



Stampede One Day Showdown 2017 Lamp Park, Omaha, NE

- 8 Teams per division
- USSSA State Tournament Qualifier
- All teams earn 2018 USSSA points*
- Entries on a first come, first served basis
- 3 game guarantee
- Games will be played at Lamp Park
- Pitchers allowed 3 innings per day
- Director will draw for seeding 24 hours before start time
- Individual awards for 1st & 2nd placed teams
- \$300 registration fee; includes baseballs, no gate fees

* - One day points will be worth 1/2 the points. This is the new 2018 rule.

Tournament Rules

Tournament Director has the authority to revise or alter the tournament schedule and/or format at any time due to weather, time constraints or other acts of God. No appeals allowed. Tournament Director has final decision. This is a USSSA sanctioned State Qualifier tournament. Final tournament standings will be updated on the USSSA website shortly after the tournament completes to ensure that all teams are appropriately credited with their USSSA tournament points. All rosters must be submitted prior to the tournament.

Format: 8 team double elimination bracket

Seeding Criteria: 1. Director will draw for seeding 24 hours prior to start time.

Home team: Determined by a coin flip for all games. Home team is the official book.

Pitching: maximum innings to pitch the day of is 3

2017 USSSA Bat Rules will be enforced.

Batting: Teams can bat 9, 9 plus an EH, or the entire roster and must declare which order they are going to use before the game starts, and continue that order for the entire game. Courtesy runners are allowed for pitchers and catchers.

Game Length: 6 innings, 1:30 minutes. Games will be scheduled 2 hours apart. NO new innings will be started after 1 hour 30. There is no time limit on Championship game. Home plate umpire is the official clock.

Tie Games Pool Play: If a game is tied after all innings have been completed (or at time limit), the game will be played out using California rule.

Tie Games Championship Game: Championship game, in case of tie, will continue with extra innings to determine winner.

Run Rules as per USSSA guidelines: 15 runs after 3 innings of play. 8 runs after 4 innings of play.

Warm up: Because of field preparation between games and time restrictions, no pre-game infield practice will be allowed on field.

Ejection: Any coach or player ejected from a game by an umpire shall be ineligible to play or coach their next scheduled game. If a coach or player is ejected a second time, he is ineligible for the remainder of the tournament. Tournament officials reserve the right to eject any player, coach or parent for unruly behavior. Failure to comply will result in an automatic forfeit for the team.

Inclement Weather: Games less than 3 full innings, if suspended due to weather, will be resumed at the point of suspension. Three innings played is considered a complete game.

Weather Refund Policy

Our goal is have every team play a minimum of 2 games. In case of inclement weather, the following refunds will apply:

No games played: \$150 entry fee refund

One game played: \$50 entry fee refund

Two games played: No refund

No-show or forfeit results in NO refund.

REGISTRATION FORM

Stampede Showdown, Hosted by the Omaha Suburban Stampede

This is an Open Tournament (see dates below)

August 27th, 2017
September 10th, 2017
September 17th, 2017
September 24th, 2017
October 1st, 2017
October 8th, 2017

All Inclusive Entry Fee \$300

All teams must have a valid 2017 USSSA Team Registration with a copy of USSSA insurance

TEAM NAME: _____

USSSA SANCTION NUMBER: _____

CONTACT INFORMATION MANAGER: _____

ADDRESS: _____

CITY, STATE, ZIP: _____

HOME PHONE: _____ MOBILE: _____

EMAIL: _____

NOTES:

Entries are on a first come, first served basis. Space is limited. **Your spot is only reserved with full payment.** Upon payment, you will receive email confirmation of your entry.

Register on USSSA website:

or

MAIL COMPLETED ENTRY FORM AND CHECK PAYABLE TO Stampede Shootout to:

Aaron Bryant
Attn: Stampede Showdown
146 S 126th Ave
Omaha, NE 68154