The City of South Jordan Accelerated Fast Pitch Leagues and Tournaments will be governed by the official rules as set forth in the USSSA rule book with the exceptions noted herein. The rule book can be obtained from the league director or a pdf can be downloaded and found in the information menu on the website: www.utahusssa.com.

TOURNAMENT POOL PLAY

1. Time limit will be NO new inning after 65 minutes. Batter will ALWAYS finish their at bat. Home team will ALWAYS get their last up to bat regardless of score when time limit has been reached unless they are already ahead. Time will be kept by one of the field umpires. The umpire designated will keep the official time.

2. Teams will be seeded into bracket play using the following USSSA standard. All Pool games have equal weight. The first pool game has equal value as the second pool game, so seeding cannot occur until all pool games are completed.
   a) Winning Percentage – Descending
   b) Number Wins – Descending
   c) Number Loses – Ascending
   d) Tied Teams (vs. each other) Winning Pct - Descending (Not valid if all teams have not played each other)
   e) Avg Points Allowed – Ascending
   f) Avg Run Differential with a maximum of (8) – Descending
   g) USSSA Points – Descending
   h) Date Team Entered USSSA Database

3. A maximum of **6 runs** allowed in pool play/inning. Even if last at bat creates more than 6 runs. This ONLY applies to pool play.

4. In case of a tie game in pool play, only one (1) tie breaker inning will be played using the “International Tie Breaker Rule”. If after that one (1) inning the score remains tied; a new inning will begin with runners placed on second and third base, and innings will be played until a winner is determined.

BACKET PLAY

1. Time limit will be NO new inning after 75 minutes. Batter will ALWAYS finish their at bat. Time will be kept by one of the field umpires. The umpire designated will keep the official time.

2. In case of a tie game in bracket play, only two (2) tie breaker innings will be played using the “International Tie Breaker Rule”. If after two (2) innings the score remains tied; a new inning will begin with runners placed on second and third base, and innings will be played until a winner is determined.

3. TOURNAMENT CHAMPIONSHIP GAME: Game time will be 7 innings or no new inning after 90 minutes, whichever occurs first. The “IF” game will be no new inning after 65 minutes.
GENERAL RULES FOR TOURNAMENTS AND LEAGUES

1. Teams may bat their entire roster and any 9 players can play defense at any time during the entire tournament/league (League/Pool and Bracket). A courtesy runner for the pitcher or catcher is allowed. Courtesy runners must be a player that is not batting. However, if all players are batting then use the next available player preceding the pitcher/catcher. **Open substitution exists for all games.** Offensive substitutions MUST be reported for any at bat change.

2. If a player becomes injured and cannot continue, she must be taken out of the game and will not be allowed to return with the exception of the blood rule. An out will be recorded every time the players turn comes up to bat. There are no courtesy runners or batters for players who have left the game.

3. Home team will be determined by coin toss during coaches/umpires meeting at home plate. The CHAMPIONSHIP game home team will be the undefeated team in the bracket. If an “IF” game is needed, then a coin toss will be used to determine home team.

4. In order to increase playing time, teams will have ONLY ONE (1) MINUTE after the pre-game meeting and between innings to warm-up. Coaches, please have your players hustle in and out. Please also use this time wisely to warm up your pitchers and have your catcher ready to start as early as possible. In order to adhere to this rule, courtesy runners for catchers and pitchers are highly encouraged.

5. Games will have the following run rule: 12 run after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings. This rule does not apply for Spring, Summer or Fall league play.

6. Scorebooks are kept by the home team and are considered the official book. If score keepers are used then their book is the official scorebook.

7. Rosters MUST be turned in one hour prior to their first game start time. Rosters are then FROZEN for the duration of the tournament unless the Tournament Director/State Director approves a hardship situation. **Pick up players are to be HANDWRITTEN onto the printed roster. Do not enter them into the on-line system. At minimum the Team Roster must be signed by the coach or manager, we would like to see all player/parent signatures.**
8. Batting line-ups are to be turned into the plate umpire during the coaches/umpires meeting at the plate. Include player # and at minimum a first initial or name and last name or initial.

