



## **STATE OF FLORIDA 2011 SUPPLEMENTAL RULES**

The State of Florida Supplemental Rules are required supplemental rules at all USSSA tournaments played within the boundaries of and under the authority and jurisdiction of Florida USSSA Baseball. Any rule contained herein which conflicts with the USSSA National By-laws & Rules shall take precedence over such USSSA National By-laws & Rules. Super NIT and World Series rules may vary and may not be included.

### **RULE F1.00 - GAME TIME & TIME LIMITS**

**F1.01** Scheduled game time is play time. There is NO Grace Period for a team to tender a line-up of at least (8) players.

**Rule F1.01 Comment:** It takes a minimum of eight (8) players to start a game both offensively and defensively, see USSSA Rule 8.03.F.

**F1.02** Pursuant to USSSA Rule 8.03.B, time limits may be used in Pool Play games and Bracket Play games up to but not including the Championship game. If used, the time limits will be set using the following as MINIMUMS:

F1.02.A 4U - 6U: No new inning may start after one hour and thirty minutes (1:30).

F1.02.B 7U - 8U: No new inning may start after one hour and forty-five minutes (1:45).

F1.02.C 9U - 10U: No new inning may start after one hour and forty-five minutes (1:45).

F1.02.D 11U & 12U: No new inning may start after one hour and forty-five minutes (1:45).

F1.02.E 13U & 14U: No new inning may start after one hour and fifty minutes (1:50).

F1.02.F 15U -18U: No new inning may start after two hours (2:00).

**Rule F1.02 Comment:** USSSA never uses a "Drop Dead" time. All innings shall be played out pursuant to these rules. Championship games do not use a time limit but all Mercy Rules (Rule 8.03.M) shall be in effect.

**F1.03** There will be NO LIMIT for championship games in all age divisions.

**F2.00 - TIED GAMES** In tied game situations, the International Tie Breaker Rule will be used following the below guidelines. The International Tie Breaker Rule begins with the last out of the previous inning starting as a runner on second (2nd) base with zero (0) outs

**F2.01** During Pool Play games, after the completion of the regulation number of innings or the expiration of a time limit, and the score is tied; game will remain a tie. No additional innings will be played

**F2.02** During Bracket Play games, after the completion of the regulation number of innings or the expiration of a time limit and the scores is tied, as many innings as needed to declare a winner shall be played using International Tie Breaker Rule.

**F2.03** During Championship games, after the completion of the regulation number of innings and the score is tied, as many innings as needed to declare a winner shall be played without International Tie Breaker Rule.

**Rule F2.00 Comment:** A legal substitution, if available, may be made for the runner scheduled to start at second (2nd) base. A legal Courtesy Runner, if available may be used for the runner scheduled to start at second (2nd) base in cases where such runner is the Pitcher or Catcher on record.

### **RULE F3.00 –FORFEITED GAMES**

**F3.01** If a game has not started at the time of forfeit, one run per scheduled regulation inning shall be awarded to the winning team so that the final score will reflect as 6 –0 for regulation six (6) inning games and 7 -0 0 for regulation seven (7) inning games.

**F3.02** If a game has started and the offending team is ahead in score at the time of forfeit, one run per scheduled regulation inning shall be awarded to the winning team so that the final scores will reflect as 6–0 for regulation six (6) inning games and 7–0 for regulation seven (7) inning games.

**F3.03** If the game has started and the offending team is behind in score, the score at the time of forfeit shall stand as the final score of the contest.

**Rule F3.00 Comment:** All pitchers used, pitches thrown and pitching records from forfeited games shall count towards pitching totals for each individual pitcher.

### **RULE F4.00 –INCOMPLETE TOURNAMENTS**

Weather or other Acts of God make it impossible to complete a tournament during the scheduled time frame and adding additional days to the tournament schedule may not a viable option. Under such circumstances, the following shall apply to determine the tournament's final standings:

**F4.01** If all Pool Play games HAVE NOT been completed, the team(s) with the least number of completed Pool Play games will establish the total games played for all teams. Any team(s) having played more than the established total games played will have their excess game(s) results removed from the tournament standings (for the purpose of this rule only). Such removed games shall be the most recent game(s) played by the team(s). Once the excess game(s) are removed, all teams will have played an equal number of games and USSSA Rules 4.10 or USSSA Rule 5.14 shall be used to determine the final standings in the tournament.

**F4.02** If all Pool Play games HAVE been completed but LESS THAN ONE (1) ROUND of Bracket Play games have been completed, the game results from the first round of Bracket Play shall be removed from the tournament standings (for the purpose of this rule only). USSSA Rule 4:10 or USSSA Rule 5:14 shall be used to determine the tournament's final standings from the time of completion of POOL PLAY.

