

RULES INDEX

IF RULE IS NOT COVERED WITHIN, REVERT BACK TO THE USSSA 2012 RULEBOOK

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Executive Board Ruling for 2012 All-Stars:

I a coach or player is ejected from a game, for any reason, the coach or player will be suspended for the remainder of the current game and the next game the coach or player are scheduled to participate. If a coach or player is ejected in an elimination game then the coach or player will be suspended for the first game of the next tournament they are scheduled to participate.

**FIRST EDITION
ALABAMA GIRL'S LEAGUE/ALL-STARS
FAST PITCH SOFTBALL RULES**

1. CLASSIFICATIONS AND AGE REQUIREMENTS.

The youth fast pitch program will be divided into the following classifications:

A player's age on December 31, of the previous calendar year determines the age classification in which the player is eligible to participate.

The recreation/league fast pitch program is designed for girls age 18 & under. The fast pitch sanction will run from August 1 until July 31. Any player can play in a higher classification, but cannot play in a lower classification.

Age Divisions Offered:

- Girls 6 & Under
- Girls 8 & Under
- Girls 10 & Under
- Girls 12 & Under
- Girls 14 & Under
- Girls 16 & Under
- Girls 18 & Under

A player shall not compete in any sanctioned tournament of the association with more than one team during the same tournament.

2. PLAYING FIELD

Divisions Coach Pitch/Girl Pitch

AGE	Pitcher's Rubber (ft)	Base Path (ft)	Fence Distance (ft)
6U	30	50	150 -200
8U	35	60	150 - 200
10U	35	60	180 - 200
12U	40	60	200
14U	43	60	200
16U	43	60	200-225
18U	43	60	200-225

Section 2.1 Infield/Outfield.

A diamond (or infield) shall be a 60-foot square (50 foot for 6U). From the mid-point of the front edge of the pitcher's plate, there shall be a circle drawn, which is 16 feet in diameter (8-ft. radius). The catcher's box, bases, coach's boxes, batters boxes and 3 foot first base line shall be as in the diagram.

The infield and outfield, including the boundary marks from the apex of home plate to 1st and 3rd, and their extended foul lines, are fair ground. All other areas are foul grounds. The recommended width of all marked (chalked) lines on the playing field is 2 1/2 inch.

On deck circles shall be a safe distance to the side and away from home plate; 30 feet recommended. The on deck circle does not have to be occupied, but if a player wishes to warm up, they shall do so in their teams on deck circle.

Section 2.2 Batter's Box.

The batter's box shall be 7 feet long. The front of the batter's box shall be 4 feet forward from the center of home plate and 3 feet wide starting 6 inch from the plate.

Section 2.3 Three Foot Running Lane.

The three foot running lane is a line drawn 3 feet from and parallel to the first base foul line beginning halfway between home and first base and extending to first base.

Section 2.4 Double First Base.

The double base may be used. This base shall be 15 by 30 inches and made of canvas or other suitable material and not more than 5 inches high.

Half the base is white [over fair territory] and half is orange [over foul territory]:

- (a) batted ball hitting the white portion is declared fair and a batted ball hitting the colored portion is declared foul.
- (b) Whenever a play is being made on the batter runner, the defense must use the white portion and the batter runner the colored portion.

3. **UNIFORMS.**

- (a) Ball caps or visors must be alike and must be worn properly.
- (b) No player may wear any object on their person, that would be a distraction, or wear any object that may be dangerous to the player's person or any other player. This IS umpire judgment.
- (c) Numbers must be worn and visible on all uniforms and be a minimum of six (6) in height. No player on the same team may wear identical numbers. Only one number on each uniform, No duplicate numbers, 00 is a duplicate number.

4. **EQUIPMENT.**

Section 4.1 Helmet.

In the recreation/league program, NOCSAE approved batting helmets with extended ear flaps, which cover both ears and temples are mandatory for all batters, on deck batters, base runners, non-adult bat

girl/boy and any offensive player in live ball territory, even if the ball is dead. Batting helmets must have attached face mask/guard and they must be NOCSAE approved.

