

CHAOS IN THE PARK TOURNAMENT RULES

These rules are in effect for any and all Chaos In The Park Tournaments hosted by Chaos Baseball Management Co.

1. These rules apply to all Chaos in the Park Tournaments (also referred to as Chaos), regardless of the event stature.
2. Rules not addressed here, can be found in the USSSA Baseball By-Laws or in the MLB Rule Book.
3. Chaos in the Park Tournaments expect the best behavior out of all involved with the program. This includes, but not limited to, players, coaches, umpires, parents and spectators.
4. **Home Team Determination:**
 - a. For pool play, the Home Team and Visitor Team will be assigned by the tournament director in Game Changer.
 - b. For bracket play, the higher seed will be the home team.
5. **Protest:**
 - a. \$100 cash must accompany the protest. Protest on rule applications are not valid if another play has happened prior to the protest being filed with the Umpire or Tournament Director.
 - b. If a protest is upheld and a ruling is overturned, the protest fee is returned.
6. **Scorebook:**
 - a. The home team is responsible for keeping the official score through Game Changer.
7. **Roster Guidelines:**
 - a. Team Rosters are what we use to help teams participate in a fair manner.
 - b. It is the responsibility of the team managers and/or head coaches to ensure that the roster for their team has been turned into Chaos Baseball Management Co. by the tournament deadline. No player may be added or changed once roster has been turned in.
 - c. It is also the team managers and or head coaches responsibility to ensure their roster coincides with the information in Game Changer.
 - d. Penalties for a player not listed on the official roster as either a rostered player or guest player shall be as follows.
 - i. The player and coach of the team found to be in violation of this rule at any time during the tournament, will be removed from the tournament and all games played by this team will be forfeited.
 - ii. Any games that are forfeited by the team will count toward overall seeding for the event.
8. **Team Classification:**
 - a. A team's classification may be adjusted at any time during the tournament, based on pool play games and scores.
9. **9U Division Exceptions to the Rule:**
 - a. Lead Offs are NOT allowed.
 - b. Base runners may steal or advance to any base after the ball leaves the pitchers hand on pitch delivery. If a Runner leaves early the player will be called out.
 - c. The play is over on a batted ball when the pitcher is on the mound with the ball or the umpire has called time out.
 - d. Batter is automatically out on a 3rd strike. (No dropped 3rd strike rule will be in effect).
 - e. 6 runs per half inning: After runs scored, teams exchange offense and defense. All runs which score on the play of the 6th run, are recorded.
 - f. Pool play last innings, due to time or being the 6th inning will still be played even if the trailing team is too far behind to catch up. 6 runs per half inning rule will still apply in the last inning, not unlimited runs. Mercy run rule still applies.

10. Game Times:

a. POOL GAMES

- i. 9U- 12U = 6 Innings or No New Inning after 1:30 and 1:45 Drop Dead (finish current batter and no intentional walks) (reverts scores and pitching to last completed inning)
- ii. Pool games may end in a tie.

b. BRACKET GAMES

- c. 9U - 12U = 6 Innings or No New Inning after 1:30

11. Extra Innings:

- a. In the event that a bracket game is tied after the completion of regulation the remaining innings will begin as follows
 - i. Runner on 2nd Base
 - 1. Runner should be the last batted out
 - ii. No outs

12. Game Ending Run Rules:

- a. After 3 Innings - 15 Runs
- b. After 4 Innings - 12 Runs
- c. After 5 Innings - 8 Runs

13. Pool Play Standings Sorted on the following:

- a. Winning Percentage - Descending
- b. Number Wins - Descending
- c. Number Losses - Ascending
- d. Tied Teams (vs. each other) Winning Pct - Descending (Not valid if all tied teams have not played each other)
- e. Avg Runs Allowed - Ascending
- f. Avg Run Differential with a maximum of (8) - Descending
- g. Coin toss

NOTE:

- i. If a forfeit occurs or even number of games can't be played in pool play, then the team's average of the games played will be used to determine seeding.
- ii. Forfeit in Pool Play may result in the team not advancing to the Championship Bracket. Teams may be seeded last after a forfeit.

