
- (B) The Designated Hitter, or any previous DH, assumes a defensive position.

### 7.07.4 PLAYING WITH 8 PLAYERS

Teams may play a game with an 8-player line-up in **qualifying tournaments only**. If a team plays with 8 players, an out shall be declared for the ninth (9<sup>th</sup>) position in the batting line-up at each turn at bat. Should a 9<sup>th</sup> player arrive for a game late, the player shall assume the 9<sup>th</sup> position in the batting line-up. If the team, for any reason, shall have less than 8 eligible players, the game is forfeited.

**In State, Super Regionals, World Series, or Championship events, nine players are always required. Any team falling short of nine eligible participants due to absences, injuries or ejections, shall be forfeited.**



## 7.08 COURTESY RUNNERS:

**There are NO COURTESY RUNNERS when a team is batting the ENTIRE line-up in qualifying tournaments.**

A courtesy runner, who is not in the game but is still eligible to do so, may be used for the pitcher or catcher at any time. Such courtesy runner can run for only one player in an inning.

(Explanation: Eligible player means a substitute that has not batted or taken a defensive position; or a starting player who has been removed from the game but remains eligible to re-enter. A starting player, removed from the line-up could be a courtesy runner upon the first removal, and then re-enter the game. A substitute who enters the game, cannot serve as a courtesy runner. *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.

## 7.09 RUN RULE

All games will be played with run rules of:

**15 after 2 innings**

**12 after 3 innings**

**10 after 4 innings**

**8 after 5 innings**

**(No run rule can occur after one inning)**

## 7.10 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.

## 7.11 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 3<sup>rd</sup> 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.

**A-5)** 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.

**A-6)** If it becomes necessary, by an umpire or tournament director, 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.

**B. 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.

**C. Use of profanity by coaches, players, parents or fans is considered unsportsmanlike conduct and **should** 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.****

**D. 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.

**E. 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.**

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

**G. 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.**

**H. 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 many states.**

### **7.12 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.)

### **7.13 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.

Players sliding into home must make every effort to avoid contact with the catcher, unless the catcher is touching the plate. Then, contact may occur but the base runner make not maliciously, nor intentionally, in an attempt to dislodge the ball, or injure the catcher. All attempts to injure the catcher, or making malicious contact, will result in the runner being declared out, and ejected from the game, plus (1) one additional (next) game. The player would also be prohibited from participation in the team's next game.

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 JUMPING OVER ANOTHER PLAYER:**

Hurdling, or jumping over, 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.

### **7.15 BASEBALL CLEATS:**

Metal spikes are allowed in **12U 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.

### 7.16.1 RAIN OUT TEAM REFUNDS:

- Full refund if no games are completed.
  - 66% refund if only one game is completed
  - 33% refund if only two games are completed
  - No Refunds after three games are completed
- No gate refunds at any time.

### 7.16.2 LATE WITHDRAWALS or CANCELLATIONS:

Any team withdrawing from, or failing to show for, a Super Series tournament event after entries have closed and brackets have been posted, shall forfeit any paid entry fee. If any person shall cancel an entry fee check, the team and manager shall be indefinitely suspended from Super Series Baseball.

### 7.17 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, **and CANNOT BE RESUMED outside of the published dates of the event**. A 6 inning game is complete if called if three (3) innings are completed (or 2-1/2 are complete with home team ahead.) A 7 inning game is complete if called when four (4) innings are complete (or 3-1/2 innings are complete with home team ahead.)

If the game is **suspended (and CAN be resumed the next day)**, it shall be resumed from that point, when resumed. Elapsed game time shall be recorded, and any remaining game time limit shall also be resumed from the point of suspension.

**The National Office or Tournament Director can make the determination if the game can be played on the following day, and is within the published tournament dates.**

### 7.18 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.

### 7.19 DUGOUTS:

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.

## 7.20 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. No Infield Practice allowed on any infield; No Pitching Practice allowed on any ball field mound. **Penalty: Ejection of the Manager**

## 7.21 COACHES' PASSES:

Coaches passes (and access on the field and in the dugout) at all tournaments are limited to the number of coaches **listed on the current registered roster**. Rosters limit coaches to a **maximum of four** including manager.