Section 4.2 Catcher Equipment.

In the recreation/league program, the catcher shall wear a NOCSAE approved head protector (with dual earflaps), an approved mask with throat protector, a body chest protector and shin guards. If a hockey style NOCSAE approved catchers helmet is used, a separate throat protector is not needed. All protective equipment must conform to industry standards. (Exceptions for younger age groups). Any non-adult warming up a pitcher within the confines of the playing field, shall wear an approved protective mask with throat protector.

Section 4.3 Ball – Fast Pitch Optic Yellow; 47 core; 375 compression.

All 12 year old and older divisions shall use the 12-inch softball.

All 10U and 8U divisions shall use the 11-inch softball.

All 6U divisions shall use the 10-inch poly core safety ball

Section 4.4 Shoes.

Shoes are required equipment. Shoe sole or heel protectors other than the standard shoe plate are prohibited. Metal Cleats are not allowed in recreation ball.

Section 4.5 Glove/Mitts.

- (a) The catcher may use any size glove or mitt.
- (b) The glove/mitt worn by the pitcher shall be uniform in color and neither white, optic yellow nor gray.
NOTE: Two tints of the same color on a glove are considered uniform in color.
- (c) Gloves/mitts with white, optic yellow or gray circles on the outside giving the appearance of a ball are illegal for all players.

Section 4.6 The Official Bat.

Only USSSA approved bats, USSSA approved weighted bats, or USSSA approved bat weight attachments may be used. Nothing such as a donut or fan may be used when loosening up.

- (a) Authorized bat manufacturers shall mark their products with the words "Official Softball" or words to that effect. If the words "Official Softball" are illegible the bat should be declared legal if it is legal in all other respects. When a bat does not meet the specifications as defined, has flat spots or pronounced dents, or if in the Umpire's judgment, the bat has been altered, the Umpire shall prohibit the use of the doubtful bat.
- (b) A USSSA Director may at any time ask to inspect a bat that has been brought into the location of a USSSA sanctioned event. The owner and / or user may either:

- (i) Allow the Director to inspect the bat and reach an initial conclusion on whether the bat might be altered. If after making an inspection, the Director, in his sole discretion, decides that the bat might be an altered bat, the suspected offending owner may either:
- (ii) Allow the Director to send the bat to the USSSA Altered Bat Committee and/or the Manufacturer of the bat for a determination as to whether the bat is altered. NOTE: During the time of the examination of the bat by the Manufacturer/ Altered Bat Committee, the USSSA, in the sole discretion of the USSSA Altered Bat Committee, may suspend the suspected offending player pending the decision. If the Manufacturer or the USSSA Altered Bat Committee determines in their sole discretion that the bat has been altered, the Altered Bat Committee may suspend a first time offender for up to two years from USSSA play. For any second time offender, any suspension may be up to a lifetime suspension.
- (iii) Accept a one-year (up to life for second time offenders) suspension from USSSA play with no right of appeal.
- (iv) Withhold the bat from inspection and accept a one-year (up to life suspension for second time offenders) suspension from USSSA play with no right to appeal.

5. **DEFINITIONS**

DEAD BALL shall mean a ball that is not considered in play again until the pitcher is stationed within the 16-foot circle and the umpire calls play ball.

FOUL TIP shall mean a batted ball, which goes directly and speedily from the bat to the catcher's mitt or hand not higher than the batters head and is legally caught by the catcher, ball remains alive.

PIVOT FOOT shall mean the pitchers pivot foot is that foot which is in contact with the ground, as opposed to the non-pivot foot, which the pitcher uses to step toward home plate.

CROW HOP shall mean the replanting of the pivot foot prior to delivery of the pitch.

LEAP shall mean a when both of the pitchers feet are airborne prior to delivery of the pitch.

