



USA SOFTBALL OF SOUTH MISSISSIPPI INTERLEAGUE RULES AND REGULATIONS TEE BALL (6-U)



Interleague play is governed by the USA Softball rules and regulations. These local rules govern recreational play and may be changed to enhance the safety, well-being and enjoyment of players. All teams must be sanctioned with USA Softball. All umpires must be USA Softball certified. All games shall be governed by the Official Rules of Softball issued by USA Softball except as amended below:

I. Eligibility

1. All players must be age eligible for the division in which they compete. A player's age as of August 31 determines the age in which the player is eligible to play the following year. For example, the 2024 Playing Age is based on age as of 8/31/2023. Proof of age and identification must be furnished upon request.

II. Pre-Game

1. Bases will be at a distance of 60'. Pitcher's mound will be at a distance of 35' from home plate. A 10' semi-circle will be marked in front of home plate from 3rd base to 1st base foul line.
2. The Team Manager shall attend the Pre-Game meeting before the game. The umpire shall inform both coaches of the existing ground rules, dead ball areas and other specific rules. Only the Team Manager may question a rules interpretation or appeal any decision during the game.
3. Home team is designated on the league schedule. For tournament play, the coin toss shall take place on the field. Home team will keep the official score book. It is the Managers responsibility to ensure agreement on an accurate score.
4. Game time is forfeit time. League games will be granted five (5) minutes of grace to assemble the teams. Games will consist of six (6) innings with no new inning starting after fifty-five minutes (0:55 hr). If time for a new inning has expired and Home Team cannot win, the home team will be allowed to bat any players that have not batted previously. The Game shall be over once those players have batted. In tournament play, the game will be called once the home team cannot win.
5. One-half inning will consist of three (3) outs or five (5) runs, whichever comes first. A run rule of fifteen (15) after three (3) or ten (10) runs after five (5) innings will be used.

III. Equipment

1. Batters and base runners will wear batting helmets; face guard and chin straps are optional. Catchers will wear a helmet with a face guard. All infielders will wear a protective fielders mask. An adjustable batting tee will be used. Regulation 10" softballs will be used.
2. The bat must be either be on the approved bat list containing the ASA 2004 bat stamp, USA Softball bat stamp or be labeled "Official Tee Ball with a barrel diameter no greater than 2 1/4".
3. All offensive players must keep their helmet on while outside the dugouts. Helmets must fit and be worn properly. If a player removes her helmet on the field of play during a live ball situation, a warning will be issued to the coach and player. If the same player removes her helmet again during the game, she will be ejected.

IV. Batting Order

1. All players present at the start of a game will be in the batting order. Late arrivals will be added to the bottom of the order with no exceptions.
2. A team must have at least eight (8) of their own rostered players to start a game. A team may pick-up up to two age eligible players from within their league to make a total of ten (10) players. The pick-up players must play right field and right center. They must also bat last in the batting order. Outs will not be recorded for teams playing shorthanded.
3. Pickup players are not allowed in Tournament Play.

V. Playing Rules

1. All players will be allowed on the field of play while on defense. Only six (6) defensive players will be allowed in the infield including the catcher. A catcher is a mandatory position.
2. The pitcher is a fielding position only. The pitcher must have both feet within a 16' diameter circle "Pitcher's Circle" but no closer than the pitcher's rubber until the ball is hit.
3. Infielders will play no closer to the batter than a line from first (1st) base to third (3rd) base before the ball is hit. Outfielders will not run to the infield to make a play. They must throw the ball to an infielder. Infielders will not run out to outfield for a ball unless as a relay from the outfielder. No running players down except in the immediate area where the ball is fielded. All Players must throw the ball (not roll), and attempt to make a valid play on each batter/base-runner.
4. Outfielders shall play no closer than 85' from home plate behind 1st and 3rd and 110' behind 2nd base.
5. Catchers will be in a designed box within a safe distance behind home plate with the umpire placing themselves between the batter and catcher. When batter hits the ball, the coach will remove the tee from home plate to allow catcher to make a play.
6. All balls hit from the tee will be live except for indicated foul balls. Balls not reaching the semi-circle will be considered to be foul. Balls hit before the umpire says to "play ball" will be a foul ball. A batter hitting the tee during a practice swing or full swing will be a foul ball even if the ball is not dislodged.
7. On an overthrow at first base, the runner may advance one base with liability to be put out. The runner cannot advance past second base even if a play is made on the advancing runner. Other runners get the base they are going to plus one

more. Applies to any player attempting to recording an out at first base; not just the first baseman. An overthrow is any thrown ball which gets past the fielder at first base.

8. The umpire will call time when all play has ceased. Runners will not be allowed to "jockey" between bases; they must continue to the next base or return to the last base touched. When any fielder has control of the ball in front of the lead runner or the lead runner is stopped at a base, the umpire will declare the ball dead and play will stop. Any fielder may also throw the ball back to the pitcher. Time will also be called when the pitcher has possession of the ball in the pitcher's circle. Base runners will be sent to the nearest base. Umpire judgment is final and will not be questioned.
9. There will be NO INFIELD FLY RULE. Base stealing will not be allowed.
10. A verbal warning will be given to the player for the first incident of slinging the bat. Any time thereafter, the umpire will call the batter out and the ball dead. Base runners will return to the base previously occupied.
11. All players will play at least two (2) innings on defense each game. Exceptions can be made if a player gets sick or hurt. It must be obvious a player fits into one of these categories. This rule cannot be used to skip a player's turn at bat to allow a better batter to advance. The coach of the team must notify the umpire and the opposing coach exactly why the player cannot take her turn at bat.

VI. **Batting**

1. Batters will swing until they put a ball in-play and fair. It is not counted as a swing if the batter accidentally knocks the ball off of the tee while addressing the ball.
2. Any ball hit fairly out of the catcher's circle is a live ball. Runners may not advance if the ball does not travel outside the catcher's circle.
3. No bunting; batter must swing at the ball. A bunt will be called a out.
4. One coach from the team that is batting will be responsible for adjusting the "tee" to the satisfaction of the hitter. The umpire will place the ball on the tee and call aloud "play ball". The coach is responsible for removing the tee and bat from the playing area after the ball has been hit fairly out of the catcher's circle.

VII. **Managers and coaches**

1. Only rostered players, two coaches, one manager, one scorekeeper and one bat person will be allowed in the dug-out.
2. Field assignments may vary according to weather conditions or other conditions. Team officials are responsible for staying in contact in the event of inclement weather or any unforeseen incident.
3. On defense, a team may place two coaches on the outfield grass for the purpose of coaching the defensive players only. The defensive coach may coach any of his defensive players in the same manner as he would coach from the dugout. If the defensive coach does not stay on the outfield grass, one would be removed from the position for the remainder of the game. If a coach is removed from the defensive coaching position, another one of the team's coaches will be allowed to become the defensive coach. All rules concerning interference or obstruction will apply to the defensive coach.
4. Coaches cannot touch players or ball while play is live.
5. Coach can help position each batter one (1) time while on offense.

