

Alabama USSSA-REC All-Star Rules

*** All rulings not addressed will revert back to USSSA Fastpitch rule book. ***

General Rules

- 1) No DP Flex
- 2) Free substitution on defense for all age groups if batting entire roster.
 - (Exception for 10u and older - Pitcher re-entry is governed by the USSSA fastpitch rule book)

General Coach Pitch Rules

- 1) 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.
- 2) 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 baseline 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.
- 3) An 11" hardcore softball will be used for all 6U/8U competitions.
- 4) The player-pitcher shall stand with one or both feet inside the 8-foot radius behind the 40' safety line. The circle will be centered at 40' with the safety line at 40'.
- 5) 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) 1st offense - A warning will be given
 - b) 2nd offense - the coach will be removed and another coach put in his/her place.
- 6) 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 (verbally or physically). It is in the umpire's judgment whether intentional or unintentional. Penalties:
 - a) Unintentional - Dead ball all runners return to the base they legally occupied and the pitch is replayed.
 - b) Intentional - Lead runner will be called out. (if no runners, batter will be out)
 - i) First offense - warning
 - ii) Second offense - coach will be removed and another coach put in his/her place.
- 7) 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. Must be 10 feet behind the bases.

- 8) There can be an adult (Team on Defense) at the backstop to help the player catcher get the ball back to the coach pitcher NO COACHING (TALKING).
 - a) 1st offense - A warning will be given
 - b) 2nd offense - The Coach will be removed and another coach can be put in his/her place.

6U Coach Pitch Rules

- 1) The game shall be five (5) innings or 60-minute time limit.
- 2) 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.
- 3) 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.
- 4) No stealing. If a player leaves the base before the ball reaches Home Plate she will be called out.
- 5) 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.
- 6) Coach Pitchers will pitch from a 30 ft pitching rubber or designated mark.
- 7) The pitcher is only allowed to tag the batter/runner if she fields a batted ball outside the circle on the first base side.
- 8) There will be no underhand rolling of the ball. Throws on defense must be attempted to be made overhand. Penalty: Baserunner will be called safe. Exception: underhand soft toss during a normal softball play is allowed.
- 9) A ball that is overthrown to the first base person and goes past the 3-foot running lane (touched or not) is considered a dead ball. All runners will be allowed one additional base. The 3-foot running lane should be run 10 feet past the bag. Exception: on the last batter.
- 10) 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. 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.
- 11) The player catcher must be in the catcher's box (10 feet behind home plate) in full catcher's gear at the release of the pitch in order to make a play on the ball. If the catcher is not in the catcher's box at the release of the pitch, they can not make a legal play on the ball.
- 12) Play shall stop, the ball is dead and all base runners will be awarded the base that the umpire rules they are entitled to (based on halfway line) when:
 - a) Any defensive player has possession AND control of the ball in front of the lead runner AND time is awarded by the umpire.
 - b) Any Defensive Player that has possession and CONTROL of a ball inside the circle AND time is awarded by the umpire.
 - c) In the umpire's judgment all activity during the live ball play has ceased.

- d) For other reasons, such as a serious injury
- 13) Mercy run rule - 21 after 3rd inning , 11 after 4th inning.

8U Coach Pitch Rules

- 1) The game shall be six (6) innings or 60-minute time limit.
- 2) A maximum of 6 runs allowed per half inning.
- 3) Play shall stop, the ball is dead, and all base runners will be awarded the base that the umpire rules they are entitled to (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 baserunner) when:
 - a) Any defensive player has possession AND control of the ball in front of the lead runner AND time is awarded by the umpire.
 - b) In the umpire's judgment all activity during the live ball play has ceased.
 - c) For other reasons, such as a serious injury
- 4) The player catcher must be in the catcher's box (10 feet behind home plate) in full catcher's gear at the release of the pitch in order to make a play on the ball. If the catcher is not in the catcher's box at the release of the pitch **and** not in a squatted catchers position, they can not make a legal play on the ball.