STRIKE ZONE shall mean the space over home plate, which is between the batters forward armpit and the top of the knees when the batter assumes a natural batting stance. Any part of the ball passing through the strike zone in flight shall be considered a strike; the umpire shall determine the batter's strike zone according to the batter's usual stance

BUNT shall mean a fair ball, which occurs when the batter does not swing to hit the ball, but holds the bat in the path of the ball to tap it slowly to the infield.

DRAG/SLAP BUNT shall mean a bunt where the batter attempts to bunt the ball by running forward in the batter box, carrying the bat with her. The movement of the bat is in conjunction with the batters forward movement. If an attempt to "SLAP" is a foul ball, it is treated the same as any other foul ball including an attempt by the batter with two strikes.

ATTEMPTED BUNT ("OFFER") is any movement of the bat toward the ball when the ball is over or near the plate area. The mere holding of the bat in the strike zone is not an attempt to bunt. If an attempted bunt results in a foul ball, it is treated as any other foul ball, if the batter has two strikes and this happens, she is out.

PASSED BALL - a passed ball is a pitch which the catcher fails to stop or control with ordinary effort and which enables a runner to advance.

BALL - is one of the playing implements. The term is also used to designate a pitch, which is not touched by the bat and is not a strike. There is no intentional walk in fast pitch. If a batter receives four such balls, she is awarded a base on ball (often referred to as a "walk") and shall go immediately to first base before time-out can be called.

BLOCKED BALL - a fair ball, batted or thrown, which is touched, stopped or handled by a person not engaged in the game; or touches any object which is not part of the official equipment or official playing area; or touches loose equipment.

DEAD BALL AREA - the area beyond any real boundary, such as a fence, rope, chalk line, any stands, bleachers, dugouts, players' bench or designated media area; or any imaginary boundary line as determined in the pre-game conference. If a ball becomes lodged in a fence or backstop, it is considered to be in dead-ball area.

BATTER-RUNNER is a player who has finished his time at bat until he is put out or playing action ends.

BATTER'S BOX - the area marked for the batter, including the lines.

CATCH - is the act of a fielder getting secure possession in a hand or glove of a live ball in flight and firmly holding it, provided a cap, protector, mask, pocket or other part of the uniform is not used to trap the ball. It is considered a catch. If a fielder catches a fair or foul ball and then leaves live-ball area with both feet by stepping or falling into a bench, dugout, stand, bleacher or over any boundary or barrier, such as a fence, rope, chalk line, or a pre-game determined imaginary boundary line of the field of play. Falling into does not include merely running against such object. It is not a catch when a fielder touches a batted ball in flight and the ball then contacts a member of the offensive team or an umpire and is then caught by a defensive player.

PRE GAME CONFERENCE - is a meeting involving the umpires, Head coach and/or team captains at home plate. The meeting should begin approximately five minutes prior to the game and before the home team takes the field. There shall be no ball hit or thrown in the infield area (fair or foul territory) during this meeting. The purpose of the pre-game conference is to exchange and check each team's lineup cards and discusses ground rules.

Courtesy Runner - A player not in the game, a substitute, may be used to run for the pitcher of record or catcher. This courtesy runner may be used at any time. If a substitute is not available, the player with the last recorded out may run. The pitcher or catcher of record may not be used as a courtesy runner.

OFFENSIVE INTERFERENCE - is an act (physical or verbal) by the team at bat, which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. Or when a runner creates malicious contact with any fielder with or without the ball, in or out of the baseline; or when a coach physically assists a runner during playing action.

OBSTRUCTION is an act (intentional or unintentional, physical or verbal) by a fielder, any member of the defensive team or its team personnel, which hinders a runner or changes the pattern of play or when a catcher or fielder hinders a batter. It is catcher obstruction when a catcher hinders or prevents a batter from swinging at a pitch. When there is obstruction; the ball becomes dead at the end of playing action. The umpire has the authority to determine which base or bases the runner (s) would have reached without the obstruction. A fake tag is an act by a defensive player that simulates an attempt to tag a runner. Faking a tag is always considered obstruction.

REGULATION GAME - is seven innings (term at bat) unless extra inning(s) are necessary because of a tie score, or unless shortened because the home team does not require it half of the seventh inning or only a fraction of it, or because of weather or darkness.

