

# NXT SPORTS USA

## OFFICIAL TOURNAMENT RULES

Version 1.0

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### 1. Governing Rules

All tournaments are governed by **Official Baseball Rules (OBR)** (Sporting News rules), except as modified below by NXT Sports USA.

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### 2. Player Eligibility & Age Cutoff

- **Age Cutoff:** May 1. A player may not turn the next age level prior to May 1 of the current season.
- **Grade Exceptions:** Up to **two (2)** grade exceptions per roster are permitted with official school documentation.
- **Required Documents at Check-In:**
  - Official roster
  - Birth certificate or passport
  - Report card (if using a grade exception)
  - Failure to produce required documentation will result in the player being ruled **ineligible**.

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### 3. Rosters & Multi-Team Participation

- Maximum roster size: **20 players**.
- Rosters are **frozen at first pitch** of the team's first game.
- Players may **play up** in age divisions, but may not play down.
- A player may not be rostered on two teams in the **same division**.
- Dual-rostered players (different age divisions) may **pitch for only one team per event**.
- Once a pitch is thrown for Team A, the player is ineligible to pitch for Team B that weekend.
- Pitching team must be declared at check-in.
- Use of an ineligible player results in:
  - Immediate removal of the player
  - **Forfeiture of all games** in which the player participated

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### 4. Uniforms

- Jersey numbers are **required**.
- Matching uniforms are recommended.
- Players must use the **same uniform number** for the entire event.

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## 5. Field Dimensions (By Age)

Age Division	Field Dimensions
7-8U	40 / 60
9-10U	46 / 65 (60' bases if 65' unavailable)
11-12U	50 / 70
13U	54 / 80 or 60 / 90 (if posted)
14U	60 / 90

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## 6. Game Length & Time Limits

**Pool Play** - 7-8U: 6 innings, **1:20 No New Inning (NNI)** - 9-12U: 6 innings, **1:30 NNI** - 13-14U: 7 innings, **1:45 NNI** - Ties are allowed in pool play

**Bracket Play** - Same limits as pool play - Ties resolved using official tiebreaker procedures

**Championship Games** - 7U-12U: 6 innings, **2:00 NNI** - 13U-14U: 7 innings, **2:20 NNI**

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## 7. Mercy / Run Rules

- 20 runs after 2 innings
- 15 runs after 3 innings
- 10 runs after 4 innings
- 8 runs after 5 innings

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## 8. Seeding & Pool Tiebreakers

Seeding order: 1. Win-Loss Record 2. Head-to-Head (two teams only) 3. Runs Allowed 4. Run Differential (cap: +7 per game) 5. Runs Scored 6. Coin Flip

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## 9. Extra-Innings (Bracket Play Only)

**California Tiebreaker** - Last batted out starts on 2nd base - No outs - Full inning played - Repeats until winner is determined

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## 10. Lineups & Re-Entry

- Teams may bat **9, 10 (EH), or the entire roster.**
- Free defensive substitutions allowed.
- Starters may re-enter **once** in their original batting position.
- Minimum to start: **9 players.**
- Teams may finish with fewer players, recording an out in vacant spots.
- If batting the full roster, an injury results in an out **only the first time** through the order.
- Ejection while batting the roster results in an out each turn.

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## 11. Courtesy Runners

- Allowed for pitcher and catcher at any time.
- Roster batting: last batted out.
- Batting 9/10: legal substitute required.
- Mandatory for catcher with two outs.

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## 12. Pitching Restrictions

**Per Event Limits** - 7U-12U: 6 innings (add 1 inning starting with 5th game) - 13U-14U: 7 innings (add 1 inning starting with 5th game) - One pitch = one inning - Pitcher removed may not return to the mound

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## 13. Balks & Pitching Rules

- 7-8U: No balks
- 9U: One warning per pitcher, then enforced
- 10U+: Balks enforced
- No fake-to-third while engaged
- Intentional walks require notification only; no pitches thrown

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## 14. Bats & Spikes

- 13U & below: USSSA 1.15 BPF / USA / BBCOR / Wood
- 13U 54/80: minimum drop -8
- 14U+: BBCOR (-3) or single-piece wood
- Illegal bat penalty:
- Batter out (offense chooses result or penalty)
- Head coach ejected
- Metal spikes: **12U+ only** (never on portable mounds)

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## 15. 7U-8U Additional Rules

- No leadoffs; runners leave when ball crosses the plate
- No stealing home
- Dropped 3rd strike: No
- Infield fly: No
- 7-run inning cap until final inning (open)
- Ball is dead when pitcher controls ball on mound

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## 16. Mound Visits

- One visit per inning per pitcher
- Second visit in same inning requires removal

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## 17. Safety & Equipment

- Full catcher's gear required (helmet with throat protection, chest protector, leg guards, cup)
- 12U-14U: Helmet must cover both ears
- No skull caps
- Electronic communication: catcher only (in-ear)

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## 18. Pace of Play

- Between innings: 90 seconds or 5 warm-up pitches
- No pregame infield
- Hustle on/off the field

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## 19. Home/Away, Dugouts & Scorekeeping

- Pool play: coin flip
- Bracket play: higher seed is home (may choose away)
- Dugouts: first-listed team uses 1B side
- Both teams keep score; managers verify score and pitchers post-game

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## 20. Sportsmanship & Conduct

- Head coach responsible for players and fans
- Ejection results in **next-game suspension** (director discretion)
- Removal of fans may result in forfeiture if non-compliant

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## **21. Protests**

- Rule interpretation only (no judgment calls)
- \$100 cash protest fee
- Ruling made immediately by tournament director
- Fee refunded if protest is upheld

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## **22. Weather, Format Changes & Refunds**

- Tournament director may adjust format, time limits, or locations
- Refund policy:
  - 0 games played: 90%
  - 1 game played: 50%
  - 2+ games played: No refund (credit option may apply)

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## **23. Items Not Covered**

Any situation not specifically addressed will be ruled on by the tournament committee. All such rulings are **final**.

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