## 7.22 GAME BALLS:

Please check with the local tournament director regarding local tournament game ball policies.

**Official Super Series National Championship logo baseballs are required for all National Championship, State Championship, Super Regional, Winter Nationals, and World Series events.** The event will provide four official baseballs per game. If home runs and foul balls are not retrieved, both teams will be required to purchase additional official game balls to conclude the game.

## 7.23 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. Managers are responsible for providing their own line-up cards.

## 7.24 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. If it later determined that the player is not on the roster, this team is disqualified for playing an unregistered player, and the team manager will be subject to suspension.

## 7.25 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.

## **7.26 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. Any person playing inappropriate music or rap, containing profanity, or mature suggestive lyrics, shall be subject to ejection. Upon such ejections, refunds will not be given to any such individuals. Should any ejected individual refuse to leave the park, the tournament director may impose a forfeit. If the game has already concluded, such forfeit would apply to the team's NEXT game.

## **7.27 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.

## **7.28 TOBACCO and ALCOHOL:**

**Use of tobacco products is prohibited on all fields and in the dugouts during games.**

**The sale, or consumption, of alcoholic beverages on the park 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.**

## **7.29 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. **Game clock will stop during the filing of an applicable and official protest.**

## **7.30 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, OR if a team fails to show for a scheduled game, in order to complete the tournament.

### 7.31 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 any 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).

### 7.32 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.

### 7.33 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.

### 7.34 THROWING EQUIPMENT:

If a player throws equipment a bench warning shall be issued. Any further infractions will result in an ejection for that game only. If the violation is flagrant where an item is thrown at another player, management, or tournament official, the ejection shall be for that game and one additional game.

### 7.35 BAT THROWING:

If a player unintentionally throws their bat, the player and team **will first receive a warning**. Upon any subsequent throwing of any bat, by any player on the team, the player will be immediately ejected for that game only. If the bat is thrown at another player, coach, manager or tournament official, the ejection shall be the remainder of that game, plus one additional game.

### 7.36 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.

**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.

### **7.37 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.

### **7.38 CATCHER'S EQUIPMENT**

All catchers, in ages 6U thru 14U, must wear an approved full (hockey style) helmet. All catchers must use a catcher's mitt. Use of a fielding or 1<sup>st</sup> baseman's glove is prohibited. **Penalty:** Catcher cannot catch. **Player has 1 minute to obtain proper equipment, or a proper equipped substitute eligible player is inserted into the game. Exception:** High school (ages 15U thru 18U) catchers may opt to use a skull cap and mask.

### **7.39 MANAGER or COACH UNDER SUSPENSION:**

**Any manager or coach, under disqualification or suspension, found managing or coaching any team, shall result in the disqualification of all players, coaches and manager from Super Series Baseball of America. This is a permanent, irrevocable disqualification. (You may always check our *Hall of Shame* for persons unwelcome in Super Series Baseball. Bottom of page: <http://superseriesbaseball.com/winners.asp>**

### **7.40 BARRED FROM ATTENDANCE:**

**Any person barred from attendance at a Super Series event, will be subject to arrest for criminal trespassing upon attendance. If the barred person is associated with any team, such team shall immediately be disqualified from the event.**

*(You may always check our **Hall of Shame** for persons unwelcome in Super Series Baseball. Bottom of page: <http://superseriesbaseball.com/winners.asp>*



## 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, this does not revoke the player's achieved level of classification for the current season.

### 8.1 Age Cutoffs :

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

All players move UP in age beginning with each Fall-Winter season starting in August.

Determine the age of your OLDEST player per the Super Series published age chart. Participation by any over-aged player is disqualified from Super Series.

**[CLICK HERE FOR A PRINTABLE AGE CHART FOR THIS SEASON](#)**

### 8.2 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.)*

### 8.3 Proof of Age:

**8.3.1** 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.

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

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.