CALLED GAME – a game that is ended by order of the umpire.

SUSPENDED GAME - a game to be completed at a later time.

INNING - that portion of the game, which includes a term at bat for each team.

HALF INNING - the interval during which one team is on offense (batting) and the other is on defense (fielding). A half inning ends when there is a third out or when, in the last inning, the winning run is scored.

EXTRA INNING - is one, which extends the game beyond regulation play in an attempt to break a tie score.

FORFEITED GAME - is one awarded to the opponent of the offending team. The score shall be recorded as 8 to 0.

FAIR BALL - is a batted ball which:

- (a) Settles or is touched on or over fair territory between home and first base or home and third base;
- (b) Is on or over fair territory including any part of first and third base when bounding to the outfield.
- (c) Touches first, second or third bases.
- (d) While on or over fair territory touches the person of any umpire or player or their clothing or equipment.
- (e) While over fair territory passes out of the playing field in flight.
- (f) First falls or is touched on or over fair territory beyond first or third base.

NOTE: A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is in fair or foul territory at the time she touches the ball. It does not matter whether the ball first touches fair or foul territory as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball.

FOUL BALL is a batted ball which:

- (g) Settles on foul territory between home and first base, or between home and 3rd base.
- (h) Bounds past first or third base on or over foul territory.
- (i) First falls on foul territory beyond first or third base.
- (j) While on or over foul territory touches the person of an umpire, a player or any object foreign to the natural ground.

INFIELD FLY - is a fair fly (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort (rule does not preclude outfielders from being allowed to make the catch); and provided the hit is made before two are out and at a time when first and second base or all bases are occupied. When it seems apparent that a batted ball will be an infield fly, the umpire immediately announces it for the benefit of the runners. If the ball is near the base line the umpire shall declare, "Infield fly, if fair."

TAG OUT - the putting out of a runner (including the batter-runner), who is not touching a base, by touching the runner with a live ball or with the glove or hand when the live ball is securely held therein by a fielder. The ball is not considered as having been held securely if it is juggled or dropped after the touching unless the runner deliberately knocks the ball from the hand of the fielder.

NOTE: If the ball is securely held in hand, it is up to the umpire to rule that the ball has touched the runner if that hand or glove clearly touches the runner.

STRIKEOUT - is the result of the pitcher getting a third strike charged to a batter. In fast pitch, this usually results in the batter being out. Anytime first base is unoccupied, or there are two outs, and the third strike is not caught, the batter-runner is entitled to advance.

TIME - a command give by the umpire to suspend play. The ball becomes dead when it is given.

CHARGED CONFERENCES - Each team when on defense, may be granted not more than three charged conferences without penalty during a seven-inning game to permit coaches or their representatives to confer with a defensive player or players. In any extra inning games, each team shall be permitted one charged conference without penalty each inning while on defense. A conference is not charged when the pitcher is removed as the pitcher. This defensive team charged conference is effective when the ball first becomes alive at the start of each half inning.

PENALTY: AFTER THREE CHARGED CONFERENCES IN A SEVEN INNING GAME, OR FOR ANY CHARGED CONFERENCE IN EXCESS OF ONE IN EACH EXTRA INNING, THE PITCHER SHALL BE REMOVED AS A PITCHER FOR THE DURATION OF THE GAME.

B. Each team, when on offense, may be granted not more than one charged conference per inning to permit the coach or any of that team's personnel to confer with the base runners, the batter, the on-deck

batter or other offensive team personnel. The umpire shall deny any subsequent offensive team request for charged conferences. This offensive team charged conference rule is effective when the ball first becomes alive at the start of each half inning. Time granted for an obviously incapacitated player shall not constitute a charged conference.

2012 ALABAMA USSSA ALL-STAR RULES

6. ALL-STAR RULES - THE GAME

Section 6.1 6U.