10U Rules

- 1) The game shall be six (6) innings or 75-minute time limit.
- 2) A maximum of 6 runs allowed per half inning.

12U - 18U Rules

- 1) The game shall be six (6) innings or 75-minute time limit.
- 2) A maximum of 6 runs allowed per half inning.

All-Star Participation Requirements

- 1.) Leagues must have a minimum of 10 games scheduled for the season.
- 2.) All-Star players must participate in a minimum % of played games:
 - a.) 6U-10U - 75%
 - b.) 12U-18U - 50%
 - c.) If a League State Tourney is held those games can be used to satisfy the 50% rule for 12U-18U.

- d.) The Director has override authority over this rule for reasons such as but not limited to health or family circumstances.
- 3.) Teams will consist of players that played at the teams home park. If a players home park does not field an all-star team they have the option of playing with another park as long as the park is from the same league and the parks interlocked during the regular season.
- 4.) Teams will consist of a maximum of 20 players.
- 5.) Teams must participate in at least one pre-area to be eligible for the area tournament.
 - Exception - If a pre-area is not available in a teams area the director has the authority to allow participation in the area tournament.
- 6.) Teams must participate in at least one pre-area or an area to be eligible to participate in the state tournament.
 - a.) Exception - If a pre-area or area is not available in a teams area the director has the authority to allow participation in the state tournament.
- 7.) All-Star players must choose to play all-stars or travel ball. Players cannot play both. This decision must be made before the all-star program starts and continues until it ends(through State). All-Star program starts on the first Pre Area tournament date and ends after the State tournament. Penalty is a forfeit of the game protested. Ineligible player will be disqualified from the tournament
- ~~8.) World Series Only - Teams may borrow up to (3) players from your park/league.~~
 - ~~• Any borrowed players are also held to the eligibility rule of not having played in a travel tournament once the team plays in their first All-Star tournament (#7 above).~~
- 9.) A player must play in the division that she played for the spring season.
 - a.) Exception - A Player can play up one division(age group).
- 10.) Teams should have the following on hand for any All-Star tournament:
 - a.) A roster signed by all parents and the league/park president or city official.
 - b.) COPIES of birth certificates (paper or digital copy) for each participant. Please do not bring originals.
- 11.) One time \$25 All-Star team registration/sanction fee.

All-Star Tournament Formats

- 1.) Format for any All-Star tournament is subject to change based on number of teams, field availability, adverse weather or for any other reason determined by your director.
- 2.) Points for pre-areas and areas will be awarded based on USSSA point system and will be used for seeding purposes for area and state tournaments.
- 3.) Standard format for Pre-Areas will be 2 pool to single elimination with a 3 game guarantee.
- 4.) Standard format for Area will be a seeded double elimination layered bracket. Seeding based on points accumulated from Pre-Areas.
- 5.) State Tournament will be a 3 game guarantee unless adverse weather conditions.
- 6.) Format for State will be released prior to the tournament based off the number of teams participating.

All-Star Uniforms

- 1.) Each uniform must have the name of the park or community displayed on the front of the jersey with the words "All Stars" on the jersey.
- 2.) Matching jerseys are required.
- 3.) No nicknames allowed. Must be the name of Park, County, Community, Town or City.
- 4.) Penalty for illegal uniforms. (**Not applicable for World Series**)
 - a.) Pre Area (Pool Play) - offended team gets choice of home/visitor
 - b.) Area/State (Pool or Bracket) - offended team gets choice of home/visitor
 - c.) No penalty will be administered if both teams are illegal.
 - d.) The offended coach can always waive the penalty.

World Series

- 1) Teams may borrow up to (3) players from your park/league.
- 2) World Series is exempt from **Rule 7** under **Participation Requirements**. Travel tournament play restriction **will not** be in effect.

ALABAMA USSSA-REC RESERVES THE RIGHT TO CHANGE THESE RULES AT ANY TIME.

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