9. Game clock starts after coaches and umpires leave home plate. Have your players ready to go.

10. **PROTESTS** All protests must be acknowledged and recorded before the NEXT Pitch. If the protest occurs on the final play of the game, the protest must be made before the umpires leave the field. Protests are discouraged and should be the exception rather than the rule.

11. Protests shall not be considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire.

12. Protests involving the misinterpretation of a playing rule; failure of an umpire to apply the correct rule on a given situation; and failure to impose the correct penalty for a given violation shall be considered. The following must be followed:

   a) Notification of intent to protest must be made to the plate umpire, and opposing team captain, by the manager before the NEXT pitch and or before the umpires leave the field. A decision will be determined by League Director, Site Supervisor, Umpire In Chief or Official USSSA rep before play continues. The decision is FINAL.

   b) All protests not acted on by the League/Director must be in writing and in the hands of the League Director within 24 hours after the game in question was played.

   c) Protests regarding an illegal player must be reported to the supervisor in charge by the coach or manager of the protesting team before the games final out. The supervisor will notify the opposing manager and the scorekeeper that the game is under protest. They will then check the field copy of the rosters and the protest will be handled on the field at that time. **Proof of age is as follows:** Birth certificate or sanctioning body player card that is signed by a state director/commissioner, if neither of these items are available the player will deemed illegal and a forfeit entered. The player may return to any game if said documentation is provided.

   d) If a question arises on the field and a decision needs to be made at that time, the event supervisor, or UIC or USSSA rep must come to a decision. When the decision has been made by all parties involved the decision will stand and not be eligible for protest. The decision is FINAL.

   e) During tournament play, all protests will be decided on the field by the event supervisor/UIC. All tournament game protests must be made to the supervisor, plate umpire, scorekeeper, and opposing team captain before the NEXT pitch is made and or before the umpires leave the field. The decision is FINAL.

13. A Committee may exist to support the event. It can consist of the League/Tournament Director, UIC and/or a State Director.

14. Game time is forfeit time, unless a team is delayed by a late running game.

15. NO warm-up practice will be permitted on the infield (inside of base lines) prior to game.
16. Each coach/manager is responsible for informing the team’s additional coaches/managers, players and parents of all the rules.

17. Unsportsmanlike conduct will NOT be tolerated by anyone at the facility. *A player or coach ejected from a game may not return for that game or the following game.* For example, if a coach is ejected for the last game on Friday, then that coach still may NOT return for the team’s first game of Saturday play. Only the Tournament Committee may eject a player, coach, or fan for the remainder of the tournament. The Umpire, UIC, Tournament Director or State Director may eject a player, coach, or fan for the game.

18. Each coach/manager is responsible for fan behavior. Foul and abusive language will be grounds for removal from the event. A fan that is ejected from a game may not return for that game or the following game. *911 will be the first phone call if an ejected fan will not leave the area.*

19. In case of inclement weather, games may be played into the following day including Sunday or the next weekly schedule.

20. Any use of tobacco, alcohol, or any drug will NOT be allowed at the fields at any time. Such use of these products can cause forfeiture of your associated team or cause you to be ejected from the park by the Tournament Director, UIC, any umpire or the State Director.

21. Standings are computed by the USSSA grading system and will be updated after each game or each night/next day and can be accessed through your USSSA account.

22. League/Tournament rules are subject to change at the discretion of the mutual decision by the Tournament Director and/or the UIC, and/or State Director. The committee reserves the right to make rulings not specifically covered herein which are deemed to be the best interest of the tournament. All decisions rendered by the League/Tournament Committee are final.
Girls Fast Pitch Softball - Code of Conduct

Officials and supervisors can make mistakes on league rules. This is why protests are considered. These incorrect decisions made do not change a rule. It is the responsibility of each coach/manager to have knowledge of the rules and to take responsibility for his or her team's adherence to all aforementioned policies as well as the team's conduct.

