



Fastpitch Tournament Rules

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. 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 requested the Tournament/Site Directors 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.

3. **Check your Email/Text and the USSSA of Western Pa Message Board** at our web site www.usssacentralpa.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/Text, Web Site Message Board**, is the way we will notify managers. Failure to check your **Email/Text, Web Site Message Board** is not a valid excuse for not knowing that a change has been made. Make sure the email address that you provided when you registered your team is still valid. Schedules will be posted on web site one week prior to the event & e-mailed to the primary contact.

Below are the links to our Message Board, Twitter, Facebook and Instagram accounts.

USSSA of Western PA Message Board: <http://coachdude2.websitetoolbox.com/>.

Twitter: <http://twitter.com/usssacentralpa>

Facebook: <http://www.facebook.com/usssawesternpa>

Instagram: http://www.instagram.com/usssa_cpa_wpa/

4. Teams **MUST** report in to the check-in table at their scheduled fields 1 hour before the start of their first game, letting the site director know that you have arrived and present a signed USSSA Roster as well as proof of insurance and contact # at that time. Failure to do so **could** result in forfeit of your games until you do.

5. Forfeit time is game time; however, the director's discretion may be used if unique circumstances warrant otherwise. The score will be posted as 7-0.

6. **Teams must be prepared to play and at the field 15 minutes prior to their first scheduled game of the day. After their 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.

7. In pool play, the team with the most **USSSA points** will have the choice of being home or visitors. If both teams are tied with points then a coin toss will be used to determine home and visitors. In championship play the higher seeded team will have the choice. If both teams are equally seeded in championship play then the team with the most points will have choice of being home or visitors. If both teams are still tied then a coin toss will be used to determine home and visitors. 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 1st Championship game then they will have choice of home or visitors for the if game.

8. **All games will be subject to a time limit of 1 hr 20 min. for outside tournaments and 1 hr finish the inning for indoor play unless otherwise noted.** The clock begins immediately from the time that the pre-game conference ends. It is the home plate umpire's responsibility to start the clock as soon as the pre-game conference ends. The timer will be placed on the backstop for all to see. 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.

9. In pool play, after **1hr 20 mins** (outside) or **1 hr finish the inning** (inside) 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 (outside) or **1 hr finish the inning** (inside). In the Championship bracket, games cannot end in a tie. The game will be played until a winner is determined. All Championship games (outside) will be 7 innings with NO time limit weather and darkness permitting. Championship games for **10u and all Class "C"** will be timed at **1 hour 20 minutes** finish the inning. The Run Ahead Rule will be in effect for the Championship game.

10. 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.

11. 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 immediately during the game and will be decided upon before the game is allowed to continue. 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.

12. 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.

13. **Umpires will check with both books at the end of the game for scores and turn in a ticket into the site director.** Please don't guess on the score. These scores must be exact because that's what is used for seeding. Please check the boards at the fields and the online system to make sure scores are correct. Once teams are moved from pool play to bracket it is very hard to change seeding, so please check the boards and online site.

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

- 1) **Winning Percentage - Descending**
- 2) **Number Wins - Descending**
- 3) **Number Loses - Ascending**
- 4) **Tied Teams (vs each other) Winning Pct. – Descending (Not valid if all teams have not played each other)**
- 5) **Avg. Points Allowed - Ascending**
- 6) **Avg. Run Differential with a maximum of (8) Descending**
- 7) **Ranking Points – Descending**
- 8) **Date Team Entered USSSA Database**
- 9) **Once past a tie breaker do not return to previous**

Notes:

- (a) If a team has to play an extra pool game than other teams, then the last pool game for that team will not count towards their seeding or run averages, although it does count for their opposing team.

15. 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.

16. If inclement weather or any other condition impedes the normal progress of the tournament, the director reserves the right to change the tournament formats/times in order to achieve the maximum number of games played or to declare an order of finish.

17. Registration Fees: Registration fees must be paid in FULL at least 10 days prior to the start of the tournament, sometimes earlier if a tournament reaches the maximum number of teams or for larger tournament. If not, your team will not be included in the schedule and may be replaced by another team.

18. Withdraw, Cancellation & Refund Procedures:

When a team withdraws prior to a weekend event:

USSSA WPA understands that unforeseen circumstances, especially injuries, roster defections, player availability, etc. can occur over the course of a season. Teams should also plan for the unexpected and understand that the scheduling process starts weeks and sometimes months before an event is scheduled to take place.

- A full refund shall be given if a team withdraws on or before the 21st day prior to the tournament.
- A full refund less a \$100 withdrawal fee shall be given if a team withdraws from the 20th day prior to a tournament up until the schedule is posted.
- A 50% refund shall be given if a team withdraws after the schedule is posted and a replacement team is found prior to 48 hours before the start of the event.
- No refund shall be given if a team withdraws after the schedule is posted and a replacement team is not found prior to 48 hours before the start of the event.
- No refund shall be given if a team withdraws within 48 hours before the start of the event regardless whether or not a replacement team is found. When this occurs it is still the team's obligation to notify the tournament director that they will not be participating.

When a team withdraws prior to a National Championship event:

- The withdrawal deadline and the entry deadline are the same. A team will be given a full refund of the entry fee and gate fee if they withdraw on or before the entry deadline. No refund of either the entry fee or gate fee will be given if a team withdraws after the entry deadline.

Refunds for cancellations or shortening of an event:

While USSSA WPA and our Host Partners will make every attempt to play each event, weather and other unforeseen circumstances may prevent an event from being completed or in some cases, even starting. In those cases:

- An 80% refund will be given to teams that do not start any game in an event.
- A 50% refund will be given to teams starting less than ½ of its scheduled games.
- No refund will be given to teams starting ½ or more of its scheduled games.

Note: In the case where teams are due a refund but are registered and unpaid for future USSSA WPA events with the same director, that refund shall be applied to the balance due on those future events. Teams can also choose to have the refund carried over to another USSSA WPA tournament not yet scheduled that year, or even carry over to the following year.

USSSA WPA reserves the right to adjust this policy at any time to accommodate unusual circumstances

