



# General Tournament Rules

For more detailed rules go to online rule book.

1. Should problems arise not addressed here see the umpire-in-chief or the site director?

Also note the following:

- a) there are trash containers that will be monitored and picked up regularly. Please do your part.
- b) Animals must be on leash and not left alone. You are responsible for picking up after them.
- c) Alcoholic beverages are not allowed on any of the park complexes.

2. In the event of inclement weather, a message will be e-mailed to you also posted on the USSSA of Central PA forum at <http://coachdude2.websitetoolbox.com/>. If you want you can also follow along with updates on twitter and facebook at <http://twitter.com/usscentralpa> & <http://www.facebook.com/pages/USSSA-Fastpitch-Central-PA/143698258990498> . If you want to call please have only one member of the team make the call, preferably the manager, and keep the calls very brief. The number is 717-465-1716

3. We need each team to provide us with whatever numbers they can be reached at (during and immediately preceding) the tournament (e.g., cell, pager, hotel) by sending them via email to [director@usscentralpa.com](mailto:director@usscentralpa.com) as soon as possible. Also, once you're at the tournament please provide the site director at your park with the same information. These numbers will only be used if we need to specifically contact your team on a non-weather related matter. In the event of adverse weather conditions, it is the team's responsibility to contact the numbers listed in 2.above.

4. **Check your email and the USSSA of Central & Western Pa Message Board** at our web site at [www.usscentralpa.com](http://www.usscentralpa.com) each day leading up to the tournament (including the night before) in the event that important information needs to be passed on (e.g., schedule changes, weather conflicts, etc.). **Email , Web Site Message Board, twitter, and Facebook** is the way we will notify managers if a large number of teams have to be contacted in a short period of time. Failure to check your email, Web Site Message Board, twitter, or facebook is not a valid excuse for not knowing that a change has been made. Make sure the email address that you provided when you entered your team is still valid. Schedules will be posted on web site one week prior to the event & e-mailed to the primary contact.

5. Teams will find that the parks we have chosen for this tournament are in excellent condition and are kept very clean and manicured. To cooperate with this effort we have been requested by the Tournament Director to assist in maintaining a clean environment throughout the tournament. Accordingly, we ask that each team do their part to make sure their dugout is free of all debris as they leave the playing area and that the areas where teams rest between games are properly maintained.

6. Teams **MUST** report in to the check-in table at their scheduled fields 1 hour before the start of their first game, letting the check in person know that they have arrived and presenting any remaining paperwork and contact # at that time. Failure to do so **will** result in forfeit of your games until you do.

7. Forfeit time is game time; however, the director's discretion may be used if unique circumstances warrant otherwise.

8. **Teams must be prepared to play 15 minutes prior to there first scheduled game of the day. After there first game they must be ready to play 10 minutes after previous game**, or 1 hour ahead of schedule if we were to have bad weather. Otherwise, a forfeit may be declared.

9. In pool play, the winner of a coin toss prior to the start of a game will have the 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. In double elimination when we get to the Championship Game the team coming into the Championship game from the Winners Bracket is the higher seed and has choice of home or visitors. If the team out of the Loser's Bracket wins the 1<sup>st</sup> Championship game then they will have choice of home or visitors for the final game.

10. **All games will be subject to a time limit of 1 hr 20 min.** 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 after the visiting team bats in the last inning, the Home team is still leading then the game is over at that point.

11. In pool play, after **1hr 20 mins** have been completed and the teams are tied. The game is considered final and a tie will be awarded to both teams. In championship play, the tiebreaker will be in effect after the **1hr 20 min** time limit or 7 innings whichever comes first. In the Championship bracket, games cannot end in a tie. The game will be played until a winner is determined.

12. 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.

13. Protests on any issue other than an umpire's judgment will require a \$100.00 protest fee. Protests on an umpire's judgment will not be allowed and no fee will be accepted. Protests on rule or procedural interpretations must be made before the next pitch and will be decided upon before the game is allowed to continue. A protest by a team on a tournament procedure or on another team's 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, field site director, tournament UIC, field site UIC or any of their designees. If the protest is upheld the \$100.00 will be refunded. If the protest is denied the fee will be forfeited.

14. **The winner of a game MUST report the game score to the Umpire immediately after the game. If the game is a tie the Home team must report the score.** Please don't guess on the score – find out for sure – because that's what is used for seeding.

15. Once pool play is completed, the order of finish will be determined as follows:

- 1) **head-to-head (only applies when 2 teams are tied)**
- 2) **lowest average runs allowed per game played (if two teams did not play each other)**
- 3) **lowest average runs allowed per game played (if three or more teams are tied)**
- 4) **highest average runs scored per game played (if two teams did not play each other)**
- 5) **highest average runs scored per game played (if three or more teams are tied)**
- 6) **number of wins**
- 7) **Coin toss.**

Notes:

- (a) Games in which neither an official winner nor a tie has been declared do not count toward any of the tiebreakers above.
- (b) If a team has to play 1 more pool game than other teams, then the last pool game for that team will not count toward their point total or run averages, although it does count for their opposing team.

16. **It is the manager's responsibility to find out if, when and where their team is playing in Championship play. That information will be posted at the USSSA site immediately at the conclusion of pool play. You can access this by selecting the link contained in the email sent with the schedule information. Team managers will not be called. If you need to have a phone call please let the site director know that a call is requested and what number can be used to contact you.**

17. If inclement weather or any other condition impedes the normal progress of the tournament, the director reserves the right to change the tournament formats in order to achieve the maximum number of games played or to declare an order of finish. If the tournament is unable to finish, then the Tournament Director will supply a supplemental sheet for

determination of the final order of finish.

18. Refunds: No refunds will be given if a team drops out less than 30 days prior to the event. A \$25.00 processing fee will be deducted from your refund should your team drop out.

**19. Registration Fees: Registration fees must be paid in FULL 10 days prior to the start of the tournament. If not, your team will not be included in the schedule and may be replaced by another team.**

**20. Teams need to pay particular attention to the USSSA jewelry rule. After one warning is issued in the game, any player that's discovered by an umpire to be wearing jewelry will be ejected immediately.**

**21. 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.**

22. Rain Outs: In the event of a complete rain out, teams will receive a partial refund of their entry fee after cost are deducted.

