

2017 MISSISSIPPI VALLEY NIT Rules

APRIL 22nd & 23rd, 2017

Unless otherwise noted herein, the playing rules this tournament will follow in accordance with USSSA National Rules first, then the Official Major League Baseball Rules as published by the Sporting News.

TOURNAMENT FORMAT

It will vary based on number of entries, however, we will get everyone 2 pool games Saturday and have bracket play on Sunday.

TEAM REGISTRATION

Team managers must check in to tournament director 60 minutes prior to their 1st scheduled game.

Teams must be sanctioned with USSSA before they can play a game. If they are not registered it will be another \$75 to register the team.

Teams need to provide 3 new leather baseballs when checking in.

BRACKETS / SCHEDULES

Schedules will be posted by Tuesday, April 18th by 8:00PM the week of the tournament on the Quad City Heat website (www.quadcityheat.com) and via e-mail only. **Due to unforeseen circumstances, schedules may be updated up to the start of the tournament. PLEASE CHECK THE WEBSITE NIGHTLY TO SEE IF THERE ARE ANY CHANGES.** Games scores will be updated nightly during tournament on the web site.

AWARDS

Individual awards for 1st and 2nd place. All teams will also be awarded with NIT USSSA points.

PITCHING

There are no pitching limitations during this tournament. Coaches are advised that no win is worth ruining an arm and please use common sense on how many pitches your pitchers are throwing.

GAME TIME / RUN RULES

AGE	INNINGS	Saturday Pool Play TIME LIMIT	Sunday Bracket Play TIME LIMIT	RUN RULE
9 10 11 12	6	1 hr 30 min	1 hr 40 min	12 runs after 3 innings 8 runs after 4 innings
13 14	7	1 hr 30 min	1 hr 40 min	15 runs after 3 innings 12 after 4 innings 8 after 5 innings

If the game is tied during pool play after time limit, the game is tied. If there is still time on the clock we will play 1 additional inning with the following rule:

Each team will place the last two players who batted from the line-up the previous inning on 2nd and 3rd base (last batter on 2nd base and 2nd to last batter on 3rd base). Substitutions may be used if players have not yet played in game.

The inning will start with one out.

The game will continue with this format until a winner is declared or time limit has expired.

All games, including the championship game will follow this format

COURTESY RUNNERS

Courtesy runner for the catcher or pitcher allowed any time. Have catcher ready to go at the start of the inning. Courtesy runner must be someone not currently in the game. If all players are in the game, the last out made will be the courtesy runner.

No single individual player can courtesy run more than once in an inning.

FORFEITS

Forfeit in pool play may result in team not advancing to championship bracket. This will be up to tournament director's discretion. Forfeits will be marked as a 6-0 victory for the winning team.

HOME TEAM

Home team will be determined by a coin flip in pool play. In championship play, higher seed will have choice of home or visitor.

Home team will be official scorekeeper and must record start time in book.

START OF GAME

Please have team at ballpark and ready to go 30 minutes prior to game start time. We will start the game up to 30 minutes early if we are running ahead of schedule. Even if games are running early, teams may be declared as a forfeiture if they are not able to field a team within that 30 minutes prior to game time.

Dugouts will not be assigned.

END OF GAME

The home team will be responsible for filling out the tournament score sheet and having it signed by both the home and visiting manager or coach. The winning coach will turn the score sheet to the designated tournament central at the facility.

BALKS

There will be one warning per pitcher per game for the 9U and 10U division. No warnings for the 11U – 14U divisions. For the younger age groups 9-10, balks will be given some leniency such as slightly moving the shoulders to look at first, etc.

TIE BREAKER TO DETERMINE SEEDING

To determine higher seeds from pool winners and to determine wild card winners, we will go by:

- 1) Win-loss record
- 2) Head to head
- 3) Run differential total (max of +8 or -8)
- 4) Total runs allowed
- 5) Total runs scored
- 6) Coin flip

EJECTIONS

Any player or coach ejected from a game due to unsportsmanlike conduct WILL NOT be allowed to participate in the next game of the event. Anyone ejected may be asked to leave the park at the discretion of the Site Director. Additional penalties may be assessed as deemed necessary by the Site Director.

REFUND POLICY

If tournament is cancelled due to inclement weather, refunds will be issued as follows:

0 Games Started: Entry fee minus \$75 administrative fee. (100% of Gate Fee Returned)

1 Game Started: 60% of entry fee. (60% of gate fee returned)

2 Games started: 0% of entry fee. (0% of gate fee returned)

Cancellation of tournament by the Quad City Heat: Credit for full amount.

Team's withdrawal from tournament: No refund.

WEATHER / TOURNAMENT FORMAT

Tournaments conducted by Quad City heat will be pool play format followed by an elimination round. Quad City Heat Baseball reserves the right to alter, change, or abbreviate the tournament format when necessary to complete the tournament. Games are considered complete after 3 innings of play if called due to weather. If they are stopped before then, they are considered as suspended games and will resume at the same spot they were stopped.

GATE FEE

We will be charging a team gate fee of **\$170.00** per team. This fee needs to be paid before the first game or else team will not be allowed to take the field.

BALLPARK RULES

FOOD OR DRINKS BROUGHT IN TO THE BALLPARK IS NOT ALLOWED

Team and player water coolers are allowed.

Managers are held responsible for the actions of the players and fans.

Soft toss batting practice against a backstop or fence is prohibited

There is no pre-game infield warm-up allowed before the scheduled games. Warm-ups are to be done in the outfield area.

Please pick up all trash and dispose in trash cans.

No metal spikes on any portable mounds. We will use portable mounds for the 13U divisions