VIII. **Safety**

1. A Zero Tolerance Policy is in effect for all games. Coaches will be responsible for the conduct of themselves, their team members and fans. There shall be no "ARGUING" with the umpires at any time by coaches. The penalty is automatic ejection from the playing area. If a coach is ejected, he/she will not be allowed to remain in view of the playing field. An ejection remains in effect for one additional game. In tournament play, an ejection remains in effect for the rest of the tournament.
2. Once the game is officially started, the umpire will have full control. No protest will be accepted on judgment calls. Official protest must be submitted to the umpire who in turn will notify the official scorekeeper and will be reviewed by the tournament protest committee. There will be a \$100.00 protest fee which will be refunded if the protest is valid. Protests will be handled in accordance with Rule 9, Sections 1 -7.
3. All safety rules and equipment as listed in the USA SOFTBALL Rule Book are mandatory for all players. No jewelry will be allowed except for Medical Alert identifications.
4. A player cannot return to the game after being removed for injury or sickness. There will not be out called for the missing batter. The game can continue with one less player than at the start. A forfeit will be called in cases where a team is short two or more players.
5. No alcoholic beverages will be allowed inside the complex and no tobacco products allowed inside the playing area or dug-outs. Persons under the influence of alcohol and/or illegal drugs will be requested to leave the premises. Failure to depart promptly may result in being escorted off the premises or possibly team forfeiture.

IX. **Disclaimers**

1. Players and Coaches will participate at their own risk. The USA Softball organization, USA Softball District Commissioner, or local league will not be held liable for any injuries or mishaps incurred while participating in this tournament.
2. These rules may be interpreted and/or modified at the sole discretion of the USA Softball District Commissioner or District Umpire-In-Chief to clarify confusion or promote the safety and well-being of the Players, Coaches and fans.
3. Makeup games and postponements will be made by the board members only. Coaches are requested to provide as much advance notice as possible. Coaches are not allowed to postpone games between each other!
4. After each game, coaches and players are responsible for cleaning the dugout.



USA SOFTBALL OF SOUTH MISSISSIPPI

ALL-STAR RULES AND REGULATIONS

TEE BALL (6-U)



Tournament is USA Softball sanctioned. All teams must be sanctioned with USA Softball. The Tournament Umpire-in-Chief and all tournament umpires must be USA Softball certified. All games shall be governed by the Official Rules of Softball issued by USA Softball except as amended below:

I. Eligibility

1. All players must be age eligible for the division in which they compete. A player's age as of August 31 determines the age in which the player is eligible to play the following year. For example, the 2024 Playing Age is based on age as of 8/31/2023. Proof of age and identification must be furnished upon request.

II. Pre-game

1. Bases will be at a distance of 60'. Pitcher's mound will be at a distance of 35' from home plate. A 10' semi-circle will be marked in front of home plate from 3rd base to 1st base foul line.
2. The Team Manager shall attend the Pre-Game meeting before the game. The umpire shall inform both coaches of the existing ground rules, dead ball areas and other specific rules. Only the Team Manager may question a rules interpretation or appeal any decision during the game.
3. The coin toss shall take place on the field. Home team will keep the official score book. It is the Managers responsibility to ensure agreement on an accurate score.
4. Game time is forfeit time. Games will consist of six (6) innings with no new inning starting after fifty-five minutes (0:55 hr). If time for a new inning has expired and Home Team cannot win, the game will be called.
5. One-half inning will consist of three (3) outs or five (5) runs, whichever comes first. A run rule of fifteen (15) after three (3) or ten (10) runs after five (5) innings will be used.

III. Equipment

1. Batters and base runners will wear batting helmets; face guard and chin straps are optional. Catchers will wear a helmet with a face guard. All infielders will wear a protective fielders mask. An adjustable batting tee will be used. Regulation 10" softballs will be used.
2. The bat must be either be on the approved bat list containing the ASA 2004 bat stamp, USA Softball bat stamp or be labeled "Official Tee Ball with a barrel diameter no greater than 2 1/4".
3. All offensive players must keep their helmet on while outside the dugouts. Helmets must fit and be worn properly. If a player removes her helmet on the field of play during a live ball situation, a warning will be issued to the coach and player. If the same player removes her helmet again during the game, she will be ejected.

IV. Batting Order

1. All rostered players on each team will be listed in the batting order. If teams have different numbers of rostered players, the team with more players may elect to play only the number of players as on the other team; then the remaining players may be substituted for the starting players. (Example: Team A has 12 rostered players and Team B has 14 rostered players- Team B may choose to play only 12 players; however, Team A must play their 12 players).
2. A team must have nine (9) players to start a game. The tenth (10) batting slot WILL NOT be an out. If a player arrives late to a game, they will be added to the bottom of the line-up and will bat at the proper time.
3. All players on the line-up must have participated in the league for which the team represents.

V. Playing Rules

1. Up to eleven (11) players may play defense, thus allowing five (5) outfielders. A catcher is a mandatory position.
2. The pitcher is a fielding position only. The pitcher must have both feet within a 16' diameter circle "Pitcher's Circle" but no closer than the pitcher's rubber until the ball is hit.
3. Infielders will play no closer to the batter than a line from first (1st) base to third (3rd) base before the ball is hit. Any defensive player can make any play on any runner without regard to playing position. All Players must throw the ball (not roll), and attempt to make a valid play on each batter/base-runner.
4. Outfielders shall play no closer than 85' from home plate behind 1st and 3rd and 110' behind 2nd base.
5. Catchers will be in a designed box within a safe distance behind home plate with the umpire placing themselves between the batter and catcher. When batter hits the ball, the coach will remove the tee from home plate to allow catcher to make a play.
6. All balls hit from the tee will be live except for indicated foul balls. Balls not reaching the semi-circle will be considered to be foul. Balls hit before the umpire says to "play ball" will be a foul ball. A batter hitting the tee during a practice swing or full swing will be a foul ball even if the ball is not dislodged.
7. On an overthrow at first base, the runner may advance one base with liability to be put out. The runner cannot advance past second base even if a play is made on the advancing runner. Other runners get the base they are going to plus one more. Applies to any player attempting to recording an out at first base; not just the first baseman. An overthrow is any thrown ball which gets past the fielder at first base.
8. The umpire will call time when all play has ceased. Runners will not be allowed to "jockey" between bases; they must continue to the next base or return to the last base touched. When any fielder has control of the ball in front of the lead runner or the lead runner is stopped at a base, the umpire will declare the ball dead and play will stop. Any fielder may

also throw the ball back to the pitcher. Time will also be called when the pitcher has possession of the ball in the pitcher's circle. Base runners will be sent to the nearest base. Umpire judgment is final and will not be questioned.

9. There will be NO INFIELD FLY RULE. Base stealing will not be allowed.

10. A verbal warning will be given to the player for the first incident of slinging the bat. Any time thereafter, the umpire will call the batter out and the ball dead. Base runners will return to the base previously occupied.

11. N/A

VI. **Batting**

1. The batter is allowed three swings. If the batter fails to hit a fair ball after three swings, she will be called out. It is not counted as a swing if the batter accidentally knocks the ball off of the tee while addressing the ball.

2. Any ball hit fairly out of the catcher's circle is a live ball. Runners may not advance if the ball does not travel outside the catcher's circle.

3. No bunting; batter must swing at the ball. A bunt will be called a out.

4. One coach from the team that is batting will be responsible for adjusting the "tee" to the satisfaction of the hitter. The umpire will place the ball on the tee and call aloud "play ball". The coach is responsible for removing the tee and bat from the playing area after the ball has been hit fairly out of the catcher's circle.

VII. **Managers and coaches**

1. Only rostered players, two coaches, one manager, one scorekeeper and one bat person will be allowed in the dug-out.

2. Field assignments may vary according to weather conditions or other conditions. Team officials are responsible for staying in contact in the event of inclement weather or any unforeseen incident.

