

2011 USSSA State Tournament (Condensed Rules)

RULE 6.00 – STATE CHAMPIONSHIPS

6.11 No change to a team's Official Online Roster will be allowed after the team has begun play in its first game during a State Championship.

6.13 State Championships shall be scheduled to provide each team at least two games of participation. This can be changed at the site of the tournament, by the Tournament Director with approval of the State Director after the starting date of the tournament has begun and it is determined that it would not be feasible to attempt to continue the original format due to weather conditions or other acts of God. A substitute format shall be implemented.

6.14 Pool Play / Tie Breaker Criteria: **(1)** Head to Head, **(2)** Runs Allowed (Versus All Teams Played Not Just Tied Teams), **(3)** Run Differential (Maximum +/- 8 Runs Per Game.), **(4)** USSSA Point System, **(5)** Coin Flip.

Rule 6.14 Comment: Once advanced to the next tie breaker criteria; do not return to previous criteria.

RULE 8.00 – RULES OF PLAY

8.01 Playing Field & Equipment –

8.01.A (Chart 8.01.A-1) The playing field shall be laid out according to the recommended dimensions contained within these rules.

8.01 Playing Field & Equipment –

AGE DIVISION	BASE PATHS	PITCHING DISTANCE
10U	65'	46'
12U	70'	50'
14U	80'	54'

8.01.F All players shall be fully uniformed, which includes baseball pants, socks, baseball cap, shoes and team jerseys with numbers that are non-duplicating and at least three (3) inches in height. No player shall wear ragged, frayed or slit sleeves and no player shall attach to his uniform tape or other material of a different color from his uniform. No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball. Glass buttons and polished metal shall not be used on a uniform. No player shall attach anything to the heel or toe of his shoe other than the ordinary shoe plate or toe plate. Shoes with pointed spikes similar to golf or track shoes shall not be worn in any division of play.

8.01.F.1 In age divisions 4U – 12U, non-metal cleats must be worn.

8.01.F.2 In age divisions 13U – 18U, traditional metal baseball spikes may be worn.

8.02 Game Preliminaries –

8.02.A A flip of a coin between the two teams shall determine the home team for each pool play game, championship game and "if" game. The highest seeded team will be the home team for bracket play games.

8.02.D Approved Team Line-ups:

8.02.D.1 Teams may bat a nine (9) player line-up, ten (10) player line-up using an Extra Hitter (EH) or continuous line-up of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game.

8.02.D.1(a) If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game.

Rule 8.02.D.1(a) Approved Ruling: Baker is batting 2nd. In the fourth inning Charles enters the game in the 2nd batting position, removing Baker from the game. In the sixth inning Baker re-enters the game but must replace Charles so as to remain in the 2nd batting position. Charles is ineligible for the remainder of the game.

8.02.D.1(b) If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position, while not actually playing a defensive position, will be treated as such for substitution purposes.

Rule 8.02.D.1(b) Approved Ruling: Baker is the Extra Hitter and batting 2nd.

Charles is the catcher and batting 3rd. Baker can become the catcher and Charles the Extra Hitter. Both players would remain in their original batting position in the batting order. When using the Extra Hitter, all players in the line-up may move freely in defensive positions with the exception of the pitching position.

8.02.D.1(c) If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position.

Rule 8.02.D.1(c) Approved Ruling: Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up.

8.02.F Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat.

Rule 8.02.F Approved Ruling: A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

8.02.G A team may continue a game with a minimum of eight (8) eligible players. A player who has left a game for any reason cannot return to the game.

8.02.G.1 If the player leaving the game is a runner and no legal substitutes are available, the runner is declared out.

8.03 Starting and Ending a Game –

8.03.A A regulation game consists of six (6) innings for age divisions 4U – 12U and seven (7) innings for age divisions 13U – 14U.

8.03.B (Chart 8.03.B-1) An imposed Mercy (run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the listed run differential in the corresponding listed start inning.