## **8.4 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, (or appearing on two rosters simultaneously within the same age division) shall be subject to possible suspension for at least one full year for the first offense, and permanently disqualified for a subsequent offense.

## **8.5 Unregistered Players:**

Any team found having players not on the team roster in the dugout, or participating in games, shall be immediately disqualified in the event, the roster/registration shall be terminated, and the Manager is subject to indefinite suspension. If the player is currently registered to another team of the same age, the player also will be subject to suspension.

## **8.6 Tournament Directors and Officials:**

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

## **8.7 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.

## **8.8 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. Cancelled checks or 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 submitted to federal banking authorities. Fraudulent insurance claims are a felony, and will be prosecuted.**

## 8.9 Ineligible Participation

Any team found to have an ineligible player or roster, 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) Over-age player participation  
**Penalty:** Team Disqualification. Manager and ineligible player permanent disqualification
- B) 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.
- C) 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.
- D) 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.
- E) Player Added After Commencement of Tournament  
**Penalty:** Team Disqualification – possible manager suspension
- F) Player who does not meet residence requirements as detailed for our Triple-A and Minors divisions.  
**Penalty:** Team Disqualification – possible manager and player suspension
- G) Triple-A or Minors team participation with out of state players, and no border exemption.  
**Penalty:** Disqualification from the current tournament. Immediate elevation to the Majors Division.
- H) Manager adding a player by fraudulently changing player data  
**Penalty:** Team disqualification and permanent manager suspension

**Any team allowing a player to participate under an assumed, or fraudulent, name or identity shall be immediately disqualified from Super Series. Further penalties may be issued by Super Series.**

**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.**

**If your player addition is denied, the player is likely already registered in your age division, or has achieved a higher classification. You may call or e-mail the Super Series national office to receive an explanation why your addition was denied.**

**Occasionally, some managers who lack integrity, attempt to change the player's information data to overcome the system denial. Super Series receives a print out of every addition denial. Managers falsifying information to circumvent the system WILL be caught and suspended.**

Eligibility 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 (Majors)

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. **If time has expired, a pool play tied game may end in a tie provided the inning is completed.** 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 eight (8) 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 3<sup>rd</sup> may not steal home on a passed ball or wild pitch. Runners on 3<sup>rd</sup> 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 3<sup>rd</sup> 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.
- C. . If due to an injury or ejection, an out will be recorded each time the player was supposed to bat. If the line-up falls to less than 8 players, a forfeit is declared.

## 9.07 GENERAL PLAYING RULES:

- A. The team may bat 9 players – or a 10<sup>th</sup> player if using the E-H rule.
- B. Maximum of 7 runs per inning or 3 outs including the last inning. Run rules remain in effect.
- 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. An eligible player, who is not presently 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. (An eligible player is a substitute who has not been in the game; or a starter who has been replaced by a substitute, and is presently on the bench, but is still eligible to re-enter.
- J. Bunting **IS** allowed in the **PLAYER PITCH 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 40 feet from the rear point of home plate.
- D. **FAIR BALL ARC:** There will be a 20-foot arc drawn from the 1<sup>st</sup> baseline to 3<sup>rd</sup> 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. **If time has expired, a pool play tied game may end in a tie provided the inning is completed.** 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 eight (8) players. . If due to an injury or ejection, an out will be recorded each time the player was supposed to bat. If the line-up falls to less than 8 players, a forfeit is declared.

## 10.04 PITCHING REGULATIONS:

- A. The adult coach pitcher 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. The adult pitcher must be listed on the official Super Series Roster as a Coach. Failure to obey this rule will result in the ejection of the non-roster coach and suspension of the Team Manager
- C. A batter shall bat until he has received a maximum of six pitches, or three swinging strikes, or he hits the ball. **If the batter fouls off the 6th (or last) pitch, or fouls the 3rd strike, the batter shall remain at bat. The batter is not out by fouling off his final pitch. A 3rd strike foul tip caught by the catcher, or any foul pop-up caught by a defensive player, will remain an out.**

- 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 25 feet behind the infielders..

