

# 2021 Hopkinsville Parks & Recreation FASTPITCH Tournament Rules and Guidelines



Tournament organizers reserve the right to change these rules without notice, if necessary. The decision of on-site game officials is final and not subject to appeal.

- **TOURNAMENT ENTRY FEES**

Tournament entries are only guaranteed after receipt of the entry fee. No tournament spots will be reserved. First checks received guarantee tournament entry in order received. **ENTRY FEE IS \$185 PER TEAM. ENTRY FEE ALSO COVERS YOUR USSSA TEAM REGISTRATION FEE, WHICH WE SECURE UPON RECEIVING YOUR USSSA ROSTER FORM.**

- **TEAM CHECK-IN**

Teams must check in at the central headquarters at Tie Breaker Park 30 minutes to one hour before their first scheduled game time. The HQ area is adjacent to the concession stand/press box in the center of the five-plex. Be prepared to produce all tournament documentation at check-in (registration, insurance, birth certificates, etc.). Failure to check in will result in a delay in starting your first game and can lead to forfeit.

- **TEAM INSURANCE**

All teams are required to provide proof of team insurance. A copy of the team's certificate of insurance must be provided at the team check-in or mailed or faxed to us prior to a team participating in the tournament.

- **GATE FEE**

**\$10 for weekend pass. One-day ticket \$6. If one-day tournament format, \$7 per ticket. Kids 7-under free all weekend. Coach/player passes are not necessary.**

- **TOBACCO**

Use of tobacco products is prohibited on all fields and in the dugouts during games. Designated smoking areas are provided for fans. Fans not using designated areas may be asked to leave the park.

- **FOOD / BEVERAGES**

**NO PERSONAL COOLERS ARE ALLOWED IN THE BALLPARK.** EXCEPTIONS: Team water coolers – with water or Gatorade only – will be allowed. **ABSOLUTELY NO ALCOHOLIC BEVERAGES ALLOWED.** Tie Breaker Park concessions offers an outstanding variety of food and drinks at reasonable prices.

Tie Breaker Park is a first-class facility. No soft toss will be allowed into fencing, not even plastic balls. Please make sure all team members are aware of this rule. Your cooperation in this request is appreciated.

- **GAME TIME LIMITS AND RAINOUTS**

*Time limits may vary per event; final playing schedule contains official game times for each tourney.*

Age Division	Time Limits	Game Length	Full Game in Event of Rainout
All ages	Pool play - 60 minutes (drop dead) Elimination play – 70 minutes (complete the inning)	7 innings	3 innings

**Full refund if no games have begun; 2/3 refund if 1<sup>st</sup> game is started; 1/3 refund if 2<sup>nd</sup> game begins but is not completed. No refund once 2<sup>nd</sup> game ends. No gate refunds or rain checks at any time, period.**

## USSSA EVENTS

All USSSA-sanctioned fastpitch events will be governed by USSSA rules as outlined in National Rules & By-Laws unless otherwise addressed in these local rules.

# 2021 Hopkinsville Parks & Rec Tournament FASTPITCH

## RULES AND GUIDELINES (cont.)



### RUN RULE

Age Div	Winner of Game Declared, if any team is:	Max Runs per inning
8-under	12 runs ahead after 3 complete innings; 10 runs ahead after 4 complete innings; 8 runs ahead after 5 complete innings	6 per inning
All others	12 runs ahead after 3 complete innings; 10 runs ahead after 4 complete innings; 8 runs ahead after 5 complete innings	no limit

### • 7U/8U MACHINE/COACH PITCH RULES

- A. This division allows teams to play either coach or machine pitch. Team must declare their “style” of play prior to start of game and must continue that style till game’s conclusion. A team may change style throughout the tournament, but only game-by-game.
- B. Pitching machine will be set at 38 mph when used.
- C. Maximum of 10 defensive players. Four out fielders must be 10 feet behind base path.
- D. May bat entire lineup, with free defensive substitution.
- E. No bunting, slapping, base staling or courtesy runners.
- F. Catcher must squat behind home plate in full gear.
- G. Maximum of 6 runs per inning.
- H. 5 pitches or 3 strikes – Player may continue to bat if they continue to foul off pitches.
- I. No infield fly will be in effect.
- J. Defensive players must be 35+ feet from batter.
- K. Play is stopped when the progress of the lead runner is stopped, or the ball is in the pitcher’s circle.
- L. Pitcher must have one foot in circle even or behind the pitching coach.
- M. Highly recommended pitcher wear face guard.
- N. Game length: 60 minutes in pool play or 7 innings; 1 hour 10 min or 7 innings in elimination play.
- O. Base length will be 60 feet.
- P. Pitching rubber set at 35 feet. Coach Pitcher must keep both feet inside the pitching circle throughout the entire pitching motion.
- Q. Base runner shall not leave the base until the ball crosses the plate.
- R. If a thrown ball hits the pitching coach, it is considered a live ball, unless the Umpire determined the coach intentionally interfered. If intentional, it will be a dead ball and the play is repeated (Do Over).
- S. If the Pitching Coach or pitching machine is hit with a ball leaving the bat, all runners will return to their previous base and the batter will bat again. (Do Over).
- T. If a batted ball hits the pitching machine the batter is awarded 1<sup>st</sup> base and the ball is dead.
- U. Defensive coaches may take a position in the outfield in foul territory per USSSA Rule book.

