

Official Rules
AK Summer Travel Baseball Tournaments
2026 Season

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**THIS AGREED-UPON SET OF OFFICIAL RULES IS FOR ALL AK SUMMER TRAVEL BASEBALL TOURNAMENTS, NO EXCEPTIONS.
 TOURNAMENT FEE FOR ALL TEAMS AT ALL TOURNAMENTS WILL BE \$500 PER TEAM AND 1 BOX OF BALLS PER
 ORIGINIZATION.**

NO DOGS, BIKES, SCOOTERS, or SKATEBOARDS ARE ALLOWED IN OR NEAR THE FIELDS DURING TOURNAMENT GAMES.

USSSA Baseball National By-Laws & Rules shall be used (available at [ussa-baseball-playing-rules-national-by-laws.pdf](https://www.ussa.com/usa-baseball-playing-rules-national-by-laws.pdf)), including all playing rules, interpretations, and penalties. Where USSSA rules are silent or not applicable, Major League Baseball (MLB) Official Baseball Rules apply with the following exceptions/additions:

1. Tournament Director and Meetings

1.1. Tournament Director and Contact Info

1.1.1. Name: _____

1.1.2. Cell Number: _____

1.2. Coaches Meeting – There will be no official coaches meeting, however, Tournament Director must have the roster and all team fees prior to the first game. Contact Tournament Director with any questions prior to the games starting.

1.3. Pre-game plate meeting with Head Coaches and Umpires to exchange lineups, batting order intentions, and review rules.

2. Equipment Rules

2.1. Bat Rules

2.1.1. All bats must comply with USSSA standards and not be on the USSSA banned list.

2.1.2. USSSA, USA Stamp, BBCORE, wood, and composite wood bats are all authorized.

2.1.3. Barrel size up to 2 ¾" authorized.

2.1.4. No altered bats, stickers, or decals permitted. Umpires may inspect bats; illegal bats result in ejection and an out.

2.2. Game Balls and Retrieval

2.2.1. All game balls to be provided by the Tournament Director.

2.2.2. Teams must attempt to retrieve all foul balls and over-the-fence home run balls. Failure to return may require providing a replacement ball, as determined by the Tournament Director.

3. **Pitching Rules**

3.1. 10U: Tournament max is 100 pitches (can finish the batter if limit is reached during at-bat)

3.2. 12U: Tournament max is 105 pitches (can finish the batter if limit is reached during at-bat)

3.3. 14U: Tournament max is 110 pitches (can finish the batter if limit is reached during at-bat)

3.4. There will be no limit on the number of pitches for each day. It is the coach's responsibility to monitor and protect pitchers during games and the season. Please take care of your players' arms.

3.5. Pitches should be tracked by both home and visitor scorebooks, but the home team scorebook is official.

3.6. Pitching players over the maximum will result in a forfeit of the game, as determined by the Tournament Director.

3.7. Balks – balks are enforced at all age groups and warnings are at the discretion of the home plate umpire.

3.8. Mound Visits – 2nd mound visit by coach in the same inning removes pitcher on the second mound visit.

4. **Seeding and Tie Breakers**

4.1. For bracket play, after pool play seeding (in order):

1. Win-Loss-Tie Record
2. Head-to-Head
3. Fewest Runs Allowed
4. Run Differential (max +/- 8 per game)
5. Coin Toss by Tournament Director (3 coaches toss, odd wins)

5. **Rosters and Lineups**

5.1. Roster Sizes

5.1.1. Maximum Roster is 15 players

5.1.2. The game roster is the team's GameChanger roster.

5.1.3. Rosters to include players first name, last name, and number.

5.1.4. DOB is determined by the player's age as of April 30, 2026.

5.1.5. Birth certificates or copies of birth certificates will need to be available upon request. If not available at request, said player will be removed from the team roster and games played will be forfeited until documentation is produced or 60 minutes before the next impacted game starts.