## **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. If a player is ill, injured, or ejected and cannot continue to play, an out will be recorded when his position comes up to bat. (No line-up collapse) If the team is reduced to 8 players, the game is declared a forfeit.
- F. If a player unintentionally throws their bat, the player and team **will first receive a warning**. Upon any subsequent throwing of any bat, by any player on the team, the player will be immediately ejected for that game only. If the bat is thrown at another player, coach, manager or tournament official, the ejection shall be the remainder of that game, plus one additional game.
- G. Maximum of 7 runs or 3 outs per inning, including the last inning. Run rules remain in effect.
- 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.** Time should be called when lead runner stops. All runners then shall return to their previous base without being put out.

**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"

3. Run rules remain in effect throughout all games.

## **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 40 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 1<sup>st</sup> baseline to 3<sup>rd</sup> 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 1<sup>st</sup> baseline to 3<sup>rd</sup> 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. If time has expired, a pool play tied game may end in a tie provided the inning is completed.** 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 1<sup>st</sup> 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.

**J. Machine Pitching Speeds: 36-39 MPH for 7U; 39-42 MPH for 8U**

## 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 25 feet behind infielders.

## 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.

**E.** . If due to an injury or ejection, an out will be recorded each time the player was supposed to bat. If the line-up falls to less than 8 players, a forfeit is declared.

**F.** If a player unintentionally throws their bat, the player and team **will first receive a warning.** Upon any subsequent throwing of any bat, by any player on the team, the player will be immediately ejected for that game only. If the bat is thrown at another player, coach, manager or tournament official, the ejection shall be the remainder of that game, plus one additional game.

**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 3<sup>rd</sup> strike is fouled off, the batter remains at the plate, per regular baseball rules.

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

## 12.0 – 6U T-BALL

### 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 44 feet from the rear point of home plate.

**D.** Fair Ball Arc: There will be a 20-foot arc drawn from the 1<sup>st</sup> baseline to the 3<sup>rd</sup> baseline in front of home plate. A batted ball must go beyond this line to be fair.

**E.** Safety Arc: There will be a 30-foot arc drawn from the 1<sup>st</sup> baseline to the 3<sup>rd</sup> baseline in front of home plate. All defensive players must stay behind this line until the ball has been hit.

### Game Duration:

**A.** The game shall be five (5) innings. The game time limit shall be 1 ½ hours.

**B.** No inning shall start after the time limit unless the score is tied. A pool play game remains a tie once the time has expired. An elimination game must continue until a winner is determined per the rules of baseball.

**C.** An inning is considered over once a team scores seven (7) runs or three (3) outs are achieved. This includes the last inning as well. The game may end sooner than five (5) innings if one of the following run rule limits apply:

**Team leads by 15 or more runs after three innings.**

**Team leads by 8 or more runs after four innings.**

### Defense:

**A.** Ten (10) defensive players can play in the field. Four (4) of these players must play in the outfield and may not cross over into the infield. If a team starts the game with eight (8) players, then there must be three (3) players in the outfield. If team falls to have less than 8 player the game is declared a forfeit.

- B.** Defensive coaches are not allowed on the field of play. They must remain within arm's length of the dugout.
- C.** The pitcher must remain on the rubber until the ball has been hit. If the pitcher fails to do so, then the offensive team may choose the result of the play or consider it a no-pitch.
- D.** The infield fly rule does not apply.
- E.** There is free defensive substitution, but the batting order must remain the same.

**Base Runners:**

- A.** Base runners must remain on the base until the ball has been hit. There is no base stealing or lead-offs. A base runner is considered out if they leave the base before the ball has been hit.
- B.** Pinch runners may be used for the catcher only and must be the last recorded out.

**Batters:**

- A.** A batter shall receive a maximum of three swings to put the ball in play or be called out. Foul balls are considered an official swing.
- B.** Bunting is not allowed. If a player bunts, it is considered an official swing.
- C.** 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 be placed at the end of the existing batting order.
- D.** Intentional walks are not allowed.

