

NXT SPORTS USA

OFFICIAL TOURNAMENT RULES

Version 1.0

1. Governing Rules

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

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.

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

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**

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

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

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

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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