5.1.6. Players are only allowed to participate on one roster for the tournament. Exceptions may be made by the Tournament Director and only under extreme circumstances.

5.1.6.1. *For example, a 14U player gets injured and they may request a player from 12U to play with them if it enables them to field a full team. Teams must use all players from active roster to field team first.

5.2. Batting Order

5.2.1. Teams declare before the game, to the opposing coach AND umpire, if batting 9, 10, or continuous.

5.2.1.1. Teams should aim to start games with 9 players but are allowed minimum 8 without being charged an automatic out for the 9th either at the start of the game, or if a player gets injured during a game and there are no rostered replacements.

5.2.1.2. Teams cannot elect to bat 8 if they have 9 players available.

5.3. Substitutions

5.3.1. Continuous batter lineups: free defensive substitutions (batting order unchanged)

- 5.3.2. In 9- or 10-batter lineups: starters may re-enter once in original position; substitutes may not re-enter.
- 5.3.3. If a player is injured, and no subs are available on the roster, that spot in the lineup will NOT incur an out in the batting order; it will simply be skipped in the batting order from that point forward.
- 5.3.4. Courtesy runners allowed for pitcher/catcher of record (last out or youngest available in continuous lineup).
- 5.3.5. Injured players may be replaced without penalty.
- 5.3.6. The starting pitcher may leave the game and later re-enter at another defensive position (a pitcher may not return to the mound once removed)
- 5.3.7. COACHES MUST ANNOUNCE ALL SUBSTITUTIONS TO UMPIRE AND OFFICIAL SCOREBOOK.

6. Game Format and Procedures

6.1. Time Limits and Inning Requirements

- 6.1.1. Games are to start promptly at scheduled start time. Game time is forfeit time.
- 6.1.2. Pool Play/Bracket Play; no new inning after 1 hour 45 minutes; finish current inning unless home team leads. Drop dead time at 2 hours.
- 6.1.3. Championship Game; no time limit
- 6.1.4. Games are official after 4 complete innings (or 3.5 if home team leads)
- 6.1.5. The home plate umpire shall announce the game start time for the official book.
- 6.1.6. A new inning will be considered to have started immediately upon recording the 3rd out in the bottom of an inning, shall time allow.

6.2. Scoring and Mercy Rule

- 6.2.1. The home team shall be responsible for the official scorebook and complete a game report via GameChanger. The final game report shall be sent to the Tournament Director via text message or email.
- 6.2.2. Standard baseball scoring per USAAA/MLB
- 6.2.3. 10U/12U/14U are to be 6 inning games; with the mercy rule of 15 runs after 3 innings or 8 runs after 4 innings.

6.3. Tie Games and Extra Innings

- 6.3.1. Pool Play; ties at time expiration are ties in standings.
 - 6.3.1.1. When regulation time has not expired, extra innings will be played, with no new inning starting after the regulation time has expired. Once an inning begins, it will be completed.
- 6.3.2. Bracket Play; starting in first extra inning (inning 7), runner starts on second base (last recorded out), zero outs, batter who follows in lineup leads off.
- 6.3.3. Play continues until a winner is determined.

6.4. Time Between Innings and Dugouts

- 6.4.1. Inning changes completed in 2 minutes or max of 8 pitches.
 - 6.4.1.1. Allowances can be made for additional pitches if cold weather and/or long half innings dictate more pitches required for arm safety. Additional pitches are to be asked for by head coach and approved by home plate umpire only.
- 6.4.2. The home team occupies the 1st base dugout and is the official scorekeeper. The visiting team occupies the 3rd base dugout. (Allowances can be made for teams playing double-headers to remain in either dugout for the second game without moving gear)
 - 6.4.2.1. In Pool Play; home teams are listed on schedule.
 - 6.4.2.2. In Bracket Play the higher seed in the matchup will be the home team, including the championship game.
 - 6.4.2.3. Teams must vacate the dugouts and talk outside of the fields once the game is complete.
 - 6.4.2.4. The team is responsible for promptly cleaning their dugout.