3. On defense, a team may place two coaches on the outfield grass for the purpose of coaching the defensive players only. The defensive coach may coach any of his defensive players in the same manner as he would coach from the dugout. If the defensive coach does not stay on the outfield grass, one would be removed from the position for the remainder of the game. If a coach is removed from the defensive coaching position, another one of the team's coaches will be allowed to become the defensive coach. All rules concerning interference or obstruction will apply to the defensive coach.

4. Coaches cannot touch players or ball while play is live.

5. Coach can help position each batter one (1) time while on offense.

VIII. **Safety**

1. A Zero Tolerance Policy is in effect for all games. Coaches will be responsible for the conduct of themselves, their team members and fans. There shall be no "ARGUING" with the umpires at any time by coaches. The penalty is automatic ejection from the playing area. If a coach is ejected, he/she will not be allowed to remain in view of the playing field. An ejection remains in effect for the rest of the tournament.

2. Once the game is officially started, the umpire will have full control. No protest will be accepted on judgment calls. Official protest must be submitted to the umpire who in turn will notify the official scorekeeper and will be reviewed by the tournament protest committee. There will be a \$100.00 protest fee which will be refunded if the protest is valid. Protests will be handled in accordance with Rule 9, Sections 1 -7.

3. All safety rules and equipment as listed in the USA SOFTBALL Rule Book are mandatory for all players. No jewelry will be allowed except for Medical Alert identifications.

4. A player cannot return to the game after being removed for injury or sickness. There will be out called for the missing batter. The game can continue with one less player than at the start. A forfeit will be called in cases where a team is short two or more players.

5. No alcoholic beverages will be allowed inside the complex and no tobacco products allowed inside the playing area or dug-outs. Persons under the influence of alcohol and/or illegal drugs will be requested to leave the premises. Failure to depart promptly may result in being escorted off the premises or possibly team forfeiture.

IX. **Disclaimers**

1. Players and Coaches will participate at their own risk. The USA Softball organization, USA Softball District Commissioner, or local league will not be held liable for any injuries or mishaps incurred while participating in this tournament.

2. These rules may be interpreted and/or modified at the sole discretion of the USA Softball District Commissioner or District Umpire-In-Chief to clarify confusion or promote the safety and well-being of the Players, Coaches and fans.

3. Team officials are responsible for staying in contact with tournament officials in the event of inclement weather or any unforeseen incident. Should we get ahead or behind scheduled game times due to weather or other reasons, be prepared to take the field for your games as time allows us to play them. It is the manager's responsibility to know when your games will be played.

4. After each game, coaches and players are responsible for cleaning the dugout.



USA SOFTBALL OF SOUTH MISSISSIPPI
INTERLEAGUE RULES AND REGULATIONS
COACH PITCH (8-U)



Interleague play is governed by the USA Softball rules and regulations. These local rules govern recreational play and may be changed to enhance the safety, well-being and enjoyment of players. All teams must be sanctioned with USA Softball. All umpires must be USA Softball certified. All games shall be governed by the Official Rules of Softball issued by USA Softball except as amended below:

I. Eligibility

All players must be age eligible for the division in which they compete. A player's age as of August 31 determines the age in which the player is eligible to play the following year. For example, the 2024 Playing Age is based on age as of 8/31/2023. Proof of age and identification must be furnished upon request.

II. Pre-game

1. Bases will be at a distance of 60'. Pitcher's mound will be at a distance of 35' from home plate. A 16' diameter pitching circle shall be marked around the pitching rubber.
2. The Team Manager shall attend the Pre-Game meeting before the game. The umpire shall inform both coaches of the existing ground rules, dead ball areas and other specific rules. Only the Team Manager may question a rules interpretation or appeal any decision during the game.
3. Home team is designated on the league schedule. For tournament play, the coin toss shall take place on the field. Home team will keep the official score book. It is the Managers responsibility to ensure agreement on an accurate score.
4. Game time is forfeit time. League games will be granted five (5) minutes of grace to assemble the teams. Games will consist of six (6) innings with no new inning starting after fifty-five minutes (0:55 hr). If time for a new inning has expired and Home Team cannot win, the home team will be allowed to bat any players that have not batted previously. The Game shall be over once those players have batted. In tournament play, the game will be called once the home team cannot win.
5. One-half inning will consist of three (3) outs or five (5) runs, whichever comes first. A run rule of fifteen (15) after three (3) or ten (10) runs after five (5) innings will be used.

III. Equipment

1. Batters and base runners will wear batting helmets with a face guard. Chin straps are optional. Catchers will wear a helmet with a face guard. All infielders will wear a protective fielders mask. Regulation USA SOFTBALL 11" softballs will be used.
2. The bat must be on the USA Softball approved bat list and bear the ASA 2004 or USA Softball Certified bat stamp.
3. All offensive players must keep their helmet on while outside the dugouts. Helmets must fit and be worn properly. If a player removes her helmet on the field of play during a live ball situation, a warning will be issued to the coach and player. If the same player removes her helmet again during the game, she will be ejected.

IV. Batting Order

1. All players present at the start of a game will be in the batting order. Late arrivals will be added to the bottom of the order with no exceptions.
2. A team must have at least eight (8) of their own rostered players to start a game. A team may pick-up up to two age eligible players from within their league to make a total of ten (10) players. The pick-up players must play right field and right center. They must also bat last in the batting order. Outs will not be recorded for teams playing shorthanded.
3. Pickup players are not allowed in Tournament Play.

V. Playing Rules

1. Up to eleven (11) players may play defense, thus allowing five (5) outfielders. A catcher is a mandatory position.
2. The pitcher is a fielding position only. Pitcher must be parallel to the rubber on the left or right side of the coach pitcher with both feet within the 16' diameter pitching circle until the ball is hit.
3. Infielders will play no closer to the batter than a line from first (1st) base to third (3rd) base before the ball is hit. No running players down except in the immediate area where the ball is fielded. All Players must throw the ball (not roll), and attempt to make a valid play on each batter/base-runner.
4. Outfielders shall play no closer than 85' from home plate behind 1st and 3rd and 110' behind 2nd base.
5. Catchers shall take a position in the catcher's box behind home plate. The catcher will prepare to receive the pitch from the coach pitcher.
6. On an overthrow at first base, the runner may advance one base with liability to be put out. The runner cannot advance past second base even if a play is made on the advancing runner. Other runners get the base they are going to plus one more. Applies to any player attempting to recording an out at first base; not just the first baseman. An overthrow is any thrown ball which gets past the fielder at first base.
7. If a batted ball is fielded inside the pitcher's circle, the ball must be thrown to another fielder for an out to be recorded. If the ball is not thrown, time will be called and each runner will advance to the base they are going.
8. The umpire will call time when all play has ceased. Runners will not be allowed to "jockey" between bases; they must continue to the next base or return to the last base touched. When any fielder has control of the ball in front of the lead runner or the lead runner is stopped at a base, the umpire will declare the ball dead and play will stop. Umpire judgment is final and will not be questioned.
9. The Coach-Pitcher may pitch closer than the pitching rubber but both feet must remain within the 16' diameter pitching circle until the ball is released. Failure to do so will result in an illegal pitch and a strike will be called on the batter.