LENGTH OF GAME	RUN DIFFERENTIAL	START INNING
6 Innings	15	3rd Inning
6 Innings	8	4th Inning
7 Innings	15	3rd Inning
7 Innings	12	4th Inning
7 Innings	8	5th Inning
Chart 8.03.B-1		

8.03.C If a game is called due to rain, weather, light failure or other acts of God and cannot be resumed, it is a regulation game if:

8.03.C.1 For a scheduled six (6) inning game, if three (3) innings have been completed or if the home team has scored more runs in two (2) innings or two and one half (2 1/2) innings than the visiting team has scored in three (3) complete innings or if the home team scores one (1) or more runs in its half (1/2) of the third (3rd) inning to tie the score.

8.03.C.1(a) If a regulation game is called with the score tied and one (1) or more innings has been completed beyond three (3) innings, the score shall revert back to last completed inning, or last completed half (1/2) inning if the home team leads but back no further than the third (3rd) inning.

Rule 8.03.C.1 Comment: Games that cannot be declared a regulation game by

USSSA Rules 8.03.C.1 & 8.03.C.1(a) shall be a suspended game.

8.03.C.2 For a scheduled seven (7) inning game, if four (4) innings have been completed or if the home team has scored more runs in three (3) innings or three and one half (3 1/2) innings than the visiting team has scored in four (4) complete innings or if the home team scores one (1) or more runs in its half (1/2) of the fourth (4th) inning to tie the score.

8.03.C.2(a) If a regulation game is called with the score tied and one (1) or more innings has been completed beyond four (4) innings, the score shall revert back to last completed inning, or last completed half (1/2) inning if the home team leads but back no further than the fourth (4th) inning.

8.03.D All games that for any reason cannot be declared a regulation game pursuant to USSSA Rule 8.03.C shall be a suspended game. A suspended game when resumed, will resume from the exact point of suspension.

8.04 The Batter, Batter Runner & Runner –

8.04.A An Intentional Walk may be issued upon announcement from either the pitcher or catcher. The four (4) pitches need not be thrown.

8.04.B At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record the previous inning on defense. The courtesy runner must be a player not presently in the line-up. If no players not presently in the line-up are available, the courtesy runner shall be the player making the last batted out.

Rule 8.04.B Comment: The re-entry status of the courtesy runner, pitcher, and catcher shall not be affected by this rule. If at any time, a courtesy runner is determined to be ineligible, a proper replacement pursuant to these rules (if available) will be used without penalty.

8.04.C Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher.

Attempting to jump, leap, or dive over the fielder and / or catcher is not interpreted as seeking to avoid contact.

Malicious contact shall supersede all obstruction penalties.

Rule 8.04.C Penalty: The runner shall be called out and may be ejected from the game at the umpire’s discretion.

Rule 8.04.C Comment: When enforcing this rule, the umpire should judge the runner’s intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and / or malicious, then the runner should be declared out and ejected.

8.05 The Pitcher –

8.05.A Leagues and tournaments shall adopt the following rules pertaining to the visit of the manager or a coach to the pitcher. This rule limits the number of visits a manager or a coach may make to any pitcher in any one (1) inning;

8.05.A.1 A second (2nd) visit to the same pitcher in the same inning will cause this pitcher’s automatic removal from the pitching position;

8.05.A.2 The manager or a coach is prohibited from making a second (2nd) visit to the mound while the same batter is at bat, but

8.05.A.3 If a pinch-hitter is substituted for this batter, the manager or a coach may make a second (2nd) visit to the mound, but must remove the pitcher. A manager or a coach is considered to have concluded his visit to the mound when he leaves the eighteen (18) foot circle surrounding the pitcher’s rubber.

8.05.B A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game. The defensive team may correct this rules infraction at any time by substituting a legal pitcher without penalty. If an illegal pitcher is permitted to pitch, any pitch or play that results is legal. The rule violation should be caught by the umpire or the offensive team and immediately corrected.

