



2016
Alabama
USSSA
All-Star Rules

RULES INDEX

**IF RULE IS NOT COVERED WITHIN, REVERT BACK TO THE USSSA 2015
RULEBOOK**

1. CLASSIFICATIONS AND AGE REQUIREMENTS..... 3
2. PLAYING FIELD 3
3. ALL-STAR RULES - THE GAME..... 4
 6U..... 4
4. ALL-STAR RULES - THE GAME / 8U Coach Pitch and 8U Player Pitch 6
 Section 4.1 **8U - Coach Pitch:**..... 6
 Section 4.2 **8U Player Pitch** 8
5. ALL-STAR RULES - THE GAME / 10U through 18U 9
 Section 5.1 **10U thru 18U**..... 9
6. PITCHING 9
 Section 6.1 **Prior to Pitch:** 9
 Section 6.2 **No PITCH:** 9
7. APPEALS..... 10
 Section 7.1 **Live Ball:** 10
 Section 7.2 **Dead Ball:** 10
8. LOOK BACK RULE (to wait, to be uncertain, to hesitate). 101
9. INTERFERENCE vs OBSTRUCTION 111
 Section 9.1 **Interference: (offense)**..... 111
 Section 9.2 **Obstruction: (defense)**..... 111
10. DP/FLEX 11
11. Additional Player.....12
12. Alabama USSSA Guidelines.....12

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Executive Board Ruling for All-Stars:

If 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.

JEWELRY (Youth only – 18 & under and younger)

Players in the game are prohibited from wearing jewelry such as rings, watches, earrings whether covered with tape or not, bracelets, necklaces (Including cloth and string type), or other hard decorative items. Un-adorned devices with no sharp edges or points, such as bobby pins, barrettes and hair clips, no longer than 2 inches, may be worn to control a player's hair are permitted. Medical alert bracelets or necklaces are not considered jewelry. If worn they must be taped to the body, so as to remain visible. If jewelry is not removed, that player will not be able to play until the jewelry is removed.

BATWARMERS

Bat Warmers approved by USSSA are permitted.

2016
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 runs 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 12 & Under
Girls 8 & Under	Girls 15 & Under
Girls 10 & 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	60	150 -200
8U	35	60	150 – 200
10U	35	60	180 – 200
12U	40	60	200
15U	43	60	200-225
18U	43	60	200-225

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 completed at bat not on base (may run.)** The pitcher or catcher of record may be used as a courtesy runner. **Highlighted is AL only**

2016 ALABAMA USSSA ALL-STAR RULES

3. ALL-STAR RULES - THE GAME

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) 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 that 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) 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 any time. 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 level 5 softball 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 pitches.

- (l) Mercy Rule - 21 after 3rd inning, 11 after 4th inning
- (m) Play shall stop when any defensive player has possession AND control of the ball in front of the lead runner AND time is awarded by the umpire. The ball is dead and all base runners must stop at the base that the umpire rules they are entitled.

*Any Defensive Player has possession and CONTROL of a ball inside the 8 ft. radius circle and time is awarded. The Ball is dead. (If) the runner has passed the half-way line advancing to the next base, then it shall be awarded to them.
- (n) 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.
- 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.
- (o) 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.
- (p) 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.
- (q) Coach Pitchers will pitch from 30 ft. Pitching circle will have a 40 ft. Center Radius.
- (r) 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. Exception: on last batter.
- (s) 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.
- (t) There can be an adult at the backstop to help the player catcher get the ball back to the coach pitcher. **NO COACHING (TALKING)**

(Effect) 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.

- (u) Bases will be 60' length in distance.
- (v) 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.
- (w) 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 loose bat. The coach catcher is to be to either side of the player catcher. A catcher will be in full catchers gear. 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.
- (x) If catcher is in the catcher's box and a foul ball is caught it is an OUT.
- (y) **No DP/Flex allowed in 6U**

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

Section 4.1 **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 that 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.

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.

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.

- (k) 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.
- (l) 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-(l):** 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.
- (m) 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.
- (n) Mercy Rule - 21 after 4th inning, 11 after 5th inning.
- (o) A catcher will be in full catchers gear. 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.
- (p) Play shall stop when any defensive player has possession AND control of the ball in front

of the lead runner AND time is awarded by the umpire. The ball is dead and all base-runners must stop at the base that the umpire rules they are entitled.

If the defensive player has possession AND control of the ball inside the 8ft radius circle and time is awarded, the ball is dead. If the base-runner has started advancing toward the next base, in the umpire's judgment, then the next base shall be awarded to the base-runner.

- (q) NO BUNTING (a drag BUNT is a BUNT). Slapping is NOT a BUNT.
- (r) If a catcher is in the catcher's box and catches a foul ball it is an OUT.
- (s) **No DP/Flex in 8U**

Section 4.2 **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.**

- (f) 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.
- (n) If a catcher is in the catchers box and catches a foul ball it is an OUT.

5. **ALL-STAR RULES - THE GAME / 10U through 18U**

10U - 10U in all divisions would be unrestricted play and/or same as 12U, with the exception of the pitching distance. (35')

12U thru 18U- Play by the 2016 USSSA Rules

6. **PITCHING**

Section 6.1 **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 catcher's 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 6.2 **No PITCH:**

- (a) When the pitcher pitches during suspension of play.