10. The pitch may be without an arch, but with moderate speed. Pitches of excessive speed will result in a warning to the pitching coach. A second warning of pitches of excessive speed will result in the removal of the pitching coach from the pitching position.
11. The pitching coach cannot coach batters or base runners, but may verbally encourage the batter. This is especially important during a live ball play. The penalty is a warning the first time. A second offense will result in the runner being called out and the coach being removed from the pitching position for the remainder of the game.
12. Runners must remain on the base until the batter makes contact with the ball. When the batter hits the ball, the coach-pitcher must make a valid attempt to leave the field. The coach-pitcher should exit opposite the side the ball is hit if possible. If the doesn't make an attempt to leave the field or interferes with the defense, the batter will be considered out.
13. If a batted ball hits the pitching coach, the ball is declared dead and the pitch is replayed. If the umpire rules the pitching coach interferes with the batted ball intentionally, the batter is out and no runners can advance. If the pitching coach interferes in a defensive play, the ball becomes dead and the runner being played on will be declared out and all runners must return to the base occupied at the time of the interference.
14. There will be NO INFIELD FLY RULE. Base stealing will not be allowed.
15. A verbal warning will be given to the player for the first incident of slinging the bat. Any time thereafter, the umpire will call the batter out and the ball dead. Base runners will return to the base previously occupied.

VI. Batting

1. Each batter will receive a maximum of five (5) pitches or three (3) swinging strikes per bat. If a batter fouls the ball on the fifth (5th) pitch, the batter will be granted another pitch. The batter will continue to bat until one of the following occurs: (1) puts a ball in play, (2) swings and misses completely, or (3) does not swing at all.
2. No bunting is allowed. Penalty: The batter is out.
3. Outfielders will not run to the infield to make a play. They must throw the ball to an infielder. Infielders will not run out to outfield for a ball unless as a relay from the outfielder. Plays can only be made in the immediate area of the fielder.
4. All players will play at least two (2) innings on defense each game. Exceptions can be made if a player gets sick or hurt. It must be obvious a player fits into one of these categories. This rule cannot be used to skip a player's turn at bat to allow a better batter to advance. The coach of the team must notify the umpire and the opposing coach exactly why the player cannot take her turn at bat.

VII. Managers and coaches

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4. Coaches cannot touch players or ball while play is live.

VIII. Safety

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4. No alcoholic beverages will be allowed inside the complex and no tobacco products allowed inside the playing area or dug-outs. Persons under the influence of alcohol and/or illegal drugs will be requested to leave the premises. Failure to depart promptly may result in being escorted off the premises or possibly team forfeiture.
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USA SOFTBALL OF SOUTH MISSISSIPPI
ALL-STAR RULES AND REGULATIONS
COACH PITCH (8-U)



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II. Pre-game

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2. The Team Manager shall attend the Pre-Game meeting before the game. The umpire shall inform both coaches of the existing ground rules, dead ball areas and other specific rules. Only the Team Manager may question a rules interpretation or appeal any decision during the game.
3. The coin toss shall take place on the field. Home team will keep the official score book. It is the Managers responsibility to ensure agreement on an accurate score.
4. Game time is forfeit time. Games will consist of six (6) innings with no new inning starting after fifty-five minutes (0:55 hr). If time for a new inning has expired and Home Team cannot win, the game will be called.
5. One-half inning will consist of three (3) outs or five (5) runs, whichever comes first. A run rule of fifteen (15) after three (3) or ten (10) runs after five (5) innings will be used.

III. Equipment

1. Batters and base runners will wear batting helmets with a face guard. Chin straps are optional. Catchers will wear a helmet with a face guard. All infielders will wear a protective fielders mask. Regulation USA SOFTBALL 11" softballs will be used.
2. The bat must be on the USA Softball approved bat list and bear the ASA 2004 or USA Softball Certified bat stamp.
3. All offensive players must keep their helmet on while outside the dugouts. Helmets must fit and be worn properly. If a player removes her helmet on the field of play during a live ball situation, a warning will be issued to the coach and player. If the same player removes her helmet again during the game, she will be ejected.

IV. Batting Order

1. All rostered players on each team will be listed in the batting order. If teams have different numbers of rostered players, the team with more players may elect to play only the number of players as on the other team; then the remaining players may be substituted for the starting players. (Example: Team A has 12 rostered players and Team B has 14 rostered players- Team B may choose to play only 12 players; however, Team A must play their 12 players).
2. A team must have nine (9) players to start a game. The tenth (10) batting slot WILL NOT be an out. If a player arrives late to a game, they will be added to the bottom of the line-up and will bat at the proper time.
3. All players on the line-up must have participated in the league for which the team represents.

V. Playing Rules

1. Up to eleven (11) players may play defense, thus allowing five (5) outfielders. A catcher is a mandatory position.
2. The pitcher is a fielding position only. Pitcher must be parallel to the rubber on the left or right side of the coach pitcher with both feet within the 16' diameter pitching circle until the ball is hit.
3. Infielders will play no closer to the batter than a line from first (1st) base to third (3rd) base before the ball is hit. No running players down except in the immediate area where the ball is fielded. All Players must throw the ball (not roll), and attempt to make a valid play on each batter/base-runner.
4. Outfielders shall play no closer than 85' from home plate behind 1st and 3rd and 110' behind 2nd base.
5. Catchers shall take a position in the catcher's box behind home plate. The catcher will prepare to receive the pitch from the coach pitcher.
6. N/A
7. If a batted ball is fielded inside the pitcher's circle, the ball must be thrown to another fielder for an out to be recorded. If the ball is not thrown, time will be called and each runner will advance to the base they are going.
8. The umpire will call time when all play has ceased. Runners will not be allowed to "jockey" between bases; they must continue to the next base or return to the last base touched. When any fielder has control of the ball in front of the lead runner or the lead runner is stopped at a base, the umpire will declare the ball dead and play will stop. Umpire judgment is final and will not be questioned.
9. A coach will pitch to his own team from a distance of 35 feet and must keep in contact with the pitching rubber when the pitch is released. Failure to do so will result in an illegal pitch and a strike will be called on the batter.
10. The pitch may be without an arch, but with moderate speed. Pitches of excessive speed will result in a warning to the pitching coach. A second warning of pitches of excessive speed will result in the removal of the pitching coach from the pitching position.
11. The pitching coach cannot coach batters or base runners, but may verbally encourage the batter. This is especially important during a live ball play. The penalty is a warning the first time. A second offense will result in the runner being called out and the coach being removed from the pitching position for the remainder of the game.

12. Runners must remain on the base until the batter makes contact with the ball. When the batter hits the ball, the coach-pitcher must make a valid attempt to leave the field. The coach-pitcher should exit opposite the side the ball is hit if possible. If the doesn't make an attempt to leave the field or interferes with the defense, the batter will be considered out.
13. If a batted ball hits the pitching coach, the ball is declared dead and the pitch is replayed. If the umpire rules the pitching coach interferes with the batted ball intentionally, the batter is out and no runners can advance. If the pitching coach interferes in a defensive play, the ball becomes dead and the runner being played on will be declared out and all runners must return to the base occupied at the time of the interference.
14. There will be NO INFIELD FLY RULE. Base stealing will not be allowed.
15. A verbal warning will be given to the player for the first incident of slinging the bat. Any time thereafter, the umpire will call the batter out and the ball dead. Base runners will return to the base previously occupied.

VI. Batting

1. Each batter will receive a maximum of five (5) pitches or three (3) swinging strikes per bat. If a batter fouls the ball on the fifth (5th) pitch, the batter will be granted another pitch. The batter will continue to bat until one of the following occurs: (1) puts a ball in play, (2) swings and misses completely, or (3) does not swing at all.
2. No bunting is allowed. Penalty: The batter is out.
3. Any defensive player can make any play on any runner without regard to playing position.
4. N/A

VII. Managers and coaches

1. Only rostered players, two coaches, one manager, one scorekeeper and one bat person will be allowed in the dug-out.
2. Field assignments may vary according to weather conditions or other conditions. Team officials are responsible for staying in contact in the event of inclement weather or any unforeseen incident.
3. On defense, a team may place two coaches on the outfield grass for the purpose of coaching the defensive players only. The defensive coach may coach any of his defensive players in the same manner as he would coach from the dugout. If the defensive coach does not stay on the outfield grass, one would be removed from the position for the remainder of the game. If a coach is removed from the defensive coaching position, another one of the team's coaches will be allowed to become the defensive coach. All rules concerning interference or obstruction will apply to the defensive coach.
4. Coaches cannot touch players or ball while play is live.

