

The pitcher's pivot foot is **ONLY** required to be in contact with the pitching plate. This change eliminates the requirement that a pitcher must have part of her pivot foot on top of the pitcher's plate.

The pitcher is allowed to start with the non-pivot ("stride") foot in contact with or behind the pitcher's plate and allows the pitcher to step back with the non-pivot foot, provided the step back begins prior to starting the pitch by separating the hands.

**When teams are seeded into bracket play based on the pool games.** The higher seeded team always gets the choice of being the home or away team. In a double elimination bracket in the Championship game the undefeated team in the winner's bracket get the choice regardless of seed. In a double elimination bracket when there is an "IF" game the home and away team will be determined by a coin flip.

**When teams are seeded into bracket play based on a blind draw.** The home and away team will always be decided by a coin flip. In a double elimination bracket in the Championship game the undefeated team in the winner's bracket get the choice regardless of seed. In a double elimination bracket when there is an "IF" game the home and away team will be determined by a coin flip.

In a double elimination bracket in the Championship game, if the team in the Loser's bracket wins the bracket winner will be determined by an **"IF" game** unless otherwise noted. When there is an "IF" game both teams will be given 10 minutes in between games to complete a new lineup. **The Last Batter in the lineup will begin at 2<sup>nd</sup> base in each half inning of the 1<sup>st</sup> inning. If the scored is still tied after the 1<sup>st</sup> inning the player who had the Last Completed at Bat of the prior inning assumes a position on 2<sup>nd</sup> base.** A substitute may be inserted for that player. A courtesy runner may be used for the pitcher or catcher. This procedure will be done at the beginning of each half inning until a winner is determined. **If the wrong player is placed on 2<sup>nd</sup> base, the correct runner should be inserted immediately even if a pitch has been thrown, or the runner has advanced a base. All play made while the incorrect runner was on base stands.** It is the responsibility of the Umpire and scorekeeper to notify the teams involved as to which player starts the half inning at 2<sup>nd</sup> base.

**When the time limit has expired and the score is still tied, the "ITB" (International Tiebreaker) procedure will begin.** The player who had the **Last Completed at Bat**, assumes a position on 2<sup>nd</sup> base. A substitute may be inserted. A courtesy runner may be used for the pitcher or catcher. This procedure will be done at the beginning of each half inning until a winner is determined. **If the wrong player is placed on 2<sup>nd</sup> base, the correct runner should be inserted immediately even if a pitch has been thrown, or the runner has advanced a base. All play made while the incorrect runner was on base stands.** It is the responsibility of the Umpire and scorekeeper to notify the teams involved as to which player starts the half inning at 2<sup>nd</sup> base.

The team at bat may use a courtesy runner for the pitcher and/or catcher **ANY TIME after they reach base** other than by substitution. The same runner may not be used for both positions in the same inning. The courtesy runner must be an **Unused Substitute** who has not participated in the game. **If no eligible substitute is available then the LAST COMPLETED AT BAT may be the courtesy runner.**

All games will have a **Timer Present** on the fence at home plate for **ALL** coaches to visibly to see at all times during the game.

**On defense** each team may be granted not more than 3 charged conferences without penalty during a game. These conferences can be taken at any time during the game. In an extra inning game, each team will be permitted one charged conference without penalty each inning while on defense. The number of charged conferences is not cumulative.

**On offense** each team may be granted not more than one charged conference per inning to permit the coach or any of that team's personnel to confer with the base runners, the batter, the on-deck batter or other offensive team personnel.

The DP and FLEX can both play defense at the same time but they cannot both be in the batting order at the same time. The DP may go in and out of the game for any player including the FLEX. The Flex may go in and out of the DP's position but this action counts as a substitution.

The time begins when the pre-game conference ends. A new inning begins as soon as the third out is made in the previous inning.

The on-deck batter must take a position within their **teams on deck circle ONLY**.

Metal cleats and pitching toe plates are **ONLY** allowed in ages 14U-HS.

**ALL bats** must have the USSSA logo stamp on them.

Bat warmers that are approved by USSSA are permitted.

If a game ends because of weather conditions and the possibility of resuming the game is not possible. **The game will be an official game if 2 ½ or 3 full innings have been played depending on the home team.**

A team shall be allowed to start a game with 8 players in the batting order. The vacant batting position will be designated as the absent player. Whenever the absent player is scheduled to bat, and out shall be declared. If a player arrives during the game, she may be inserted in the absent player's position in the batting order. Any eligible roster members may be added as substitutes at any time when they arrive late to a game.

A team may bat 9, 10, 11 or their entire roster during a game. If a team is batting more than 9 players in a game any 9 player's in the batting order can play defense without using a substitution.

Protests from the offended team will be allowed for rule interpretations and Player eligibility only. Rule interpretations must be declared to the Plate Umpire before the next pitch following the dispute. Player eligibility protest must be declared to the Plate Umpire or the Tournament Director during the game.

If an injury during a game stops play for an extended period of time. The Plate Umpire will stop the clock until play can be resumed on the field.

**USSSA currently has no stalling rule. However, a local state rule may be put in effect regarding the pace of play at the end of a game. In NC USSSA the umpire has a right to end a conference early if the umpire determines a coach is trying to stall a game. This call will not be questioned or appealed by a coach. Any conference or time out within the last 5 minutes of a timed game will result in the game clock being suspended until play resumes.**

**A team may intentionally walk a batter. When playing NC USSSA if the pitcher desires to intentionally walk a batter, she must notify the Plate Umpire of her intentions prior to the first pitch to that batter and the walk will be granted by the Plate Umpire. NO pitches must be thrown to intentionally walk a batter. If a pitch is thrown to a batter then four pitched balls must be thrown to the batter to intentionally walk them.**

**A coach who is ejected does NOT have to sit out the next game that his team plays.**