- (a) The game shall be five (5) innings or 60 minute time limit, when the time limit is up, the teams must finish the inning unless the home team is ahead when the top half of the inning is over.
- (b) Every Player on the Roster must bat if present.
- (c) Maximum of 10 batters per inning or three (3) outs. If a team has more than 10 players then the extra players are still on the roster and will roll to the next inning.
 - (i) Park Play only: A team can play with a minimum of 6 batters and can bat 6 batters w/out penalty each ½ inning.
- (d) Each batter will get 5 pitches to put the ball in play. If the Batter fouls the 5th pitch she will get another pitch until she hits the ball in fair territory or swings and misses the pitch.
- (e) No stealing. If a player leaves the base before the ball reaches Home Plate she will be called out.
- (f) Play 10 in the field
- (g) There are NO automatic two outs with the last batter. There must be an out on the lead runner. Touching home plate constitutes getting the lead runner out.
- (h) A vertical line will be drawn 30 feet from home-plate towards 1st base and from home plate towards 3rd base. No defensive player may play in front of this line before the ball is hit.
- (i) The defensive team shall have no more than 6 infielders. Up to four (4) players shall be positioned in the outfield at least 10 feet behind the baselines until the ball is batted. Only 10 players will play on defense at one time, however, each team may substitute freely at anytime. The Player Pitcher can be moved directly behind 2nd base (10 feet from the base) if the coach chooses to do so.
- (j) A 10" poly-core softball ball will be used for all 6U competition.
- (k) The player-pitcher shall stand with both feet inside the eight foot radius even with or behind (but not in front) of the pitchers plate (40 feet). The circle will be centered at 40' with a safety line at 40'. The defensive pitcher must be in the circle and behind the 40' line, or at least 10' directly behind second base before the Coach Pitcher delivers the ball.
- (l) Mercy Rule - 21 after 3rd inning, 11 after 4th inning

- (m) Play shall stop when the umpire declares "Time Out" because the defensive team has stopped the advance of the lead runner. A base runner shall be awarded the next base if she had advanced more than halfway toward the base when play was stopped.
- (n) The ball is dead and all base-runners must stop at the base the umpire rules they are entitled when:
 - * Any Defensive Player has possession and CONTROL of a ball inside the 8 ft. radius circle and Time is awarded.
 - * Any Defensive Player has possession and control of the ball in front of the lead runner and Time is awarded.
- (o) The coach-pitcher must make every effort to avoid interfering with any ball put into play by either being hit by a batter or thrown by a defensive player. NOTE: If, in the judgment of the umpire, a coach pitcher intentionally interfered with the play, The batter is out and the ball is dead.
 - (i) In the umpire's judgment if the Coach Pitcher interferes either verbally or physically with the play it will be a dead ball and the lead runner will be called out and the coach ejected. The 1st incidence will be a warning and the next incidence will be the out and coach ejection.
- (p) All base runners must return to the last base they legally occupied. If, in the judgment of the umpire, a coach pitcher unintentionally interfered with the play then the ball is ruled dead and the pitch replayed. NOTE: The coach pitcher shall only field the ball when it is being thrown to him/her in order to put the ball back in play.
- (q) The Coach Pitcher may talk to the batter until he/she releases the ball. If the Coach Pitcher talks to the batter after he/she releases the ball then there will be a dead ball-strike called. A warning will be given on 1st offense. 2nd offense the Coach will be removed from the pitching circle and another pitcher will be put in his/her place.
- (r) Coach Pitchers will pitch from 30 ft. Pitching circle will have a 40 ft. Center Radius.
- (s) A ball thrown from an infield position towards first base in an attempt to get the batter out that is overthrown to the first baseman and goes past the 3 foot running lane is considered a dead ball at this point. All runners will be allowed one additional base. The ball must go past the 3 foot running lane line to be considered an overthrow. The 3-foot running lane should be run 10 feet past the bag.
- (t) There will be no underhand rolling of the ball. Throws on defense must be attempted to be made overhand. If an out is made by rolling the ball the batter/runner or the base-runner will be called safe.
- (u) There can be an adult at the backstop to help the player catcher get the ball back to the coach pitcher. NO COACHING (TALKING)
 - (i) Penalty; Both Coach Pitcher & Coach Catcher:
 - 1st Offense: It is a DEAD BALL WARNING,
 - 2nd Offense: Coach (he/she) will be removed from their position and another coach will be put in their place.