Rule 8.05.B Comment: If the violating pitcher has legal innings remaining, the violation is deemed an improper substitution and is corrected without penalty.

Rule 8.05.B Penalty: If the violating pitcher has no legal innings remaining, it’s deemed a pitching limitations violation pursuant to USSSA Rule 8.05.C.7.

8.05.C (Chart 8.05.C-1) The end of the day for the pitching limitation rules is the time of day or night when the ballpark is shut down and the teams go home for the night break. Games that for any reason extend past midnight (12:00 AM) or start late at night, past midnight (12:00 AM) and are completed before the teams take the night break, will count as being played on the scheduled day. A game not completed before the night break pursuant to USSSA Rules 8.03.C.1(a) & 8.03.C.2(a), shall be a suspended game. Suspended games, when resumed (the next day or another day), shall count as being played on two different days. The outs recorded during the portion of the game played prior to suspension shall count as being played on the regularly scheduled day and the outs recorded during the portion of the game played once resumed, shall count as being played on the resumed day.

AGE DIVISION	ONE DAY MAXIMUM TO PITCH THE NEXT DAY	ONE DAY MAXIMUM	THREE DAY MAXIMUM
10U & 12U	3	6	8
14U	3	7	8
Chart 8.05.C-1			

8.05.C.1 ONE DAY MAXIMUM TO PITCH THE NEXT DAY: The maximum number of innings a player can legally pitch in one (1) day and still pitch the next day.

Rule 8.05.C.1 Example: In the 7U – 14U age divisions, a player may legally pitch a maximum of three (3) innings in one (1) day and still legally pitch the next day. If the player pitches three and one-third (3 1/3) or more innings in one (1) day, the player cannot legally pitch the next day.

8.05.C.2 ONE DAY MAXIMUM: The maximum number of innings a player can legally pitch in one (1) day.

Rule 8.05.C.2 Example: In the 7U – 12U age divisions, a player may legally pitch a maximum of six (6) innings in one (1) day. The player would be ineligible to pitch the next day. Similarly, in the 13U – 14U age divisions, a player may legally pitch a maximum of seven (7) innings in one (1) day. The player would be ineligible to legally pitch the next day.

8.05.C.3 THREE DAY MAXIMUM: The maximum number of innings a player can legally pitch in three (3) consecutive days.

Rule 8.05.C.3 Example: In the 7U – 14U age divisions, a player may legally pitch a maximum of eight (8) innings in three (3) consecutive days. This is to be interpreted as a player may legally pitch any combination of innings to equal eight (8) innings in two (2) days as long as the player doesn't pitch more than three (3) innings the first (1st) day. Similarly, as a player may legally pitch any combination of innings to equal eight (8) innings in three (3) days as long as the player doesn't pitch more than three (3) innings the first (1st) or second (2nd) days.

8.05.C.4 MANDATORY DAYS OF REST;

8.05.C.4(a) A player that pitches more than three (3) innings in one day **MUST** rest the next day.

8.05.C.4(b) A player that pitches eight (8) innings in two (2) consecutive days **MUST** rest the next day.

8.05.C.4(c) A player that pitches eight (8) innings in three (3) consecutive days **MUST** rest the next day.

8.05.C.4(d) A player that pitches three (3) consecutive days (regardless of total quantity of innings pitched) **MUST** rest the next day.

8.05.C.5 For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two-thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.

8.05.C.6 Outs recorded during a game that ends in forfeit shall count towards a pitchers' innings limits.

8.05.C.7 For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out above the legal pitching limits pursuant to these rules.

Rule 8.05.C.7 Exception: Exceeding the maximum innings allowed in the case of a double or triple play shall not be counted against the pitcher.