VIII. Safety

1. All safety rules and equipment as listed in the USA SOFTBALL Rule Book are mandatory for all players. No jewelry will be allowed except for Medical Alert identifications.
2. A Zero Tolerance Policy is in effect for all games. Coaches will be responsible for the conduct of themselves, their team members and fans. There shall be no "ARGUING" with the umpires at any time by coaches. The penalty is automatic ejection from the playing area. If a coach is ejected, he/she will not be allowed to remain in view of the playing field. An ejection remains in effect for the rest of the tournament.
3. A player cannot return to the game after being removed for injury or sickness. There will be out called for the missing batter. The game can continue with one less player than at the start. A forfeit will be called in cases where a team is short two or more players.
4. No alcoholic beverages will be allowed inside the complex and no tobacco products allowed inside the playing area or dug-outs. Persons under the influence of alcohol and/or illegal drugs will be requested to leave the premises. Failure to depart promptly may result in being escorted off the premises or possibly team forfeiture.
5. Once the game is officially started, the umpire will have full control. No protest will be accepted on judgment calls. Official protest must be submitted to the umpire who in turn will notify the official scorekeeper and will be reviewed by the tournament protest committee. There will be a \$100.00 protest fee which will be refunded if the protest is valid. Protests will be handled in accordance with Rule 9, Sections 1 -7.

IX. Disclaimers

1. Players and Coaches will participate at their own risk. The USA Softball organization, USA Softball District Commissioner, or local league will not be held liable for any injuries or mishaps incurred while participating in this tournament.
2. These rules may be interpreted and/or modified at the sole discretion of the USA Softball District Commissioner or District Umpire-In-Chief to clarify confusion or promote the safety and well-being of the Players, Coaches and fans.
3. Team officials are responsible for staying in contact with tournament officials in the event of inclement weather or any unforeseen incident. Should we get ahead or behind scheduled game times due to weather or other reasons, be prepared to take the field for your games as time allows us to play them. It is the manager's responsibility to know when your games will be played.

USA SOFTBALL OF SOUTH MISSISSIPPI
INTERLEAGUE RULES AND REGULATIONS
10 & UNDER FASTPITCH (10-U)



Interleague play is governed by the USA Softball rules and regulations. These local rules govern recreational play and may be changed to enhance the safety, well-being and enjoyment of players. All teams must be sanctioned with USA Softball. All umpires must be USA Softball certified. All games shall be governed by the Official Rules of Softball issued by USA Softball except as amended below:



I. Eligibility

1. All players must be age eligible for the division in which they compete. A player's age as of August 31 determines the age in which the player is eligible to play the following year. For example, the 2024 Playing Age is based on age as of 8/31/2023. Proof of age and identification must be furnished upon request.

II. Pre-Game

1. Bases will be at a distance of 60'. Pitcher's mound will be at a distance of 35' from home plate. A sixteen (16) feet diameter (8' radius) circle will be drawn around the pitcher's mound.
2. The Team Manager shall attend the Pre-Game meeting before the game. The umpire shall inform both coaches of the existing ground rules, dead ball areas and other specific rules. Only the Team Manager may question a rules interpretation or appeal any decision during the game.
3. Home team is designated on the league schedule. For tournament play, the coin toss shall take place on the field. Home team will keep the official score book. It is the Managers responsibility to ensure agreement on an accurate score.
4. Game time is forfeit time. League games will be granted five (5) minutes of grace to assemble the teams. Games will consist of six (6) innings with no new inning starting after one hour and five minutes (1:05 hr). If time for a new inning has expired and Home Team cannot win, the home team will be allowed to bat any players that have not batted previously. The Game shall be over once those players have batted. In league team tournament play, the game will be called once the home team cannot win.
5. One-half inning will consist of three (3) outs or five (5) runs, whichever comes first. A run rule of fifteen (15) after three (3) or ten (10) runs after five (5) innings will be used.

III. Equipment

1. Batters and base runners will wear batting helmets with face guard. Chin straps are optional. Catchers will wear a USA Softball approved helmet with a face guard. All infielders will wear a protective fielders mask. Regulation USA SOFTBALL 11" softballs will be used.
2. The bat must be either be on the approved bat list containing the ASA 2004 or USA Softball bat stamp. Regulation USA Softball 11" optic yellow softballs will be used
3. All offensive players must keep their helmet on while outside the dugouts. Helmets must fit and be worn properly. If a player removes her helmet on the field of play during a live ball situation, a warning will be issued to the coach and player. If the same player removes her helmet again during the game, she will be ejected.
4. Steel spikes are not allowed in this age division.

IV. Batting Order

1. All players present at the start of a game will be in the batting order. Late arrivals will be added to the bottom of the order with no exceptions. The coach shall start any ten (10) players on defense and free substitution will be allowed. At no time shall the batting order/rotation change.
2. A team must have at least eight (8) of their own rostered players to start a game. A team may pick-up up to two age eligible players from within their league to make a total of ten (10) players. The pick-up players must play right field and right center. They must also bat last in the batting order. Outs will not be recorded for teams playing shorthanded.
3. Pickup players are not allowed in Tournament Play.

V. Playing Rules

1. Ten (10) players will be allowed to play while on defense.
2. Runners advancing to bases will be governed under USA Softball Official Rules of Softball. Runners may leave the base no sooner than the release of the pitch. Look-Back Rule is also applicable.
3. A runner is entitled to advance with liability to be put out when the ball leaves the pitcher's hand on the delivery. Exception: whenever an awarded base force the runner to advance. A runner may only steal one base per pitched ball. Runners advancing safely to more than one stolen base will be sent back to the appropriate base. A base-on-balls is a live play and stealing is allowed.
4. Stealing of Home is allowed. The ball being thrown back to the pitcher is a live ball.
5. The Dropped Third Strike rule applies. The Batter may attempt to advance to first base whenever the catcher fails to catch a third strike before the ball touches the ground when either:
 - i. There are fewer than two outs and first base is unoccupied at the time of the pitch
 - ii. There are two outs.

This will be considered as a free base and the runner may not advance past first base.

6. A verbal warning will be given to the player for the first incident of slinging the bat. Any time thereafter, the umpire will call the batter out and the ball dead. Base runners will return to the base previously occupied.
7. All players will play at least two (2) innings on defense each game. Exceptions can be made if a player gets sick or hurt. It must be obvious a player fits into one of these categories. This rule cannot be used to skip a player's turn at bat to allow

a better batter to advance. The coach of the team must notify the umpire and the opposing coach exactly why the player cannot take her turn at bat.