The defensive team can choose to have a player catcher. The Coach can stand on either side of the player catcher or behind the player catcher. The player catcher can be positioned as far back as she likes, all the way to the backstop. If the defensive team chooses NOT to use a player catcher then that position is lost. Meaning you cannot move that player to the outfield for an additional outfielder or to the infield for an additional infielder.

- (v) Bases will be 50' length in distance.
- (w) The defensive team may have two coaches on the field, one down the 1st base foul line and the second one down the 3rd base foul line in foul territory.
- (x) The catcher shall wear a NOCSAE approved head protector , an approved mask. A catcher taken position within the catchers box will be in full catchers gear. Helmet with throat protection, chest protector and shin guards. If a coach catcher is used, the player catcher will be positioned as far away as possible from the batter to avoid contact from a foul ball or lose bat. If not in the catchers box, the player catcher will only be required to have a NOCSAE approved helmet, however, USSSA would like to strongly encourage the player catcher to consider the use of a chest protector as well.

7. ALL-STAR RULES - THE GAME / 8U Coach Pitch and 8U Player Pitch

Section 7.1 8U - Coach Pitch:

- (a) Maximum of 10 players on Defense
- (b) Ten (10) batters are the maximum number of batters that may bat per half inning or until the defense records three- (3) outs, whichever occurs first. The batting order shall be a revolving batting order consisting of ten- (10), eleven- (11), or twelve (12) batters
 - (i) Ten- (10) batters if there are only ten- (10) players present at game time.
 - (ii) Eleven- (11) batters if one- (1) AP is used.
 - (iii) Twelve- (12) batters if both Optional AP's are used.
- (c) Definition of an AP (additional player), shall have the meaning of a team can put up to two (2) extra players in the batting line-up. These players will bat where placed in the line-up and can substitute freely.
- (d) The game shall be six (6) innings or 60 minute time limit, when the time limit is up, the teams must finish the inning unless the home team is ahead when the top half of the inning is over.
- (e) Coach Pitchers will pitch from 35 ft with one (1) foot in contact with the rubber.
- (f) No stealing. If a player leaves the base before the ball reaches Home Plate she will be called out.
- (g) Each batter will get 5 pitches, or 3 strikes. If the Batter fouls the 5th pitch she will get another pitch until she hits the ball in fair territory or swings and misses the pitch.
- (h) There are NO automatic two outs with the last batter. There must be an out on the lead runner. Touching home plate constitutes getting the lead runner out.

- (i) The defensive team shall have no more than 6 infielders. (A player catcher is required to be one of the 6 infielders) Up to four (4) players shall be positioned in the outfield at least 10 feet behind the baselines until the ball is batted.
- (j) Pitching coaches must make every effort not to interfere with the defensive team. They should leave the field when the ball is in play, if they can do so without interfering with play.
- (k) The Coach Pitcher may talk to the batter until he/she releases the ball. If the Coach Pitcher talks to the batter after he/she releases the ball then there will be a dead ball-strike called and a warning given.

If the Coach continues to talk to the batter he/she will be removed from the pitching circle and another pitcher will be put in his/her place.

In the umpire's judgment if the Coach Pitcher interferes either verbally or physically with the play it will be a dead ball and the lead runner will be called out and the coach ejected. The 1st incidence will be a warning and the next incidence will be the out and coach ejection.