**F4.03** If all Pool Play games HAVE been completed and AT LEAST ONE (1) OR MORE ROUNDS of Bracket Play games have been completed, the game results from any uncompleted round of Bracket Play shall be removed from the tournament standings (for the purpose of this rule only). USSSA Rule 4.10 or USSSA Rule 5.14 shall be used to determine the final standings in the tournament from the time of completion of the LAST COMPLETED ROUND of Bracket Play.

**Rule F5.02 & F5.03 Comment:** For the purpose of this rule, a team(s) that receives a BYE in any round of Bracket Play is credited with a win for that round.

### **RULE F5.00 - FINAL TOURNAMENT STANDINGS**

**F5.01** Because all teams in a tournament advance to the championship bracket, the final tournament standings will be determined using the following guidelines:

**F5.01.A** The team that wins the championship game shall be placed 1st in the final standings.

**F5.01.B** The team that loses the championship game shall be placed 2nd in the final standings.

**F5.01.C** The two teams that lose in the semi-finals shall both be placed 3rd in the final standings.

**F5.01.D** The four teams that lose in the quarter-finals shall all be placed 5th in the final standings.

**F5.01.E** Any remaining teams not yet placed in the final standings shall be placed in 9th place and lower based on the following: Overall record; head to head; runs allowed; run differential (max + / - 8); USSSA points; coin flip.

## **RULE F6.00 –SHOOT OUT FORMAT RULES**

The basis of a "Shootout" format is mini games played with shortened time limits over the course of one day such as a holiday weekend or at other possible times of necessity. Its purpose is to afford the completion of a tournament in a short period of time. All participants should play all games as a rapid pace with lots of hustle. The time between innings should be held to the absolute minimum. The ending of one game and starting of the next game should be almost instantaneous. Umpires should stay behind the plate or in the field for a minimum of four (4) mini games before swapping positions. Field maintenance should be done at the beginning of pool play, the beginning of bracket play and before the championship game so as not to delay play. Scorekeepers should exchange line-ups and teams should conduct pre-game meetings well in advance of the scheduled game time. Likewise, teams should only conduct post-game meetings after completely vacating the playing field and dugout areas as not to delay the start of the next scheduled game. For all of the above reasons, it is HIGHLY recommended that teams not leave the local vicinity of the playing venue(s) during the scheduled event.

**F6.01** Game Lengths & Time Limits:

**F6.01.A** 4U –6U Three (3) innings or forty minutes (:40)

**F6.01.B** 7U –8U Three (3) innings or forty minutes (:40)

**F6.02.C** 9U –10U Four (4) innings or forty-five minutes (:45)

**F6.02.D** 11U –12U Four (4) innings or forty-five minutes (:45)

**F6.02.E** 13U –14U Four (4) innings or forty-five minutes (:50)

**F6.02.F** 15U –18U Four (4) innings or forty-five minutes (:50)

**Rule F6.01 Comment:** USSSA never uses a "Drop Dead" time. All innings must be played out to these rules. Championship games do not use a time limit but all Mercy Rules (USSSA Rule 8.03.H) are in effect.

**F6.02** An imposed Mercy (Run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the listed run differential in the corresponding listed inning.

**Rule F6.02 Comment:** In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the bottom half of the listed inning. Likewise, if the home team is batting and meets the mercy requirement in the bottom half of the listed inning the home team shall cease batting at that moment and the game shall end.

**F6.03** Tournament Directors shall schedule no more than ten minutes (:10) between game times and no more than forty-five minutes (:45) between the completion of Pool Play games and the first round of Bracket Play games.

**F6.04** With the exception of Rule F6.01 and Rule F6.02 above, all other USSSA National Bylaws & Rules and State of Florida Supplemental Rules applicable to standard tournament formats shall also be applicable to the "Shoot Out" format.

## **F7.00 –9U DIVISION MODIFIED STEALING RULES AND REGULATIONS**

**F7.01** All 9U and 9U Open events will be the tournament directors discretion as to offer open or closed bases.

**F7.01 .A** Balks will only be called when it affects the outcome of the play.

**F7.02** 9U AA events will play CLOSED bases. No leadoff and stealing.

**F7.02.A** Drop 3rd strike and infield fly rules are in effect.

**F7.02.B** Base runners can advance home at their own risk on pass balls.

**F7.02.C** Base dimensions will be the same as defined in the USSSA Playing Rules & Bylaws.

## **F8.00 –GUIDELINES FOR SPECTATORS**

The umpires handle unsportsmanlike conduct if the unsportsmanlike conduct is on the field of play. If an umpire has a problem with a fan or parent, the umpire should see the manager of the offending team and have the manager handle the situation. If the manager fails to handle the situation, then the umpire addresses the tournament official.

