



USSSA WA Indoor Rules and FAQ

Pool play: The team on the left of the schedule will be the home team. 7 innings or 65 min hard stop (With revert). Ties are allowed. **Bracket Play:** Highest seed is home team (coin flip if the same seed) 75min no new inning **Championship Game:** 75 min no new inning. Tie games will use International tie breaker. All bracket games will have flip/flop rule. Run rules are 10 after 3, 8 after 4 and 6 after 5.

Home teams need to take the field when umpires call for the pregame meeting. Game clock starts at the end of the coaches meeting. After the first inning teams have 3 pitches or 1 min in between inning to be ready to play.

Roster batting will be allowed during pool and bracket play in non-championship events. (Championship event= NIT, World Berth, State, Regional, National, World Series)

The coach/manager will need to announce the line-up format at the pre-game conference with the officials. There are additional rules for roster batting:

Injury, If a batter cannot fulfill her time at bat (injury or illness) she will be considered out. A runner that cannot fulfill running will be replaced by the last batter not on base. Players that leave the game will have their spot in the order skipped with no charged out until there are less than 9 batters.

Roster batting line-up: Teams may add any and all players to the end of the line-up. These players must be listed on the line-up card submitted prior to the game. If the players are not present for their time at bat, their spot will be skipped until they arrive with no automatic out being charged as long as the team can still field nine (9) players.

Ejections: A player ejection while roster batting will result in the team losing that player for the entire game. The player's spot in the batting order **WILL** be an automatic out. If the ejection results in less than nine (9) players the game will be forfeited.

Courtesy runner will be allowed for pitcher and catcher at any time. The courtesy runner will be the last batter not on base that is not the pitcher or catcher.

Ground Rules: Balls off the ceiling are live and can be caught for outs (Ceiling is considered the sky, if the ball gets stuck in the ceiling netting it is a foul ball). Balls that hit the outfield nets are live but cannot be caught for outs. Zippers must be kept closed during play. A hit ball that clears the 38' mark (Top of the mesh curtain or above the cable) is a home run. (10U must clear top of maroon divider). There is limited foul space no on deck batters.

10UB/C 4 run per inning max unless both coaches waive.

POE (Points of Emphasis)

Coaches check in is 1HR before game time. Please bring signed roster, proof of team insurance.

The head coach may consult with umpires during the game, this coach must attend and be identified during the pregame meeting (Please have your lineup ready 15min before the umpire meeting).

Dugouts: Bat girls are not allowed only rostered players and coaches may be in the dugout. During play, buckets must be in dead ball territory.

Coaches or fans ejected must leave the building. (Ejection includes current game plus one more)

Lineups must have first and last name, number and position. (If name and number do not match the name takes precedent).

NW Sports HUB FAQ

Game balls are provided. Regular Fastpitch softballs will be used (Baden is the official ball of USSSA Washington).

No outside food or beverages are allowed in the facility. The NW Sports HUB has water bottle refill stations. Refillable water bottles are allowed in the building.



Warmups: We have batting cages (Green building behind the Orange one) on NW Side of the Sports HUB. Teams playing the first game of the day may warmup on their field. We use the basketball court as a bullpen for pitchers that need to warm up during a game or if your pitcher needs some extra warmup time before a game. (Tournament Director has keys to the cages)



No metal cleats in the facility. Rubber cleats are NOT allowed on the basketball floor. (Most players play the game in tennis shoes).

Scoreboards are visible with time left in the games so teams playing and teams warming up know how much time is left.

Entry fee is \$3 for adults and \$2 for Seniors and kids 17 and under. (3 and under free).

Winter Indoor Test Rule – Tandem Rule

Tandem PLAYERS: 2 players will share 1 traditional spot in the lineup (Both players listed together and noted on the lineup with a #2 in front of each name). At the pregame meeting the coach must announce if they are using the Tandem, DP/Flex, Bat the lineup or bat the lineup with subs.

Offense:

Either player may hit or run. The coach may swap the two tandem players at any time. Here are some examples (the rule is not limited to these): while batting or running, in between each pitch, after a pitching change.

If batting the lineup and the last out for a courtesy runner is needed and one of the Tandem players is the last out, the coach may choose either one of the Tandem players to run as the courtesy runner.

Defense:

The coach may have 1 or both Tandem players on the field at the same time. If they are using an AP they could also have both Tandem players on the bench while the team is on defense.

You may sub for one or both of your Tandem players (Standard re-entry rules apply).

If one of your Tandem players is injured and cannot play and you do not have a sub there is no penalty (there is no requirement for the player to play offence or defense).