Rule 8.05.C.7 Penalty: It shall be the responsibility of each team manager to challenge pitching violations by notifying the Umpire-in-Chief and then filing a Protest with the League / Tournament Director. A protest may be filed at any point after the pitcher in violation records an out beyond his legal limit **AND** while the pitcher in violation is in the game and in the pitching position. If such violation is the last recorded out of the game, the protest **MUST** be filed prior to the umpires and the protesting team leaving the field of play. Any violation of USSSA Rules 8.05.C.1 – 8.05.C.7 shall result in immediate forfeiture of the game. If such violation occurs during Pool-Play, the team in violation of the rule may not advance to the championship bracket regardless of record.

RULE 9.00 – UMPIRES

9.03 The umpires shall be responsible for the conduct of the game in accordance with these rules and for maintaining discipline and order on the playing field during the game.

9.04 Each umpire is the representative of USSSA Baseball, and is authorized and required to enforce the rules of the Association.

9.04.A Each umpire has authority to order a player, coach, manager, sponsor or spectator to do or refrain from doing anything, which affects the administering of these rules, and to enforce the prescribed penalties.

9.04.B Each umpire has authority to disqualify any player, coach or manager for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field.

9.04.C Each umpire has authority at his discretion to eject from the playing field any person whose duties permit his presence on the field and any spectator or other person not authorized to be on the field.

9.05 Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, coach or manager shall object to any such judgment decisions.

Rule 9.05 Comment: Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue balls and strikes shall not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game.

9.06 If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.

RULE 10.00 – OFFICIAL SCORER

10.01 The official scorer shall observe the game from a position in or near the press box.

Rule 10.01 Comment: The official scorer shall not publicly cheer for a particular team from the press box area.

10.02 The official scorer shall have sole authority to make all decisions involving judgment, such as whether a batter's advance to first base is the result of a hit or an error.

10.03 The official scorer shall record the official game start time announced by the umpire-in-chief.

10.04 The official scorer shall report the final score and if applicable, complete signed pitching records / affidavits for both teams to league / tournament officials immediately following each game.

RULE 11.00 – SPORTSMANSHIP & EJECTIONS

11.01 All players, coaches, managers, sponsors and spectators are expected to conduct themselves in a sportsmanlike manner at all times.

11.02 Any player, coach, manager, sponsor or spectator whose conduct is unbecoming or abusive shall at a minimum be reprimanded with a warning. If warranted, the offending party shall be ejected from the game at the discretion of the Umpires and / or the League / Tournament Director.

11.03 Any player, coach, manager, sponsor or spectator leaving their position or base, in the field, on the bench, in the dugout area or grandstands to participate in a fight, brawl or altercation shall be immediately ejected from the game and may be disbarred / suspended pursuant to USSSA Rule 13.00.

11.04 Any coach, manager, sponsor or spectator ejected from a game shall immediately remove himself from the vicinity of the playing field and / or grandstands for the remainder of the game. Additional penalties may be assessed at the discretion of the League / Tournament Director.

11.05 Any player ejected from a game shall either immediately remove himself from the vicinity of the playing field for the remainder of the game or be confined to the dugout area for the remainder of the game at the discretion of the League / Tournament Director.

11.06 All persons ejected may be asked to leave the park and / or venue at the discretion of the League / Tournament Director.

11.07 Abusive language or cursing shall not be tolerated under any circumstances and shall result in an automatic ejection.

RULE 12.00 – PROTESTS

12.01 Umpires will work to settle all situations on the field. Protests will be allowed for age and pitching violations or rule interpretations only. Protests must be declared to the Umpire-in-Chief and then to the League / Tournament Director before the next pitch following the dispute. If a call to be protested is the last recorded out of a game or on a game ending play, the protest **MUST** be filed prior to the umpires and the protesting team leaving the field of play. No protest will be allowed following the game. League / Tournament officials will rule on all protests and their decisions shall be final.

12.02 The Protest fee is \$100.00 cash. The fee shall be returned only if the protest is upheld.

Rule 12.02 Comment: Leagues may develop their own method of fee structure, recording and settling protests.