- (l) A vertical line will be drawn 30 feet from home-plate towards 1st base and from home plate towards 3rd base. No defensive player may play in front of this line before the ball is hit.
- (m) The Player Pitcher can be moved directly behind 2nd base (10 feet from the base) if the coach chooses to do so. The player-pitcher shall stand with both feet inside the eight foot radius even with or behind (but not in front) of the pitchers plate (40 feet). Clarification to 8CP-14: The circle will be centered at 40' with a line at 40'. The defensive pitcher must be in the circle and behind the 40' line before the Coach Pitcher releases the ball.
- (n) There may be a courtesy runner for the catcher. Last recorded out or any subs on the bench.
- (o) The defensive team may have two coaches on the field, one down the 1st base foul line and the second one down the 3rd base foul line in foul territory.
- (p) Mercy Rule - 21 after 4th inning, 11 after 5th inning.

A catcher taken position within the catchers box will be in full catchers gear. Helmet with throat protection, chest protector and shin guards. If not in the catchers box, the player catcher will only be required to have a NOCSAE approved helmet, however, USSSA would like to strongly encourage the player catcher to consider the use of a chest protector as well.

Section 7.2 8U Player Pitch.

- (a) Play ten on Defense and Bat 10 (with the option of using one or both AP's). A team may play one (1) player short from the minimum required to play. A team may start the game with (1) player short to prevent taking a forfeit. The team starting a game one (1) player short will be required to take an out each time the tenth (10th) batter comes up to bat.

- (b) Ten (10) batters are the maximum number of batters that may bat per half inning or until the defense records three- (3) outs, whichever occurs first. The batting order shall be a revolving batting order consisting of ten- (10), eleven- (11), or twelve (12) batters
 - (i) Ten- (10) batters if there are only ten- (10) players present at game time.
 - (ii) Eleven- (11) batters if one- (1) AP is used.
 - (iii) Twelve- (12) batters if both Optional AP'S are used.
- (c) Definition of an AP (additional player), shall have the meaning of a team can put up to two (2) additional players in the line-up. These players will bat where placed in the line-up and can substitute freely.
- (d) The game shall be six (6) innings or 75 minute time limit, when the time limit is up, the teams must finish the inning unless the home team is ahead when the top half of the inning is over.
- (e) Coach Pitch will be instituted after four walks in a single inning. A hit batter constitutes a walk.
 - * Once Coach comes in play reverts to "coach pitch" rules.

SEE 8U COACH PITCH RULES.

- (f) Clarification to 8PP-4: The circle will be centered at 40' with a line at 40'. The defensive pitcher must be in the circle and behind the 40' line, or at least 10' directly behind second base before the Coach Pitcher delivers the ball.
- (g) A pitcher must be removed from the pitching circle after she has hit 3 batters in a single inning.
- (h) Three outs end the inning
- (i) No infield fly rule
- (j) No Stealing
- (k) No dropped third strike
- (l) Pitch from 30 ft.
- (m) If the 10th batter is walked or hit by a pitch then the batter and every base runner will be awarded two (2) bases.

8. **ALL-STAR RULES - THE GAME / 10U**

Section 8.1 10U.

- (a) The game shall be seven (7) innings or 75 minute time limit, when the time limit is up, the teams must finish the inning unless the home team is ahead when the top half of the inning is over.
- (b) Play nine on Defense and Bat nine (with the option of using one or both AP's)
- (c) Three (3) outs end the inning
- (d) No infield fly rule

- (e) Steal one (1) base per pitch. (this includes home)
- (f) No dropped third strike

9. **ALL-STAR RULES - THE GAME / 12U through 16/18U**

Section 9.1 12U through 16/18U.

- (a) 12/18U-1 Play by the 2012 USSSA Rule Book.
- (b) No Metal Cleats allowed in Alabama USSSA All Stars