6.5. Pregame Warm-Ups

- 6.5.1. On-field warm-ups are permitted unless restricted by previous game, time, or weather constraints.

7. Base Running, Stealing, and Dropped Third Strike

- 7.1. MLB rules are in place for all divisions.
 - 7.1.1. Full leadoffs, stealing (including home), and dropped third strike advances allowed.
- 7.2. Slide and Contact Avoidance
 - 7.2.1. On force plays or potential double plays, runners must slide and/or avoid a fielder attempting to make a tag if a play is imminent. Non-compliance may result in an out call if, in the umpires' belief, the non-compliance had an impact on the result of the play.
 - 7.2.1.1. In the case of a potential double play, both runners can be called out if the lead runner fails to slide, thus impacting the throw (or potential throw) for the second out.
 - 7.2.2. No malicious contact (raised elbows, lowered shoulder, etc.) or attempts to dislodge the ball from the fielder will not be allowed.
 - 7.2.2.1. Intentional malicious contact, as determined by the umpire, shall result in automatic out and ejection.
 - 7.2.3. Head-first sliding is permitted when advancing to first, second, and third base for all ages.
 - 7.2.4. Head-first sliding is NOT permitted at home plate at any division for any reason; this will result in an out.
 - 7.2.5. Head-first sliding back to first, second, or third base is permitted at all divisions.

8. Game Cancellations, Delays, and Rescheduling

- 8.1. Cancellations
 - 8.1.1. Prior to Start
 - 8.1.1.1. Weather and field conditions will be jointly decided upon by the managers/head coaches prior to the scheduled start time, with Tournament Director having the final say. Once the game starts, it shall be the responsibility of the home plate umpire to stop play.
 - 8.1.1.1.1. Cancelled games will be played if there are any time slots, fields, and umpires available, as determined by the Tournament Director.
- 8.2. Delayed Games
 - 8.2.1. Delays for weather or unplayable field conditions will be decided upon by umpire/Tournament Director discretion.
 - 8.2.1.1. Suspended games will resume, when possible, from the point of interruption, when possible.
 - 8.2.1.2. If suspended games, as determined by Tournament Director, are unable to be resumed or rescheduled, the score at time of delay will be the final score.
 - 8.2.2. If the game is official (more than 4 innings or 3.5 innings if home team) the game will end with a score at time of delay or cancellation.
 - 8.2.3. If not official (less than 4 innings or 3.5 inning if home team), treated as no contest (no win/loss, 0 runs for tiebreakers).
- 8.3. Rescheduling Delayed or Cancelled Games
 - 8.3.1. Rescheduling at the Tournament Director's discretion if time/fields allow; otherwise remains no-contest.
 - 8.3.2. Mercy-ruled or official games are not rescheduled.

9. Field Maintenance

- 9.1. Lines will be chalked before the first game of each day of the tournament. There will be an attempt to chalk all fields before each game, specifically the batter's box area.
- 9.2. Fields will be dragged prior to the first game of each day of the tournament. There will be an attempt to drag all fields before each game, specifically the batter's box and pitching mound.
- 9.3. All coaches, managers, parents are asked to help where they can to make the playing experience the best possible for all participants.

10. Conduct, Discipline, and Protests

10.1. Ejections

10.1.1. Ejected players, coaches, or fans must leave the field/site immediately.

10.1.2. Minimum next-game suspension; further penalties at Tournament Director discretion, including suspension for the rest of the tournament.

10.1.3. Malicious contact or severe unsportsmanlike conduct escalates penalties.

10.2. Protests

10.2.1. No protests will be allowed. Uprire calls are final.

10.3. Noise Makers

10.3.1. Artificial noisemakers (including megaphones, cow bells, thunder sticks, air horns, sirens, etc.) are not permitted. Walk-up songs are permitted.