



USSSA Fastpitch Softball 2010
"STANDARD"
Tournament Rules & Information

1. N/A
2. N/A
3. N/A
4. N/A
5. N/A
6. Forfeit time is game time; however, the director's discretion may be used if unique circumstances warrant otherwise.
7. Teams must be prepared to play 15 minutes prior to the scheduled start time of a game, or 1 hour ahead of schedule if we were to have bad weather. Otherwise, a forfeit may be declared.
8. In pool play, the winner of a coin toss prior to the start of a game will have choice of being home or visitors. In championship play the higher seeded team will have the choice. If both teams are equally seeded in championship play then a coin toss will be used.
9. All games will be subject to a time limit of 1 hr 30 minutes (including the semi-finals and finals). There is NO drop dead rule. No new inning may begin after the time limit has elapsed. The clock begins immediately from the time that the pre-game conference ends. It is the home plate umpire's responsibility to record the start time and to announce it to both teams. Failure of the umpire to make such announcement, however, does not change the game's official start time. Also, if the time limit is up and the home team is leading and at bat, then the game ends at that point (ie, the final inning is not completed in this case – this is not the same as the drop dead rule).
10. All games will be subject to the Tiebreaker Rule, in pool play, the tiebreaker will be in effect only after 7 innings have been completed and if the time limit hasn't elapsed. In pool play, only one tiebreaker inning will be held. Once the time limit has elapsed and the game is tied, then the game is considered final and a tie will be awarded to both teams. In championship play, the tiebreaker will be in effect when 7 innings have been completed or the time limit has expired, whichever comes first. Games in Championship Play cannot end in a tie - the game must be played to completion.
11. All games will be subject to the Run Ahead Rule. We will use an 8 run rule after 5 innings, 10 run rule after 4 innings and a 12 run rule after 3 innings. Losing team must bat in the inning in which the rule is invoked.

12. Protests on any issue other than an umpire's judgment will require a \$100 cash fee. Protests on an umpire's judgment will not be allowed and no fee will be accepted. Protests on rule or procedural interpretations during a game must be made before the next pitch and will be decided upon before the game is allowed to continue. Protests on rule/procedures that occur at the end of the game must be made before the next game begins on that field. Protests on player eligibility must be made before either team starts their next game and will be decided upon before either team continues play. The protest committee will be made up of any part of the following: tournament director, site director, tournament UIC, site UIC or any of their designees. If the protest is upheld the \$100 will be refunded. If the protest is denied the fee will be forfeited.
13. If an illegal player participates at any time during the event, the player and team manager will be ejected from the remainder of the tournament and all games in which that player participated will be forfeited. Participation is defined as either actively playing in the game or appearing anywhere on the official lineup that's presented prior to the start of a game. Examples of illegal players include, but are not limited to, playing on two teams in the same event, not being listed on the team roster that was presented prior to the tournament, violating the age requirement, playing under an assumed identity, use of a fraudulent birth certificate, not presenting a birth certificate when requested to do so, etc.
14. N/A
15. N/A
16. N/A
17. N/A
18. Teams need to pay particular attention to the USSSA jewelry rule. After one warning is issued in the game (most likely done at the pre-game conference), any player that's discovered by an umpire to be wearing jewelry will be ejected immediately.
19. All Bats used in the tournament must be listed on the USSSA approved bat list.
20. Coaches and rostered players are the only ones allowed to be in the dugout or bench area during the games. Bat boy/girl are no longer permitted unless they are a rostered player.

USSSA Region 1

Local Rules overriding the National Rules Effective for Eastern PA, New Jersey, Central PA, Maryland, Delaware, Western PA for all tournaments held in 2009 except the World Series

“A” and “B” Class

- 10 & Under
 - Infield Fly rule applies.
 - Drop 3rd Strike applies.
- One hour and 30 minute time limit on all games.

“C” Class

- 10 & Under
 - No infield Fly rule.
 - Drop 3rd Strike does not apply.
- One hour and 30 minute time limit on all games.