## FalconFestLogo

**2022 10U Oak Park Falcon Fest Rules**

USSSA Rules apply except when modified in this document. USSSA rules are available online at:

<http://www.usssa.com/fastpitch/fastpitch-rules-legal-information>

**PLAYER ELIGIBILITY:**

All players must be listed on the Official Roster as submitted at the Tournament Check-in and meet USSSA guidelines for the respective age division. Maximum roster size is 15 players in 10U / 14 players in all other age levels.

**CHECK-IN:**

All teams must check in a minimum of 45 minutes prior to their first game.

Proof of Insurance will be required to be shown & must remain available.

Birth Certificates must be available for review throughout the tournament

**10U RULES MODIFICATIONS / POINTS OF EMPHASIS:**

Game Duration:

Pool Play: 6 Innings or 75 minutes, no new inning, complete the current inning. Hard stop at 90 minutes (if hard stop is employed, score reverts back to last completed inning unless home team is ahead).

Bracket Play: 6 innings or 75 minutes, no new inning, i.e., complete the inning. No hard stop.

The Championship Game: 6 innings, NO TIME LIMIT

A new inning begins immediately upon the completion of the prior inning.

During Pool Play, Home teams will be determined by a coin flip.

During Bracket Play, the higher (“better”) seed will be the home team.

A game may be called “complete” by the umpire due to darkness or weather.

After the first inning, there will be no infield/outfield warm up balls between innings

Courtesy Runners for Pitcher and Catcher are encouraged at all times.

Courtesy Runners MUST be used with two outs for Catchers.

Courtesy Runner will be the last *batted* out

Pool Play games may end in a tie. There are no ties in Bracket Play

Bracket Play ties will be broken using the Modified USSSA Tie-Breaker

Modified Tie Breaker

Last batted out at Second base. If Last batted out is a Pitcher or Catcher, see Courtesy Runner Rules

Batter starts with a One Ball, One Strike count with One Out.

Pitching Restrictions:

A second pitcher must be used beginning **or** before the third inning.

The Starting pitcher may not return to the position prior to three defensive outs having been made, OR the opposing team reaching their inning run limit (5).

One pitch is equal to one inning, with respect to these pitching rules

New pitchers shall receive no more than 5 warm up pitches.

There will be no more than 3 warm up pitches between innings when the same pitcher returns

Batting Rules and Choices:

All Bats must be USSSA; ASA; or NSA approved and bear at least one of these logos.

Continuous Batting Order will be used with free and unlimited substitutions in all 10U games.

No “Slashing” will be permitted. If a bunt attempt is shown, the bunt attempt must be completed or withdrawn. You may not swing away once the bunt attempt is shown.

Base Running / Stealing:

Base runners may leave the base upon the pitcher’s release of the ball

Base runners may advance more than one base at a time

A batter-turned-base runner may advance to second base on a walk

Base Runners may steal home

There shall be no dropped third strike rule employed

No infield fly rule shall be enforced

Run Limit /Maximum Margin Rule (aka Slaughter):

5 runs scored per inning ends the inning.

“Slaughter” rule invoked when it is mathematically unfeasible to catch up

Seeding Teams for Bracket Play:

Tie Breakers will be employed in the following order:

Overall Winning Percentage

Head to Head, if applicable

Average Runs allowed

Average Run Differential

Coin Flip

Teams seeded 1-4 will play for the Gold Championship. All others will compete for the Silver.

General Tournament Rules:

Start time of the game will be upon completion of the pre-game meeting with the umpire.

The home plate umpire will inform the Head Coach of the official start time.

Only the Head Coach may address the umpire

In Pool Play, Home team will be determined by coin flip

In Bracket Play, the Home team shall be the higher (better) seeded team

In Bracket Play, the Home team shall occupy the third base dugout

(exception: if opponent is there from a prior game)

Both teams must verify the score with the opposing team throughout the game. If disputes cannot be settled, the Home Team’s book shall be the book of record.

Final scores shall be recorded and initialed by both coaches and the umpire on the provided cards

Initialed Scorecards shall be delivered to the Site Director(s) for posting to the website and boards

Maximum four (4) Coaches in dugout at any time

Head Coach is responsible for Asst. Coaches, Players and Fans

Prior to games, teams may warm up in the outfield and out of play areas only; never in the infield

Teams are expected to cooperate with each other during warm-ups in sharing these spaces

One game equals a tournament

If a team forfeits a game, the score will be recorded as 7-0.

Tournament Director reserves the right to modify the tournament format /schedule at any time.

Umpire calls are final, there are no appeals.

Team in the Winners bracket, shall have the choice to be home or away.

In Double Elimination play, it will be Double Elim UNTIL the Championship. Winner takes all.

**Umpires have total authority on the field of play. In the State of Illinois, it is a felony to threaten or accost an Umpire in a youth sports game.**

**Site Directors have the discretion to address Loud or Offensive Music.**

**Please honor our No Alcohol policy on all Tournament grounds as the presence of Alcohol jeopardizes OPYBS permits for future events and seasons.**