- (b) Quick pitch
- (c) Runner called 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.

7. **APPEALS.**

Section 7.1 **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 7.2 **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.

8. **LOOK BACK 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".

9. **INTERFERENCE vs OBSTRUCTION**

Section 9.1 **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 9.2 **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. "**Delayed Dead Ball Situations**"

- (a) Catcher Obstruction
- (b) Fake tag
- (c) Blocked base

10. **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 must be on the line up to start the game for it to be official.
- (e) DP and FLEX can be substituted by a legal sub just like any other player on the line-up.
- (f) **No DP/Flex is allowed in 6U or 8U**

Definition of an AP (Additional Player), shall have the meaning that 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

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)

ALABAMA USSSA LEAGUE GUIDELINES

Leagues must play by **2016 USSSA Rule Book** during the regular season, with the exception of any "**LOCAL LEAGUE**" Rules.

Leagues must play a minimum of a 12 game season.

- *All-Star players must have played in at least **10** of the scheduled games prior to June 1st, 2016.*
- *The League State Tournament may be used to help satisfy the **10** game rule for 15U and 18U.*

NOTE: *Parks that have girls playing on High School and/or Middle School teams may waive the "One Pre-Area Tournament Requirement". They may go straight to the Area Tournament. (This should apply to 15U & 18U). These teams may be announced no later than seven (7) days prior to the Area Tournament.*

- Teams will consist of a minimum of 11 and a maximum of 20 players.
- All-Star teams must participate in at least one (1) Pre-Area Tournament, plus the Area Tournament to qualify for the "ALABAMA ALL-STAR CHAMPIONSHIP TOURNAMENT".

****Points will be given in the pre-areas to determine your seeding in the area tournament.****

- For an Area that has eight (8) or less teams for a particular age division, the top four (4) finishers in that age division from each Area Tournament will advance to the **Belles** division. The other finishers qualify for **Peaches** division. For an Area that has nine (9) or more teams for a particular age division, the top six (6) in that age division from each Area Tournament will advance to the **Belles** division. The other finishers qualify for **Peaches** division.
- For the **BELLES** division, the format will be three Game Bracket tournament.
- For **Peaches** division, depending on number of teams entered, the format will likely be a Three Game Bracket tournament.

NOTE: Players must decide to play all-stars or travel ball, they cannot play both! This decision must be made before the all-star program starts and continue till it ends.

Alabama USSSA strongly encourages that every girl on each all-star team play in every all-star game.

A player that plays in the league with a rostered team may not play down at any time during league play no matter her age.

- **EXAMPLE: (Lisa plays 14 under during her REC Season, but she is twelve (12) yrs. old). Lisa must play 14 under all year in the League State and All Stars.**

NOTE: The **SPRING** League State will consist of rostered League teams only. No Pick-up Players can be used. NO EXCEPTIONS.

Required number to play:

- 6u and 8u – 10 players
- 10 thru 18u – 9 players

Minimum number of players allowed to play:

- 6u and 8u – 9 players (*There will be an out called when the tenth batter's spot comes up to bat*)
- 10u thru 18u – 8 Players (*There will be an out called when the ninth batter's spot comes up to bat*)

NOTE: All-Star UNIFORMS – Each uniform must have the name of the park or community prominently displayed on the front of the jersey with the words “ALL STAR” on the jersey. Numbers must be a minimum of 6” on the back of the jersey. Duplicate numbers are not allowed.

- No nicknames allowed. (MUST BE NAME OF PARK, or TOWN/CITY)
- If there is more than one team from a park the uniforms will need to be different colors.

NOTE: At the yearly All Star credential meeting we will require the following items:

- An original roster signed by ALL parents and the League President
- COPIES of birth certificates for each participant (We destroy all birth certificates at the end of the All Star season. PLEASE do not bring originals)
- Tournament Entry Fees

Dates to Remember for 2016

- March 15, 2016 (or before the first game in your park) – last day to turn in Team Roster spreadsheet to your local Area Director.
- April 1, 2016 – last day to populate your team rosters.
- For the older age groups we do not want the rosters until every girl on the team is finished with their High School season.
- April 22-24th – **South League State Tournament**
(Vestavia)
- May 13th-15th – **League State Tournament**
(Madison Palmer)
- Spring Saturday Only Tournament Dates:
 - March 26th
 - April 2nd
 - April 16th
 - April 30th
- May 28th All Star Warm up
- June 2th - 4th, 2016 – First Pre-Area
- June 9th - 11th, 2016 – Second Pre-Area
- June 16th - 18th, 2016 – Area Tournament
- June 23rd 2016 Opening Ceremonies
- June 23rd - 25th, 2016 – State Tournament
Alabaster/Calera
- July 5th - 9th – All-Star World Series, Gulf Shores, AL
- October 29th – Monster Mash

2016

USSSA

**Rec/Allstar
World Series**

July 5th – 9th

Alabama Gulf Coast

Visit www.fastpitchws.com

email alussa@gmail.com

Join us at the Beach!!