

Badges & Baseball Tournament

2026 Official Tournament Rules

Tournament Director Philana 505-486-1171	Umpire in Chief (UIC) Ray 505-716-7107
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USSSA Baseball Rules govern all situations not addressed in these tournament rules. The pitch count rules in this document supersede USSSA pitching limitations in all cases.

GAME ADMINISTRATION

Scorekeeping

- The Press Box Scorekeeper (provided) is the official book. The home team book serves as backup.
- All teams must have a book (electronic or paper) available for any dispute, complete to the point of dispute.
- Lineups must be submitted to the opposing team and scorekeeper 15 minutes prior to game time, including player first/last name and jersey number.

Home Team Designation

- Pool Play: Coin flip determines home team.
- Bracket Play — First Round: Higher seed is home; equal seeds flip.
- Bracket Play — Subsequent Rounds: Teams flip, unless a higher seed won in the first round.
- Championship: The undefeated team is home.

TIME LIMITS

8U

- 75 minutes, or 5 innings of play, whichever comes first.
- No new inning will start with 5 or fewer minutes on the clock.
- Finish the current inning. If the home team is ahead and up to bat, the game is called when time expires.
- If time has expired and either team is behind and cannot catch up or go ahead, the game shall be over immediately.

10U / 12U

- 90 minutes, or 7 innings of play, whichever comes first.
- No new inning will start with 5 or fewer minutes on the clock.
- Time starts at the completion of the plate meeting.

14U

- 1 hour 45 minutes, or 7 innings of play, whichever comes first.
- No new inning will start with 5 or fewer minutes on the clock.

TIES

- Pool Play: Games may end in a tie.
- Bracket Play: **USSSA Baseball Modified California Tie-Breaker**
 - **How it works**
 - Each team begins their half of the extra inning(s) with **a runner on second base**.
 - The runner is typically the last batter from the previous inning who was out.
 - The inning is completed with **one out** per team, and the full inning is played out.
 - This process repeats until one team scores and breaks the tie

RUN RULES & MERCY RULE

Run Rules (all divisions)

- 12 runs after 3 innings
- 10 runs after 4 innings
- 8 runs after 5 innings
- 6 runs after 6 innings

Mercy Rule

- Game ends immediately if one team leads by 20 or more runs after 1 complete inning.

BRACKET PLACEMENT

- After pool play, the USSSA program places teams into brackets based on pool play results.

Please check pool play results/game scores frequently and text any errors to 505-486-1171.

WEATHER & PROTESTS

- Inclement Weather: The Tournament Director has authority to implement speed-up rules to complete the tournament.
- Protests: No protests are permitted except for roster/player validation issues.
- USSSA Rule Clarifications: Contact the UIC.

PARK & CONDUCT RULES

- Music is permitted — keep it clean, appropriate, and at a reasonable volume. It cannot interfere with umpire and coach communications. Zero tolerance: teams warned once; second offense = no music for the remainder of the tournament.
- No alcohol in the parks.
- No smoking on facility grounds. Smokers must go to the edge of the parking lot.
- No bikes, skateboards, scooters, or similar devices on facility grounds.
- No profanity of any kind around players or children.
- Unsportsmanlike conduct toward any official, player, or spectator will result in ejection from the entire tournament.
- The Zero Tolerance Policy is in effect. Umpires will eject managers/coaches for misconduct; it is the staff's responsibility to control their fans.

- All teams must leave dugout areas free of trash and debris.
- No infield warm-up before game time.

PITCH COUNT & PITCHING LIMITATIONS- Refer to Pitch Rules

These rules supersede USSSA pitching limitations. All other USSSA pitching rules remain in effect.

SPEED OF PLAY

- Coaches must make every effort to speed up play. Teams should take the field quickly between innings.
- Umpires will carry ball bags to ensure faster speed of play.

8U COACH PITCH — SPECIAL RULES

All general tournament rules apply to 8U except where specifically modified below.

Runs Per Inning

- A maximum of 6 runs may be scored per inning per team. Once the 6th run crosses the plate the ball is dead and play ends.

Batting

- The batter receives 5 pitches or 3 swinging strikes, whichever comes first.
- If the 5th pitch is fouled off, the at-bat continues until the batter strikes out or puts the ball in play.

Time / Ball Dead

- The play is dead when a defensive player has possession of the ball in the infield, OR the ball is returned to the pitcher with at least one foot on the side line of the pitcher's circle.
- If a runner is more than halfway to the next base when time is called, that runner is awarded the next base. If not halfway, the runner returns to the previous base safely.
- The defensive team may have a maximum of 3 defensive conferences per game.

Coaches

- Coach pitch only. The coach must pitch from the pitching rubber.
- The pitching coach must make every effort to avoid interfering with play.
- Unintentional interference with a batted ball or defensive play: ball declared dead, pitch replayed.
- Intentional interference: lead runner is out, play replayed. If no runners on base, batter is out.

On-Field Coaches

- In addition to base coaches, only the coach in the pitcher's circle is allowed on the field of play.
- The pitching coach must deliver the pitch with one foot in contact with the pitching plate.
- The pitching coach may only coach the batter prior to the pitch. They may not coach the batter-runner at any time. First time you receive a warning, subsequent issues will result in automatic outs.
- Coaches may stand outside the dugout but need to remain close to their dugout. May not be on the field of play or cause any interference.

Questions? Contact Tournament Director Philana at 505-486-1171