8. Courtesy runners are allowed for the pitcher and catcher. The courtesy runner shall be the last recorded out not on base. The same courtesy runner cannot be used for both the pitcher and catcher in the same half inning. The pitcher and catcher also does not have to serve as the courtesy runner.
9. There cannot be more than a total of three (3) free bases per half inning, i.e. two (2) walks and one (1) hits by pitch. When this occurs, the offensive coach will come to the mound and pitch up to five (5) pitches to the batter, who in turn must hit the ball before three (3) strikes are called or by the fifth pitch. If the ball is fouled on the fifth (5th) pitch, the batter will be called out. Stealing is not allowed when the Coach Pitcher is in the game. Changing pitchers has no effect on this rule; still go back to Coach Pitch after three free bases in one-half inning. All other rules remain the same: no limit on bases on an overthrow at first base, infield fly applies, etc. A dropped Third Strike where the batter-runner reaches First Base safely will count as a free base. The Coach Pitcher must be in contact with the pitcher's plate at the release of the pitch.
10. League games may end in a tie. Tournament games tied at the end of regulation will be straight coach pitcher to determine a winner. Inning will start with zero outs and no baserunners. One half inning will remain five (5) runs or 3 outs.

VI. Managers and coaches

1. Only rostered players, two coaches, one manager, one scorekeeper and one bat person will be allowed in the dug-out.
2. Field assignments may vary according to weather conditions or other conditions. Team officials are responsible for staying in contact in the event of inclement weather or any unforeseen incident.
3. Two (2) adult base coaches are allowed when their team is batting.
4. Coaches are not allowed in the outfield when their team is on defense.
5. Coaches cannot touch players or ball while play is live.

VII. Safety

1. A Zero Tolerance Policy is in effect for all games. Coaches will be responsible for the conduct of themselves, their team members and fans. There shall be no "ARGUING" with the umpires at any time by coaches. The penalty is automatic ejection from the playing area. If a coach is ejected, he/she will not be allowed to remain in view of the playing field. An ejection remains in effect for one additional game. In tournament play, an ejection remains in effect for the rest of the tournament.
2. Once the game is officially started, the umpire will have full control. No protest will be accepted on judgment calls. Official protest must be submitted to the umpire who in turn will notify the official scorekeeper and will be reviewed by the tournament protest committee. There will be a \$100.00 protest fee which will be refunded if the protest is valid. Protests will be handled in accordance with Rule 9, Sections 1 -7.
3. All safety rules and equipment as listed in the USA SOFTBALL Rule Book are mandatory for all players. No jewelry will be allowed except for Medical Alert identifications.
4. A player cannot return to the game after being removed for injury or sickness. There will not be out called for the missing batter. The game can continue with one less player than at the start. A forfeit will be called in cases where a team is short two or more players.
5. No alcoholic beverages will be allowed inside the complex and no tobacco products allowed inside the playing area or dug-outs. Persons under the influence of alcohol and/or illegal drugs will be requested to leave the premises. Failure to depart promptly may result in being escorted off the premises or possibly team forfeiture.

VIII. Disclaimers

1. Players and Coaches will participate at their own risk. The USA Softball organization, USA Softball District Commissioner, or local league will not be held liable for any injuries or mishaps incurred while participating in this tournament.
2. These rules may be interpreted and/or modified at the sole discretion of the USA Softball District Commissioner or District Umpire-In-Chief to clarify confusion or promote the safety and well-being of the Players, Coaches and fans.
3. Makeup games and postponements will be made by the board members only. Coaches are requested to provide as much advance notice as possible. Coaches are not allowed to postpone games between each other!
4. After each game, coaches and players are responsible for cleaning the dugout.



USA SOFTBALL OF SOUTH MISSISSIPPI
ALL-STAR RULES AND REGULATIONS
10 & UNDER FASTPITCH (10-U)



Tournament is USA Softball sanctioned. All teams must be sanctioned with USA Softball. The Tournament Umpire-in-Chief and all tournament umpires must be USA Softball certified. All games shall be governed by the Official Rules of Softball issued by USA Softball except as amended below:

I. Eligibility.

1. All players must be age eligible for the division in which they compete. A player's age as of August 31 determines the age in which the player is eligible to play the following year. For example, the 2024 Playing Age is based on age as of 8/31/2023. Proof of age and identification must be furnished upon request.

II. Pre-game

1. Bases will be at a distance of 60'. Pitcher's mound will be at a distance of 35' from home plate. A sixteen (16) feet diameter (8' radius) circle will be drawn around the pitcher's mound.
2. The Team Manager shall attend the Pre-Game meeting before the game. The umpire shall inform both coaches of the existing ground rules, dead ball areas and other specific rules. Only the Team Manager may question a rules interpretation or appeal any decision during the game.
3. The coin toss shall take place on the field. Home team will keep the official score book. It is the Managers responsibility to ensure agreement on an accurate score.
4. Game time is forfeit time. Games will consist of six (6) innings with no new inning starting after one hour and five minutes (1:05 hr). If time for a new inning has expired and Home Team cannot win, the game will be called.
5. One-half inning will consist of three (3) outs or five (5) runs, whichever comes first. A run rule of fifteen (15) after three (3) or ten (10) runs after five (5) innings will be used.

III. Equipment

1. Batters and base runners will wear batting helmets with face guard. Chin straps are optional. Catchers will wear a USA Softball approved helmet with a face guard. All infielders will wear a protective fielders mask. Regulation USA SOFTBALL 11" softballs will be used.
2. The bat must be either be on the approved bat list containing the ASA 2004 or USA Softball bat stamp. Regulation USA Softball 11" optic yellow softballs will be used
3. All offensive players must keep their helmet on while outside the dugouts. Helmets must fit and be worn properly. If a player removes her helmet on the field of play during a live ball situation, a warning will be issued to the coach and player. If the same player removes her helmet again during the game, she will be ejected.
4. Steel spikes are not allowed in this age division.

IV. Batting Order

1. A team must have eight (8) players to start a game. The ninth (9th) batting slot WILL be an out.
2. Extra Player: Teams will be allowed to bat one extra hitter. The extra player will allow ten (10) players to bat. The extra hitter is a permanent addition to the batting lineup. An out will be recorded if player cannot take their turn at bat in case of injury. In case of disqualification, the team shall forfeit the game if no substitute is available. The DP/Flex rule still applies.
3. All players on the line-up must have participated in the league for which the team represents.

V. Playing Rules

1. Nine (9) players will be allowed to play while on defense.
2. Runners advancing to bases will be governed under USA Softball Official Rules of Softball. Runners may leave the base no sooner than the release of the pitch. Look-Back Rule is also applicable.
3. A runner is entitled to advance with liability to be put out when the ball leaves the pitcher's hand on the delivery. Exception: whenever an awarded base force the runner to advance.
4. Stealing of Home is allowed. The ball being thrown back to the pitcher is a live ball.
5. The Dropped Third Strike rule applies. The Batter may attempt to advance to first base whenever the catcher fails to catch a third strike before the ball touches the ground when either:
 - i. There are fewer than two outs and first base is unoccupied at the time of the pitch
 - ii. There are two outs.

N/A

6. A verbal warning will be given to the player for the first incident of slinging the bat. Any time thereafter, the umpire will call the batter out and the ball dead. Base runners will return to the base previously occupied.
7. N/A
8. Courtesy Runners for the Pitcher or Catcher are allowed. If a team does not have any available substitutes, the last recorded out may used as a Courtesy Runner. The same player cannot be a Courtesy Runner for both the pitcher and catcher in the same half inning; it would go to the next recorded out that is not the pitcher or catcher. Use of an incorrect substitute shall constitute an illegal substitute; the runner will be out if discovered at any time while the illegal substitute Courtesy Runner is on the field. Any play or out recorded previously will stand.
9. N/A
10. International tie-break procedures will be used in case of ties at the end of regulation.