## **F9.00 –GUIDELINES FOR EJECTIONS**

**F9.01** In all age divisions, the first occurrence will result in suspension for the remainder of the game, removal from the park for the remainder of the game and possibly suspension of the next scheduled game.

**F9.02** The second occurrence will result in a three (3) game suspension as well as possible imposition of further sanctions subject to the State Office Review Committee.

**F9.03** All ejections must be reported by the Head Coach to the league office for possible fines, suspension, forfeiture, probation or other appropriate action. Failure to report could result in greater suspension or fine.

## **F10.00 –STATE TOURNAMENT PARTICIPATION**

Any USSSA team who participates in a State Tournament in Florida must have played in one or more tournament(s) sanctioned by USSSA Baseball within the current season. Any team that has not played in a USSSA sanctioned event to accumulate points for placement can still participate in the state tournament. However, team is only eligible to participate in MAJOR classification regardless of age division.

## **F11.00 –PLAYER ELIGIBILITY & ROSTER MOVES**

**F11.01** Effective the second Thursday in February of each spring season, all rosters within the state will be LOCKED by the state office. Any additions or changes made at this point MUST be done by the state by sending an email to [Roster@FloridaUtrip.com](mailto:Roster@FloridaUtrip.com). Emails MUST be sent by 8am Thursday morning or the roster change may not be made until the following week. Roster changes are done by the Florida USSSA Baseball State Office each Thursday.

**F11.02** Comments to USSSA Rule 3.05.A.1 – Players are allowed to move from roster to roster TWICE after LOCK DATE. After player's second move, player is NO LONGER eligible to play with any other team in the same age division until after the Florida USSSA State Championship.

**F11.02.A** If PLAYER moves from Team A to Team B, Team A must remove player from roster. This move will be considered player's 1st MOVE.

**F11.02.B** If PLAYER moves from his current Team B to Team C or back to Team A he will NO LONGER be eligible to play with any other team in this age division. This will be player's 2nd and FINAL move for the season.

**F11.02.C** Any player who appears on more than one roster in the same age group in the State of Florida (FLS) will be considered ineligible and the offending team will forfeit that game.

**A player who is on another roster in the same age group outside the State of Florida will be considered eligible and team will not be subject to a forfeit.**

**F11.02.D** Any player participating in a USSSA event who is not on the team roster will be considered ineligible and the offending team will forfeit that game.

**F11.03** After April 1st, team rosters will FREEZE once team qualifies for World Series berth regardless if they accept berth or not. Team must finish in top 25% of any World Series qualifier for roster to become FROZEN.

**F11.03.A** Any player returning back to previous roster during move and returning team's roster was frozen, the player will only be allowed to return as one of team's three (3) add. No exception!

**F11.04** Procedure for team questioning another team's roster will be to submit a \$100 protest fee during the game while the player in question is participating. If the player is ineligible the \$100 fee will be returned, the team will forfeit the game and the player will be ineligible for the weekend. If this matter is brought to our attention prior to the game or in a non protest manner it will be the tournament director's (or site directors) RESPONSABILITY AND DUTY to notify the offending coach and the team WILL NOT be penalized for that weekend. The player however will be deemed ineligible and cannot play that weekend.

**F11.05** Any coach who the state office considers is trying to circumvent the roster restriction rule by misspelling the players name and/or changing the date of birth may be suspended for up to 30 days or more. Additionally the player may be suspended for up to 30 days or more. Parents need to take responsibility in ensuring their child's information is put into the USSSA system properly. (Parents may ask the team manager to print the official USSSA roster for their review and approval)

**F11.01 Comment** Information required for a roster change.

- A). To Release a player - Team name and age along with player's first and last name for release (from releasing team manager)
- B). To Add a Player - Team name and age along with player's first and last name as it is on the birth certificate along with date of birth.
- C). It is important you do not wait until the last minute to handle your roster business. Additionally, if a coach will not release a player, the PARENT will need to send an email to our office coping the former coach asking for a release.
- D). Coaches cannot refuse to release a player, we simply feel it is a courtesy to notify you. Players are not team/coach property

**F12.00** Any manager and/or player NOT in compliance with the USSSA Player Rules & Florida Supplemental Rules will be subject to suspension. Ignorance is not an excuse.

\*\*\*\*\*Important Memo: Please Note\*\*\*\*\*

All USSSA Sanctioned Events in the State of Florida will abide by the above rules. NO EXCEPTION. It doesn't matter what park, what town, what city or what area of Florida the tournament is being played in, these rules will not change. Every Tournament Director will run their tournament(s) by the same rules stated above. A USSSA tournament will be a USSSA tournament week after week played by the same exact rules. In other words, everyone is on the same page and knows what to expect beforehand.