

Tournament Rules – Savage Park

08Under Coach Pitch

1. Tournament is USSSA sanctioned. All teams must be registered with USSSA to be eligible to play. Roster must be current online to receive points. Coach must have players birth certificates available if requested.
2. USSSA rules will be followed unless noted below. Online rulebook is most current version.
3. Ball: An approved USSSA optic yellow ball/blue stitches must be used.
4. Bat: All bats must meet the USSSA 1.20 BPF standards. The USSSA thumb print logo must be on the bat. Any bat not having the 1.20 thumbprint will be removed from the game.
5. Base distance is 60 feet.
6. Pitching distance is 35 ft.
7. This is a no protest tournament. Any disputes will be settled by the umpire and/or UIC before play resumes.
8. Player Eligibility: To protest an ineligible player, you need to do the following –
 - a. You must protest a specific player, you cannot protest “the roster”
 - b. You must protest during the game in which suspected player is participating
 - c. You must protest to the home plate umpire
 - d. Umpire will stop game and get the TD/UIC to determine eligibility
 - e. If player/coach can’t provide proof of eligibility, player will be deemed ineligible
 - f. Tournament director’s decision is final for determining eligibility
 - g. If player is deemed ineligible, team will forfeit game being played, team is ejected from the event and placed last in the standings. Team also forfeits any awards, berths, etc. from this event
9. Format will be determined at each individual tournament. Information is posted with tournament details. Tournament director reserves the right to alter tournament in any way do to weather or unforeseen delays.
10. A regulation game will be considered completed after seven (7) innings are complete or the time has expired. Should weather, darkness, or unsafe playing conditions limit a game, the game shall be declared a complete game if at least 3 innings or 40 minutes of the game has been completed.
11. All (pool/bracket) games will be 1 hour, finish the inning. Inning being played when time expires will be completed. A new inning is considered started when the final out of the previous inning is made. Championship/IF games will be 7 innings, no time limit. Tie games in pool play will remain tied. Tied bracket games will use the international tie breaker (ITB) after 7 innings or expired time limit.
12. Run rules: 6 runs per half inning. Run rule limits are 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.
13. Team listed on Left of pool/Top of bracket will occupy 3rd base dugout unless already occupied by the team from previous game. Home team will be determined by coin toss for pool play. For bracket play, highest seeded team will choose home/visitor. If both teams are seeded equally, home team will be determined by a coin toss.

14. Scheduled game time is forfeit time unless the game is delayed by a previous game. It is the responsibility of the coach to know game times. A team representative is responsible for maintaining contact with tournament officials in case of scheduling revisions. TGSF rainout #918-721-0848; you can call the number or it will post on www.rainoutline.com, tulsagirllsoftball.com, facebook.com/tulsagirllsoftball, and twitter.com/tgsf67. You can also sign up for notifications through rainoutline.com (search TGSF).
15. Batting lineup shall consist of all players present (roster batting). Defense will field a maximum of 10 players. Lineup must show first name, last name, jersey number, position; substitutes must be listed in substitutes section to be eligible. All players must be on roster as a player or a guest player to be eligible.
16. Teams are allowed 3 guest players. Players must be from same or lower classification as tournament. Guest player form must be turned in at check-in.
17. Courtesy Runner (Roster Batting Only) - if a team has no unused substitute players, then they may use the last completed at bat as a courtesy runner subject to all other applicable restrictions.
18. Cross pool games will not count for seeding purposes. Extra pool games will not count as a win/loss for the team with the extra game. Game may count for tiebreaking purposes. Extra game will always be the last game played by team with extra game.
19. Determination of bracket seedings will be based on Pool Standings. Once past a step, you do not return to the previous one. Tie breaker procedures are:
 - a. Winning percentage – Descending
 - b. Number of wins – Descending
 - c. Number of losses – Ascending
 - d. Tied teams (verses each other) winning percentage – Descending
 - i. Not valid if all tied teams have not played each other
 - e. Average points allowed – Ascending
 - f. Average run differential with a maximum of 8 – Descending
 - g. USSSA points – descending
 - h. Date team entered USSSA database
20. No infield warm-up will be allowed inside the playing field base paths. No hitting the ball off the fence for batting warm-ups. Please place your hitting net on the infield dirt outside of the base paths, do not place on grass.
21. Any team personnel or fan who displays unsportsmanlike conduct will subject themselves and/or their team to suspension from the game and/or tournament. No foul language or unruly behavior will be allowed. Team manager will be held responsible for the behavior of their players, staff and fans. If a member of the coaching staff is ejected from a game, they must immediately leave the park and can not return for the remainder of the current game plus the next scheduled game. If a player is ejected, the same applies but they are restricted to the bench.
22. The following are NOT allowed in the park: Tobacco products of any kind, including vaping. Alcohol, Glass Containers, Artificial Noisemakers (if it's not your mouth, hands, feet, it is artificial), and no Pets. Music will be allowed, however, if it is deemed to loud or inappropriate, you will be asked to turn it off.
23. As a participant and/or spectator of this tournament, you assume the risks involved by entering the tournament and/or park.