VI. Managers and coaches

1. Only rostered players, two coaches, one manager, one scorekeeper and one bat person will be allowed in the dug-out.
2. Field assignments may vary according to weather conditions or other conditions. Team officials are responsible for staying in contact in the event of inclement weather or any unforeseen incident.

3. Two (2) adult base coaches are allowed when their team is batting.
4. Coaches are not allowed in the outfield when their team is on defense.
5. Coaches cannot touch players or ball while play is live.

VII. Safety

1. A Zero Tolerance Policy is in effect for all games. Coaches will be responsible for the conduct of themselves, their team members and fans. There shall be no "ARGUING" with the umpires at any time by coaches. The penalty is automatic ejection from the playing area. If a coach is ejected, he/she will not be allowed to remain in view of the playing field. An ejection remains in effect for the rest of the tournament.
2. Once the game is officially started, the umpire will have full control. No protest will be accepted on judgment calls. Official protest must be submitted to the umpire who in turn will notify the official scorekeeper and will be reviewed by the tournament protest committee. There will be a \$100.00 protest fee which will be refunded if the protest is valid. Protests will be handled in accordance with Rule 9, Sections 1 -7.
3. All safety rules and equipment as listed in the USA SOFTBALL Rule Book are mandatory for all players. No jewelry will be allowed except for Medical Alert identifications.
4. A player cannot return to the game after being removed for injury or sickness. There will be out called for the missing batter. The game can continue with one less player than at the start. A forfeit will be called in cases where a team is short two or more players.
5. No alcoholic beverages will be allowed inside the complex and no tobacco products allowed inside the playing area or dug-outs. Persons under the influence of alcohol and/or illegal drugs will be requested to leave the premises. Failure to depart promptly may result in being escorted off the premises or possibly team forfeiture.

VIII. Disclaimers

1. Players and Coaches will participate at their own risk. The USA Softball organization, USA Softball District Commissioner, or local league will not be held liable for any injuries or mishaps incurred while participating in this tournament.
2. These rules may be interpreted and/or modified at the sole discretion of the USA Softball District Commissioner or District Umpire-In-Chief to clarify confusion or promote the safety and well-being of the Players, Coaches and fans.
3. Team officials are responsible for staying in contact with tournament officials in the event of inclement weather or any unforeseen incident. Should we get ahead or behind scheduled game times due to weather or other reasons, be prepared to take the field for your games as time allows us to play them. It is the manager's responsibility to know when your games will be played.
4. After each game, coaches and players are responsible for cleaning the dugout.



USA SOFTBALL OF SOUTH MISSISSIPPI
INTERLEAGUE RULES AND REGULATIONS
12 / 16 & UNDER FASTPITCH / (12-U / 16-U)

Interleague play is governed by the USA Softball rules and regulations. These local rules govern recreational play and may be changed to enhance the safety, well-being and enjoyment of players. All teams must be sanctioned with USA Softball. All umpires must be USA Softball certified. All games shall be governed by the Official Rules of Softball issued by USA Softball except as amended below:



I. Eligibility

1. All players must be age eligible for the division in which they compete. A player's age as of August 31 determines the age in which the player is eligible to play the following year. For example, the 2024 Playing Age is based on age as of 8/31/2023. Proof of age and identification must be furnished upon request.

II. Pre-Game

1. Bases will be at a distance of 60'. Pitcher's mound will be at a distance of 40' from home plate. A sixteen (16) feet diameter (8' radius) circle will be drawn around the pitcher's mound.
2. The Team Manager shall attend the Pre-Game meeting before the game. The umpire shall inform both coaches of the existing ground rules, dead ball areas and other specific rules. Only the Team Manager may question a rules interpretation or appeal any decision during the game.
3. Home team is designated on the league schedule. For tournament play, the coin toss shall take place on the field. Home team will keep the official score book. It is the Managers responsibility to ensure agreement on an accurate score.
4. Game time is forfeit time. League games will be granted five (5) minutes of grace to assemble the teams. Games will consist of six (6) innings with no new inning starting after one hour and five minutes (1:05 hr). If time for a new inning has expired and Home Team cannot win, the home team will be allowed to bat any players that have not batted previously. The Game shall be over once those players have batted. In league team tournament play, the game will be called once the home team cannot win.
5. One-half inning will consist of three (3) outs or five (5) runs, whichever comes first. A run rule of fifteen (15) after three (3) or ten (10) runs after five (5) innings will be used.

III. Equipment

1. Batters and base runners will wear batting helmets with face guard. Chin straps are optional. Catchers will wear a USA Softball approved helmet with a face guard. All infielders will wear a protective fielders mask. Regulation USA SOFTBALL 12" softballs will be used.
2. The bat must be either be on the approved bat list containing the ASA 2004 or USA Softball bat stamp.
3. All offensive players must keep their helmet on while outside the dugouts. Helmets must fit and be worn properly. If a player removes her helmet on the field of play during a live ball situation, a warning will be issued to the coach and player. If the same player removes her helmet again during the game, she will be ejected.
4. Steel spikes are only allowed in the 16-U age division.

IV. Batting Order

1. All players present at the start of a game will be in the batting order. Late arrivals will be added to the bottom of the order with no exceptions. The coach shall start any ten (10) players on defense and free substitution will be allowed. At no time shall the batting order/rotation change.
2. A team must have at least eight (8) of their own rostered players to start a game. A team may pick-up up to two age eligible players from within their league to make a total of ten (10) players. The pick-up players must play right field and right center. They must also bat last in the batting order. Outs will not be recorded for teams playing shorthanded.
3. Pickup players are not allowed in Tournament Play.

V. Playing Rules

1. Ten (10) players will be allowed to play while on defense.
2. Runners advancing to bases will be governed under USA Softball Official Rules of Softball. Runners may leave the base no sooner than the release of the pitch. Look-Back Rule is also applicable.
3. A runner is entitled to advance with liability to be put out when the ball leaves the pitcher's hand on the delivery. Exception: whenever an awarded base force the runner to advance. A base-on-balls is a live play and stealing is allowed.
4. Stealing of Home is allowed. The ball being thrown back to the pitcher is a live ball.
5. The Dropped Third Strike rule applies. The Batter may attempt to advance to first base whenever the catcher fails to catch a third strike before the ball touches the ground when either:
 - i. There are fewer than two outs and first base is unoccupied at the time of the pitch
 - ii. There are two outs.
 - iii. N/A
6. A verbal warning will be given to the player for the first incident of slinging the bat. Any time thereafter, the umpire will call the batter out and the ball dead. Base runners will return to the base previously occupied.
7. All players will play at least two (2) innings on defense each game. Exceptions can be made if a player gets sick or hurt. It must be obvious a player fits into one of these categories. This rule cannot be used to skip a player's turn at bat to allow a better batter to advance. The coach of the team must notify the umpire and the opposing coach exactly why the player cannot take her turn at bat.

8. Courtesy runners are allowed for the pitcher and catcher. The courtesy runner shall be the last recorded out not on base. The same courtesy runner cannot be used for both the pitcher and catcher in the same half inning. The pitcher and catcher also does not have to serve as the courtesy runner.
9. N/A
10. League games may end in a tie. Tournament games tied at the end of regulation will be decided by International Tie-Break. An extra innings will be played starting with the last batted out at second base and no outs. Both teams will be given the opportunity to bat. As many extra innings will be played until the game is no longer tied. One half inning will remain five (5) runs or 3 outs.