10. **PITCHING**

Section 10.1 Prior to Pitch

- (a) Shoulders square with 1st and 3rd base with ball either in glove or pitching hand with hands separated and both feet on the rubber.
- (b) Pitcher should take or simulate taking a signal
- (c) Pitcher must have possession of the ball to get on or near pitchers plate
- (d) Pitch starts when windup begins after hands have been brought together.
- (e) There may be NO step taken backwards
- (f) The pivot foot may remain in contact or push off from the rubber and drag away prior to front foot touching down.
- (g) Lateral movement on rubber is not considered a step.
- (h) A pitcher is not considered to be in position unless the catcher is within the lines of the catchers box in a position to receive the pitch.
- (i) No foreign substance or tape on the pitching hand.
- (j) Pitcher has 1 minute from the last out to be ready to deliver pitch to batter.
- (k) Umpire may award warm up pitches during inclement weather or for pitcher returning from injury.
- (l) Pitcher cannot deliberately drop, roll or bounce the ball to prevent the batter from striking at it.
- (m) After pitcher has possession of ball in circle, she has 20 seconds to release the pitch (the batter has 10 to get ready and pitcher has other 10 to pitch).

Section 10.2 No PITCH:

- (a) When pitcher pitches during suspension of play.
- (b) Quick pitch
- (c) Runner call out for leaving early
- (d) Ball is pitched before base runner has time to return to base after foul ball

- (e) When any coach, manager or player calls “Time” and obviously tries to interfere with the pitcher making a pitch.

11. **APPEALS.**

Section 11.1 Live Ball.

This appeal may be made by any fielder in possession of the ball by touching the base missed to soon or the base that was left early. She may also tag the runner that committed the violation even if she is standing on another base.

Section 11.2 Dead Ball.

This appeal may be made after all runners have completed their advancement and time has been called. The coach or any defensive player, with or without the ball, may make a verbal appeal on a runner missing the base or leaving too soon.

After time is awarded, an appeal may be granted if made by the Head Coach with the umpire making the call on a rules interpretation of that call. **THERE WILL BE NO APPEALS ON JUDGMENT CALL.**

All appeals must be made before the next pitch (legal or illegal), at the end of half inning before all infielders have left fair territory OR on last play of game, before umpires leave the field.

More than one appeal can be made and more than one out can be called during an appeal.

If appeal out was awarded at a forced base, no runs would score if it is the 3rd out.

If a tag up appeal is awarded all runs would score in advance of the appealed runner if appeal is the 3rd out.

12. **HESITATION RULE (to wait, to be uncertain, to hesitate).**

** The pitcher has to have possession of the ball in the circle and NOT attempting to make a play on any base runner. **

- (a) When the act of any base runner is to challenge the pitcher intentionally or unintentionally.
- (b) Where the base runner stops, changes directions and stops again.
- (c) Where the base runner stops and waits.

*** Rule violation is an automatic dead ball, the offending player will be called out, the other runners must return to the last base legally touched at the time of the “dead ball”.

13. **INTERFERENCE vs OBSTRUCTION**

Section 13.1 Interference: (offense)

Any act, physical or verbal, by a member of a team at bat that illegally impedes, hinders or confuses any fielder or when a runner creates contact with any fielder in or out of the base line. “Dead Ball” to be called when there is Interference

Section 13.2 Obstruction: (defense).

Any act of a defensive team member that hinders or impedes the batters attempt to make contact with the ball or impedes the progress of a base runner.

- (a) Catcher Obstruction
- (b) Fake tag
- (c) Blocked base
- (d) These are all “Delayed Dead Ball” situations.

14. **DP/FLEX**

- (a) The DP and Flex are “married” to each other as far as where either one will bat in the line-up.
- (b) DP- Designated player who can be listed anywhere in the 9 positions on the line-up and can freely play defense at any position.
- (c) FLEX-is defensive player only who will always be listed in the 10th spot on the line-up but will not bat (if she bats, it will be in the DP spot only which will cause the DP to leave the game and this constitutes a substitute).
- (d) The DP/FLEX option has to be on the line-up to start the game, it cannot be added after line-ups become official.
- (e) DP and FLEX can be substituted by a legal sub just like any other player on the line-up.

Any player that leaves the batting line-up and returns to the game is tied to that spot in the line-up and will always have to bat in that position.

*All players/subs can be pulled from game and re-enter (1) time, after the 2nd time they leave the game, they are no longer a legal or eligible sub.

*Eligibility rules are tied to players, not positions (except pitchers returning during same inning)