Each coach/manager is also expected to know the Player/Coach Code of Conduct.

PLAYER/COACH CODE OF CONDUCT
These rules of conduct will be strictly enforced during the coming season. It is the manager's responsibility to ensure all his players know and adhere to these rules.

1. Teams are responsible for the conduct of their spectators. Failure to attempt to control disruptive spectators may result in forfeiture to the opposing team.

2. Provocation is not a defense to any suspension or removal. All players and coaches are presumed to have notice of this rule.

3. NO PLAYER/COACH SHALL: At any time lay a hand upon, shove or strike or threaten an official. Officials are required to immediately suspend the player from further play and report such player to the League Director. Such player shall remain suspended until the case has been considered.
   a) MINIMUM PENALTY: Suspension from two league games and placed on probation for the rest of the season.
   b) MAXIMUM PENALTY: Placed on suspension for life, and/or assault charges filed with the police.

4. NO PLAYER/COACH SHALL: Refuse to abide by officials decisions. Officials are required to immediately suspend persons from further play and report such persons to the event director. Such persons shall remain suspended until the case has been considered.

5. NO PLAYER/COACH SHALL: Be guilty of objectionable demonstration of dissent at an official’s decision. Only one representative (the manager or designated captain) should be allowed to have any verbal contact with the officials. No foul or abusive language will be allowed.
   a) MINIMUM PENALTY: Warning by an official.
   b) MAXIMUM PENALTY: Removal from the game.

6. NO PLAYER/COACH SHALL: Discuss with an official in any manner the decision reached by such official except the manager or designated captain.
   a) MINIMUM PENALTY: Warning by an official.
   b) MAXIMUM PENALTY: Removal from the game.
7. NO PLAYER/COACH SHALL: Be guilty of using unnecessarily rough tactics (in the play of the game) against the body or person of an opposing player. Officials are required to immediately suspend players from further play and report such player to the event Director.
   a) MINIMUM PENALTY: Placed on probation for the remainder of the season.
   b) MAXIMUM PENALTY: Suspension for two league games and placed on probation for the remainder of the season.

8. NO PLAYER/COACH SHALL: Be guilty of physical attacks or demeaning/negative verbal comments as an aggressor upon any player, official, or spectator. Officials are required to immediately suspend player/coach from further play and report such player to the event Director. Player/coach will remain suspended until the case has been considered.
   a) MINIMUM PENALTY: Suspension from two league games and placed on probation for the remainder of the season.
   b) MAXIMUM PENALTY: Suspension for life, and/or assault charges filed.

9. COACHES AND PLAYERS are prohibited the use of alcoholic beverages or smoking in the immediate vicinity of the scheduled playing area, as denoted by the City Ordinance. Coaches and players who, in the opinion of the umpire appear intoxicated shall be ejected from the game.
   a) MINIMUM PENALTY: Placed on probation for the remainder of the season.
   b) MAXIMUM PENALTY: Suspension for the remainder of the season.

10. Any coach or player being placed on probation for the remainder of the season and reported against for violating the "Code of Conduct" will be given a maximum penalty of suspension for the remainder of the season.

11. Any coach or player removed from a game must leave the recreation facility (OUT OF SIGHT, OUT OF SOUND) immediately. PLAYER is deemed illegal for the remainder of the tournament.

12. All City League/Tournament participants are governed by the stated rules which cover all conduct activities before, during and after the game.

13. Participants may be held for damages caused by negligence or intentional acts.

14. Any coach or player recommended for suspension shall have the right to a hearing either before the protest committee or the USSSA as soon as possible.

15. Any team who forfeits 2 or more games during a league season/tournament may be removed from the league/tournament without refund and can be suspended from competition in South Jordan for one (1) year from the date of forfeiture. We encourage your team to show up and play, if a player is deemed ineligible then a forfeit will be applied.