VI. Managers and coaches

1. Only rostered players, two coaches, one manager, one scorekeeper and one bat person will be allowed in the dug-out.
2. Field assignments may vary according to weather conditions or other conditions. Team officials are responsible for staying in contact in the event of inclement weather or any unforeseen incident.
3. Two (2) adult base coaches are allowed when their team is batting.
4. Coaches are not allowed in the outfield when their team is on defense.
5. Coaches cannot touch players or ball while play is live.

VII. Safety

1. A Zero Tolerance Policy is in effect for all games. Coaches will be responsible for the conduct of themselves, their team members and fans. There shall be no "ARGUING" with the umpires at any time by coaches. The penalty is automatic ejection from the playing area. If a coach is ejected, he/she will not be allowed to remain in view of the playing field. An ejection remains in effect for one additional game. In tournament play, an ejection remains in effect for the rest of the tournament.
2. Once the game is officially started, the umpire will have full control. No protest will be accepted on judgment calls. Official protest must be submitted to the umpire who in turn will notify the official scorekeeper and will be reviewed by the tournament protest committee. There will be a \$100.00 protest fee which will be refunded if the protest is valid. Protests will be handled in accordance with Rule 9, Sections 1 -7.
3. All safety rules and equipment as listed in the USA SOFTBALL Rule Book are mandatory for all players. No jewelry will be allowed except for Medical Alert identifications.
4. A player cannot return to the game after being removed for injury or sickness. There will not be out called for the missing batter. The game can continue with one less player than at the start. A forfeit will be called in cases where a team is short two or more players.
5. No alcoholic beverages will be allowed inside the complex and no tobacco products allowed inside the playing area or dug-outs. Persons under the influence of alcohol and/or illegal drugs will be requested to leave the premises. Failure to depart promptly may result in being escorted off the premises or possibly team forfeiture.

VIII. Disclaimers

1. Players and Coaches will participate at their own risk. The USA Softball organization, USA Softball District Commissioner, or local league will not be held liable for any injuries or mishaps incurred while participating in this tournament.
2. These rules may be interpreted and/or modified at the sole discretion of the USA Softball District Commissioner or District Umpire-In-Chief to clarify confusion or promote the safety and well-being of the Players, Coaches and fans.
3. Makeup games and postponements will be made by the board members only. Coaches are requested to provide as much advance notice as possible. Coaches are not allowed to postpone games between each other!
4. After each game, coaches and players are responsible for cleaning the dugout.



USA SOFTBALL OF SOUTH MISSISSIPPI
ALL-STAR RULES AND REGULATIONS
12 / 16 & UNDER FASTPITCH / (12-U / 16-U)



Tournament is USA Softball sanctioned. All teams must be sanctioned with USA Softball. The Tournament Umpire-in-Chief and all tournament umpires must be USA Softball certified. All games shall be governed by the Official Rules of Softball issued by USA Softball except as amended below:

I. Eligibility.

1. All players must be age eligible for the division in which they compete. A player's age as of August 31 determines the age in which the player is eligible to play the following year. For example, the 2024 Playing Age is based on age as of 8/31/2023. Proof of age and identification must be furnished upon request.

II. Pre-game

1. Bases will be at a distance of 60'. Pitcher's mound will be at a distance of 40' from home plate. A sixteen (16) feet diameter (8' radius) circle will be drawn around the pitcher's mound.
2. The Team Manager shall attend the Pre-Game meeting before the game. The umpire shall inform both coaches of the existing ground rules, dead ball areas and other specific rules. Only the Team Manager may question a rules interpretation or appeal any decision during the game.
3. The coin toss shall take place on the field. Home team will keep the official score book. It is the Managers responsibility to ensure agreement on an accurate score.
4. Game time is forfeit time. Games will consist of six (6) innings with no new inning starting after one hour and five minutes (1:05 hr). If time for a new inning has expired and Home Team cannot win, the game will be called.
5. One-half inning will consist of three (3) outs or five (5) runs, whichever comes first. A run rule of fifteen (15) after three (3) or ten (10) runs after five (5) innings will be used.

III. Equipment

1. Batters and base runners will wear batting helmets with face guard. Chin straps are optional. Catchers will wear a USA Softball approved helmet with a face guard. All infielders will wear a protective fielders mask. Regulation USA SOFTBALL 12" softballs will be used.
2. The bat must be either be on the approved bat list containing the ASA 2004 or USA Softball bat stamp.
3. All offensive players must keep their helmet on while outside the dugouts. Helmets must fit and be worn properly. If a player removes her helmet on the field of play during a live ball situation, a warning will be issued to the coach and player. If the same player removes her helmet again during the game, she will be ejected.
4. Steel spikes are only allowed in the 16-U age division.

IV. Batting Order

1. A team must have eight (8) players to start a game. The ninth (9th) batting slot WILL be an out.
2. Extra Player: Teams will be allowed to bat one extra hitter. The extra player will allow ten (10) players to bat. The extra hitter is a permanent addition to the batting lineup. An out will be recorded if player cannot take their turn at bat in case of injury. In case of disqualification, the team shall forfeit the game if no substitute is available. The DP/Flex rule still applies.
3. All players on the line-up must have participated in the league for which the team represents.

V. Playing Rules

1. Nine (9) players will be allowed to play while on defense.
2. Runners advancing to bases will be governed under USA Softball Official Rules of Softball. Runners may leave the base no sooner than the release of the pitch. Look-Back Rule is also applicable.
3. A runner is entitled to advance with liability to be put out when the ball leaves the pitcher's hand on the delivery. Exception: whenever an awarded base force the runner to advance. A base-on-balls is a live play and stealing is allowed.
4. Stealing of Home is allowed. The ball being thrown back to the pitcher is a live ball.
5. The Dropped Third Strike rule applies. The Batter may attempt to advance to first base whenever the catcher fails to catch a third strike before the ball touches the ground when either:
 - i. There are fewer than two outs and first base is unoccupied at the time of the pitch
 - ii. There are two outs.
 - iii. N/A
6. A verbal warning will be given to the player for the first incident of slinging the bat. Any time thereafter, the umpire will call the batter out and the ball dead. Base runners will return to the base previously occupied.
7. N/A
8. Courtesy Runners for the Pitcher and/or Catcher are allowed. If a team does not have any available substitutes, the last recorded out may used as a Courtesy Runner. The same player cannot be a Courtesy Runner for both the pitcher and catcher in the same half inning; it would go to the next recorded out that is not the pitcher or catcher. Use of an incorrect substitute shall constitute an illegal substitute; the runner will be out if discovered at any time while the illegal substitute Courtesy Runner is on the field. Any play or out recorded previously will stand.
9. N/A
10. International tie-break procedures will be used in case of ties at the end of regulation.

VI. Managers and coaches

1. Only rostered players, two coaches, one manager, one scorekeeper and one bat person will be allowed in the dug-out.
2. Field assignments may vary according to weather conditions or other conditions. Team officials are responsible for staying in contact in the event of inclement weather or any unforeseen incident.

3. Two (2) adult base coaches are allowed when their team is batting.
4. Coaches are not allowed in the outfield when their team is on defense.
5. Coaches cannot touch players or ball while play is live.

VII. Safety

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2. These rules may be interpreted and/or modified at the sole discretion of the USA Softball District Commissioner or District Umpire-In-Chief to clarify confusion or promote the safety and well-being of the Players, Coaches and fans.
3. Team officials are responsible for staying in contact with tournament officials in the event of inclement weather or any unforeseen incident. Should we get ahead or behind scheduled game times due to weather or other reasons, be prepared to take the field for your games as time allows us to play them. It is the manager's responsibility to know when your games will be played.
4. After each game, coaches and players are responsible for cleaning the dugout.