14. Pitching

- a. Once a pitcher is removed from the pitching position during a game, he/she cannot return to the pitching position. Being pinched hit for does not constitute being removed from the pitching position.
- b. Pitching Rules and Limitations: Please refer to the current USSSA Rule Book located online at www.ussa.com for current pitching limitations.
- c. Once a pitching card is signed by both coaches it is official.
- d. Pitching Limitations:

Age	One Day Max to Pitch the Next Day	One Day Maximum	Tournament Maximum
7U-18U	3 innings	5 innings	7 innings

15. Speed of Game

a. COURTESY RUNNERS - ONLY IF THERE ARE 2 OUTS

- i. Allowed for the catcher for the coming inning.
- ii. If there is a player not currently in the game, that person will run for the catcher.
- iii. If there is not a person on the bench who is currently not in the game, then the last batted out will run.

b. MIDDLE OF INNINGS

- i. Two (2) minute time limit between innings and half innings.

- ii. Eliminate defensive huddles prior to your team taking the field in between innings / half innings.
- iii. 5 Max warm up pitches for Pitchers.
 - 1. Please have a warm up catcher available to warm up the pitcher if your game catcher is not available.

16. Batting Order

- a. EH (Extra Hitters) and or DH (Designated Hitter) are allowed in all age groups. An EH shall be considered a starter. A team using an EH will have 10+ players in their lineup at all times. Teams wishing to use the EH must declare so before the game. See next rule for DH.
- b. Teams may bat all players present, but if a player is unable to bat for any reason, that player will be declared out. If batting your roster and a player shows up late, he is to be added to the bottom of the line up.
- c. If not batting your roster, starters may re enter once per game. Substitutes may not reenter.
- d. Free defensive substitution is allowed if batting your roster, but all pitching limitations must still be followed.
- e. A team may start a game with as few as 8 players, but they can not go to 7 players. Teams will take an out if they don't have an eligible player to appear in a batting position based on the standard starting positions on Defense.

17. Designated Hitter playing rules:

- a. The DH can bat for any defensive player (not just the pitcher, as in some leagues).
- b. The DH would normally bat for one player and any of that player's substitutes on defense for the original player
- c. The DH must be listed next to or under the player he is batting for in the lineup.
- d. The DH and the player he is batting for are both locked into the same batting slot; neither of these two players can ever bat in another batting position.
- e. If the DH enters the game on defense, the player he was batting for must come out of the game.
- f. A replaced DH can re-enter the game one time since he was considered a starter. The defensive player being hit for can also re-enter the game one time if subbed for. Both must always stay in the same batting spot.

18. Age Specific Dimensions & Specific Rules:

AGE	BASES	MOUND	FENCE (If Possible)	INNING RUN RULE	MAX BAT (-)	BALKS / LEADS	DROPPED 3rd STRIKE	STEAL WHEN?
8U	60'	44'	140'	5	-10	NO	NO	Crosses Plate
9U	60'	46'	150'	6				Out of Hand
10U	70'	48'	160'	8		YES (10u)	YES	Any
11U	70'	50'	180'					
12U	70'	50'	200'	N/A				
13U	80'	54'	VARIED		-8			
14U+	90'	60'6"	VARIED		-3 bbcor			

19. Cleats:

- a. No metal cleats.

20. Slide Rule:

- a. There is no mandatory slide rule, but whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Attempting to jump, leap, or dive over the fielder and / or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties.

21. Refund Policy:

- a. No refunds after April 15th, 2026
- b. Any team that backs out of the tournament and requests a refund before April 15th will receive a refund minus \$100.00.

22. Delays/Weather/Rain Outs:

- a. If delays occur, then the tournament director will determine the best way to seed teams/continue the event.
- b. In the event a tournament cannot be completed after it has started, place/points may be awarded based on games played.
- c. If a team decides not to attend an event because of the pending forecast, that team will forfeit their entry fee.
- d. Rain Out / Inclement Weather Policy - No refunds.

23. Pets:

- a. Pets are not allowed in some facilities during events. Please check with municipality ordinances prior to bringing your pet to the park.

24. Music:

- a. If a team chooses to play music for their team it must be done so in a fashion that will not disturb play on any other fields located within the facility. If the music is deemed to be too loud or inappropriate by Chaos staff the team will be asked to remove the music equipment from the facility.

- 25.** Pursuant to the rules above an official protest must be filed with the tournament host in order for a forfeit of any kind to take place. Protest and roster infractions will be handled by the tournament host and umpires.