**General Playing Rules:**

- A.** Teams must have at least nine (9) players to start the game. Teams must take an out in the 10<sup>th</sup> spot of the batting order until the 10<sup>th</sup> player arrives. If a player is injured during the game causing the team to have only eight (8) players, then the game is considered a forfeit.
- B.** 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. A runner standing off the bag attempting to juke back and forth is not considered an attempt to advance.

# 13.0 HOW TO ENTER SUPER SERIES CHAMPIONSHIPS and WORLD SERIES:

## A. GENERAL INFORMATION:

With the exception of the 15U thru 18U divisions, all teams participating in a Super Series National Championship event must have played in a minimum of two Super Series tournaments during the current season.

If a state or regional has no Super Series events, teams from such states or region may request an at-large berth subject to the discretion and approval of the national office. E-Mail: [info@superseriesbaseball.com](mailto:info@superseriesbaseball.com) or call (480) 664-2998. The classification of such at-large teams shall be at the discretion of Super Series Baseball.

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.

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>
20 or Less	All
21 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 at least three pool games or more for seeding, then commence a pure double-elimination bracket. Each team is assured of at least a five (5) game minimum or possibly more. The maximum number of games is determined by how many teams have entered the event in the age/division, and the format of the event.

## **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. You must remit COPIES of all players' 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 CHAMPIONSHIPS & WORLD SERIES 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 3<sup>rd</sup> 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 pool game. Any team that fails to be on time for the coin flip shall "forfeit" the flip.

4. Home team shall occupy 3<sup>rd</sup> 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 or World Series championship games

7. Run Rule is in effect for All Games

8. When game time has expired, tied games are allowed to continue with a Texas Tie-Breaker in play, until a winner is determined. *(Bases loaded with last three batters on base and one out to begin a half inning until a winner is decided)*

**(EXCEPTION) There is no time limit nor Texas Tie-Breaker in CHAMPIONSHIP games (National Championship or World Series.) A winner must be determined per Official Rules of Baseball.**

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. If an entry fee has been submitted it shall be forfeited to the tournament.**
- 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. Individual fans are also accountable for their conduct and actions, and are also subject to ejection and suspension.

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. The first ejection for anyone representing a team, also carries a one game suspension; the second ejection includes a two game suspension. Any team, upon the third cumulative team ejection, (including coaches, players, parents or fans) is disqualified from further participation in the tournament.

34. 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 Rules of Baseball, with exceptions as detailed in the Super Series rule book.

35. An MVP (if award is offered) must be selected in every Super Series National Championship age and division. Any manager who refuses to cooperate in this regard; or states he wishes to name his entire team; will be subject to future disciplinary sanctions, and possible suspension.

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 indefinitely suspended from further participation in Super Series Baseball.

37. Teams which have accepted a paid berth to a National Championship, World Series, or Winter Nationals and then withdraws and fails to participate, may be indefinitely suspended from Super Series Baseball, and prohibited from obtaining any FREE or PAID berths to a Super Series event in the future. The team entry fee shall be forfeited.

38. Any entered teams which fail to show for a National Championship, World Series or Winter National event or game, without notifying the event manager at least 7 (seven) days prior to the start of the tournament, shall be indefinitely suspended from further participation in Super Series Baseball (includes managers, coaches and players)

39. In all Super Series tournaments, awards are presented only to rostered players who are present, and have participated in the tournament. *(Exception: If a player has been injured at the tournament and is receiving medical care, an award will certainly be presented)*

40. In all Super Series World Series or Championship tournaments, no team may play more than three total games per day. Also, if any game temperature is 90 (ninety) degrees or higher teams must have at least 50 minutes rest period between the end of a game and the start of another game.

# **ISSUES NOT COVERED**

Should any situations arise, or rulings be required, that are not addressed in these rules, nor in the printed Super Series rules, the decision of the National Office of Super Series Baseball of America shall issue a ruling and/or decision. All decisions by the National Office shall be final and may not be appealed thereafter.

**Copyright 2017 – All Rights Reserved  
Super Series Baseball of America ®**

**For Rule Questions: [info@superseriesbaseball.com](mailto:info@superseriesbaseball.com)**