### 10 & UNDER AND UNDER RULE EXCEPTIONS

Play will be governed by USSSA Rule Book, unless specified in this section.

- A. Use “hybrid” pitching format, preventing a walked batter.
- B. Pitcher throws up to FOUR called balls. Coach takes over after four balls (normal walk) with minimum of two pitches to throw strikes to the batter. Batter hits, strikes out, stays alive with foul ball, or runs out of chances.
- C. May bat entire lineup, with free defensive substitution.
- D. No bunting on coach pitched ball. No square to bunt and pull back.
- E. The batter is out on third strike whether caught or uncaught.

## **2021 Hopkinsville Parks & Rec Tournament FASTPITCH RULES AND GUIDELINES (cont.)**



- **BAT LIMITATIONS/EQUIPMENT/GAME BALLS**

- **1.** The performance standard for all non-wooden bats will be a Bat Performance Factor (BPF) of 1.20, or less under the ASTM BPF test as applied under the standard USSSA Bat License Agreement. Only bats made by those bat manufacturers listed on the USSSA website as USSSA Licensed Softball Bat Manufacturers and that have the New USSSA 1.20 BPF Mark on the taper of the bat will be legal in USSSA sanctioned play. Wood bats, however, that are made by USSSA Licensed Softball Bat Manufacturer will be legal in USSSA sanctioned play without any 1.20 BPF mark being required Any bat on the USSSA Withdrawn And/Or Non-Compliant List shall be an illegal bat.
- **2.** Any addition to the handle or knob area of a bat is altering the bat if and only if it adds any length to the bat or adds more than half an ounce of weight to the bat. Tournament Directors at the request of USSSA National Office may, however, allow for up to an inch increase in length and up to an ounce increase in weight for an addition to the knob area that is placed on bats in a tournament for the purpose of gathering swing/batted ball data (such as bat speed) for USSSA National Office, provided that the Tournament Director insures that the addition is securely added to the knob and will not create any significant safety concern.

- **HOME TEAM**

Home team will be determined by coin toss in pool/seed play. In bracket play the highest seed is home, including championship game. **Home scorekeeper will be the official book.**

- **VISITING TEAM**

Visiting team is expected to provide a capable scoreboard operator. Our scoreboards are operated in climate-controlled area in upper level of the press box.

- **GAME TIE BREAKERS**

If a pool play regulation game ends tied, one extra inning will be played using Olympic International Rule. Last batter out from previous inning starts at 2<sup>nd</sup> base. Tied game after two extra innings will be ruled a tie (in pool play). The number of extra innings played under International Rules may be adjusted from event to event.

- **POOL PLAY TIE BREAKERS**

At the end of divisional pool play teams may be tied going into the final championship rounds with the same won/loss record. The following tiebreakers will determine which team advances and in what order of finish.

1. Won-loss record
2. Head-to-Head competition
3. Fewest runs allowed in all games
4. Run Differential (runs scored minus runs allowed, with maximum +8 or - 8)
5. Coin Toss

- **ADDITIONAL GAME RULES**

Slide rule is in effect. Runner must slide if there is a play at the plate or they are declared out. Umpire has discretion on determining if a play at the plate actually occurs. Umpire discretion also determines malicious contact which carries an out and automatic ejection.

Courtesy runner may be used for pitcher/catcher. Runner must be the batter making the last out. A substitute player can only courtesy run once in the same inning. Same courtesy runner scenario applies to an injured player.

Intentional walk can only be issued to the same player once per game. No pitch has to be thrown.

- **RAINOUTS DURING/AFTER POOL PLAY AND FINAL STANDINGS**

The tournament order of finish will be set by the tournament tie breakers as listed. Two complete rounds must be concluded in order to establish a tournament order of finish.

## **2021 Hopkinsville Parks & Rec Tournament FASTPITCH RULES AND GUIDELINES (cont.)**



**Rainout after completion of one Championship Semifinal.** The completed game will be recorded and the winner of the completed game will advance. The loser of the completed game will finish 4<sup>th</sup> in the standings. The winner, along with the two teams that were scheduled to play in the 2<sup>nd</sup> semi-final game have their records reverted back to pool play. The order of finish will be determined by the tournament tie breakers.

**Rainout after completion of both Championship Semifinals.** The completed games will be recorded and the winners of the completed games will advance. The winners order of finish will be set by the tournament tie breakers as listed.

- **TOURNAMENT FORMAT ALTERATIONS**

Tournament officials reserve the right to alter, change or abbreviate tournament formats, when necessary, in order to complete the tournament. Playing rules, and team and player eligibility not specifically covered above will follow USSSA Fastpitch Rules.