

## A/B Fastpitch Tournament Rules

1. All games will be played by USSSA rules, with the following exceptions:
  1. Home team will be the official scorekeeper in all tournament games.
  2. Each team will need to supply a USSSA game ball per game. Teams can purchase a game ball from tournament headquarters for \$5.00 per ball.
  3. Pre-game conference and coin flip between manager and umpires will take place 5 minutes prior to the start of the game.
  4. No organized infield practice before the games. Teams may warm up beyond the baselines or in foul territory while infield is being prepared. No live batting practice is allowed on the field or in the complex at any time. Batting nets are allowed.
  5. Time limit for all games is 70 minutes. Time begins after the pre-game conference. Time limit could change in case of tournament interruptions. All teams should be prepared to start their game up to 10 minutes early in case we are ahead of schedule. (This will help the tournament keep on time)
  6. Regulation games will be defined by the type of game that it is. There will be three types of games played in the different formats that GPSP will be using:
    1. **Pool play:** Games will be 7 innings or time limit. If the game is tied at the end of regulation, it will be declared a tie.
    2. **Warm-up Games:** Games will be 7 inning or time limit. Games that are tied at the end of regulation will end in a tie.
    3. **Bracket Play:** Games will be 7 inning or time limit. Games that are tied at the end of regulation will use the ITB rule until a winner is declared.
2. Run rules: 12 runs after 3 innings; 10 runs after 4 innings; 8 runs after 5 innings.
3. Team manager may consult with the umpires; players, sponsors and other coaches are to keep out of discussions.
4. No smoking or tobacco use on the field or in the dugouts.
5. Roster Batting will be allowed during the **ENTIRE** tournament. Conversely, all State and USSSA World Series events will be played by the rule book. Regardless of the number of players you have, you will need to announce your line-up format at the pre-game conference with the officials. Due to GPSP allowing roster batting, for teams that choose to roster bat, there are some additional rules that need to be clarified:
  1. **Injury:**
    1. **Batter:** If a batter cannot fulfill her time at bat due to injury or illness, that player will be eliminated from that entire game. Her spot will be skipped in the batting order. Teams will not be required to take an automatic out UNTIL they drop below 9 players.
    2. **Runner:** If a runner cannot continue her time on the bases, that player will be substituted with the last batter not on base. She will not be allowed to participate in the remainder of the game. The line-up will compress when her spot comes to bat.
  2. **Ejections:** A player ejection while roster batting will result in the team losing that player for the entire game. Her spot in the batting order WILL be an automatic out.
2. Courtesy runner will be allowed for pitcher and catcher at any time. The courtesy runner will be designated by the following rules:
  - i. **Rulebook batting line-up:** Per rulebook designation
  - ii. **Roster batting line-up:** The last batter not on base. If the last batter not on base is unavailable (i.e. she is the catcher or pitcher), the designated runner will roll back until such time as a possible sub can be found.
1. Teams may begin a game with 8 players. If the additional players arrive after the start of the game, they will be handled in the following manner:
  1. **Rulebook batting line-up:** Teams may add a 9th player to the line-up. Any additional players will be designated as substitutes.
  2. **Roster batting line-up:** Teams may add any and all players to the end of the line-up. These players must listed on the line-up card submitted prior to the game. If the players are not present for their time at bat, their spot will be skipped until they arrive with no automatic out being charged (unless below 9 players).
2. The following procedure will be used to determine the seeding after pool play:
  - a. If 3 or more teams are tied with the same record in a division, head-to-head may or may not be used to break ties. If 3 teams are tied and have not played each other, then we go to iv below for seeding. If the 3 teams tied have played each other then we use the seeding procedures to seed the 3 teams.

**b.** Once a level of tie-breaker is used, we DO NOT revert back to any steps of the tie-breaking procedure. We will continue on down the list until all ties are broken.

1. Highest Winning Percentage (number of wins divided by number of games with a result (ties eliminated from formula)
  2. Most Wins
  3. Head-to-Head games
  4. Runs allowed per game
  5. Runs differential (+/- of 8 runs per game)
  6. Coin Flip
2. If a team is playing an extra pool game, the runs allowed and the Win/Loss in that game will not count towards your total. However, the result of the game (win/loss) will be used in head-to-head consideration if a tie in pool play occurs.
  3. In case of a rain-shortened tournament, pool play games can be deemed official after 2 1/2 innings of play (with home team winning) or 45 minutes of elapsed game time. This policy will only be used through pool play. In addition, if games are cancelled due to weather, there may be an adjustment in application of the tie-breaking procedures.