

USSSA ALL-STAR WORLD SERIES

CHALMETTE, LOUISIANA

JULY 9TH- 14TH, 2019

1. All teams must check in before their first game.

2. Check-In/Information Area

a. All teams will check in on Tuesday, July 9th in the gym at Val Riess Park.

b. In the event of rain or any other major delay, check the website (ussa.com) as well as team e-mail for any necessary updates.

3. All teams should be prepared to take the field 30 minutes prior to scheduled start time.

4. 13 and up: Steel cleats are NOT allowed. Rubber cleats are OK.

5. Infield practice is not allowed.

6. Managers are required to verify Pitching Charts and Scores with umpires immediately after the game before signing the card. Forfeit may occur if this is not done.

7. All teams must be registered with USSSA.

8. All teams must have their completed USSSA Roster online before their first game.

9. Forfeit in Pool Play may result in team not advancing to Championship Bracket depending on circumstance and day of the event.

10. Any player protest will be accepted before the event. Any protest made after the event has started will require a \$100 protest fee. All protests will be directed to the state office for ruling.

11. Teams may begin or finish the game with 8 players. An out will be declared for spots in the lineup that do not have players.

12. Home/Visiting Team

a. Pool Play – Predetermined

b. Bracket Play – Highest seed will be Home Team

13. Pool Play games can end in a tie. Bracket Play games cannot end in a tie and must have a winner. In the event of a tie in bracket play once time has expired "INTERNATIONAL RULE" will be used to complete the game.

14. Teams may choose to bat all players that are present or choose to go by the book. Free defensive substitution if batting all, but all pitching limitations must still be followed. Note: If you choose to bat all and a player is removed from the game for any reason, then an out will be declared when it is that players turn to bat.

15. Rules listed in the Registration form will also apply, however this document will over-rule.

16. Teams must have Birth Certificates available at the park if they are requested by the Tournament Director.

17. In 8u and Below- The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)

18. *New Rule 2019 (7.02.E)* Pitcher/Catcher Courtesy Runner and Designated Hitter (DH):

- a. The DH can bat for any defensive player (not just the pitcher, as in some leagues).
- b. The DH would normally bat for one player and any of that player's substitutes on defense for the original player
- c. The DH must be listed next to or under the player he is batting for in lineup.
- d. The DH and the player he is batting for are both locked into the same batting slot; neither of these two players can ever bat in another batting position.
- e. If the DH enters the game on defense, the player he was batting for must come out of the game.
- f. A replaced DH can re-enter the game one time since he was considered a starter. The defensive player being hit for can also re-enter the game one time if subbed for. Both must always stay in the same batting spot.
- g. The DH role for a team is terminated for the rest of the game if (a) A replaced DH re-enters the game on defense (the acting DH is disqualified from further participation. (b) The player for whom the DH was batting pinch hits or pinch runs for the DH. (c) The DH assumes a defensive position.

19. Pitcher Re-Entry

- a. A player cannot reenter the pitching position once he has been removed from the pitching position.

20. Time Limit:

- a. 5u-8u- 1:00
- b. 9u-12u- 1:30
- c. 13u-14u- 1:40
- d. Championship Games Finals- No Time Limit

21. Innings of Play:

- a. 12u and Below- 6 Innings
- b. 13u and Above- 7 Innings

22. Run Rule:

- a. 12u Division and Below
 - i. 3 Innings – 15 Runs
 - ii. 4 Innings-8 Runs
- b. 13u and Above
 - i. 3 Innings-15 Runs
 - ii. 4 Innings-12 Runs
 - iii. 5 Innings-8 Runs

23. Seeding Play Tie Breaker Guidelines

- a. To Determine Seeding
 - i. Win-Loss Record

- ii. Head to Head
- iii. Fewest Runs Allowed
- iv. Run Differential- Max 8 per game
- v. USSSA Points
- vi. Date entered USSSA Database

b. Once advanced to the next tie breaker criteria, do not return to the previous criteria.

c. If a forfeit occurs, for the purpose of figuring all tie breakers, then the teams average based on played games will be used for the forfeit game.

d. If delays occur, then the Tournament Director will determine the most appropriate method to seed all teams.

e. Teams no-showing will be placed last in seedings.

24. If a game is called due to rain, weather, light failure in the case of a night game or other acts of God and cannot be resumed, it is a regulation game if:

a. 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) than the visiting team has scored in three (3) complete innings or if the home team scored one (1) or more runs in its half (1/2) of the third (3rd) inning to tie the score.

b. For a scheduled seven (7) inning game, if four (4) innings have been completed, 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 (4) inning to tie score.

c. In the event of Rain, seeding games may be used to award final placement.

25. Championship Games Time:

a. Brackets will be finalized on the Master Bracket at the field. If any discrepancies are to be addressed, please e-mail us at billy.vaughn@usssa.com

b. Official brackets will be posted at www.usssa.com

26. SEE PITCHING GUIDELINES NEXT PAGE.

27. Uniforms are NON-PROTESTABLE. Teams will not be penalized for uniforms or lack thereof.

28. Tournament Director may amend rules as deemed appropriate.