



2022 All Star Rules

RULES INDEX

IF A RULE IS NOT COVERED WITHIN, REVERT BACK TO THE USA 2022 NATIONAL RULEBOOK (or latest version)

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EJECTION: If a coach or player is ejected from a game, for any reason, the coach or player will be suspended for the remainder of the current game and the next game the coach or player are scheduled to participate. If a coach or player is ejected in an elimination game then the coach or player will be suspended for the first game of the next tournament they are scheduled to participate. In addition to being ejected from a game, a coach can be ejected from the tournament to ensure that the tournament is free from unruly behavior.

JEWELRY: (Youth only – 18 & under and younger) Players in the game are prohibited from wearing jewelry such as rings, watches, earrings whether covered with tape or not, bracelets, necklaces (Including cloth and string type), or other hard decorative items. Un-adorned devices with no sharp edges or points, such as bobby pins, barrettes and hair clips, no longer than 2 inches, may be worn to control a player's hair are permitted. Medical alert bracelets or necklaces are not considered jewelry. If worn they must be taped to the body, so as to remain visible. If jewelry is not removed, that player will not be able to play until the jewelry is removed.

BATWARMERS and BATS: Bat Warmers approved by USA are permitted. USA bats must have the 2000, 2004 and 2013 ASA stamp or the USA Softball Certified stamp and of course not on the banned list which is provided on the www.teamusa.org website. The gray and yellow Easton Ghost is not allowed. The blue and gray Easton Ghost is allowed. For 6U, players may use a "T-ball" bat that does not have the USA, ASA or USSSA thumbprint. However, the barrel must not exceed 2 ¼ inches. **NO ARTIFICIAL NOISE MAKERS ARE ALLOWED DURING GAME**, including but not limited to, cow bells, air horns, bull horns or megaphones.

SLINGING A BAT: If a batter unintentionally throws her bat and it interferes with a defensive player, interference is called and the batter is out. If the batter throws her bat intentionally, the batter is out and she may be ejected for unsportsmanlike conduct.

When a batter enters the batter's box with or is discovered using an Altered or Non-Approved bat, the batter is out and the coach is warned if a first offense. When discovered using an Altered or Non-Approved bat after completing her turn at bat and before the next pitch, legal or illegal, the batter is out, the coach is warned if a first offense, all outs stand and all other runners return to the base occupied at the time of the last pitch. If an additional player on the same team enters the batter's box with or is discovered using an Altered or Non-Approved bat, the batter is out and the coach is ejected from the Tournament being the second offense.

NO metal cleats can be utilized by any player.

At the plate meeting, when you are asked "if all of your players all legally and properly equipped," and the coach replies "yes", your team is liable if any illegal equipment causes injury to anyone on the playing field.

2022
USA ALABAMA GIRL'S LEAGUE/ALL STARS
FAST PITCH SOFTBALL RULES

1. CLASSIFICATIONS AND AGE REQUIREMENTS.

The youth fast pitch program will be divided into the following classifications:
A player's age on December 31, of the previous calendar year determines the age classification in which the player is eligible to participate.

The recreation/league fast pitch program is designed for girls age 18 & under. The fast pitch sanction runs from **September 1 until August 31**. Any player can play in a higher classification, but cannot play in a lower classification.

Age Divisions Offered for Spring 2022 until 9/1/2022:

Girls 6 & Under (2015 & 2016)	Girls 12 & Under (2009 & 2010)
Girls 8 & Under (2013 & 2014)	Girls 15 & Under (2006, 2007 & 2008)
Girls 10 & Under (2011 & 2012)	Girls 18 & Under (2003, 2004 & 2005)

A player shall not compete in any sanctioned tournament of the association with more than one team during the same tournament.

2. PLAYING FIELD

Divisions Coach Pitch/Girl Pitch

AGE	Pitcher's Rubber	Base Path (ft)	Preferred Fence Distance (ft)
6U	30	60	140
8U	35	60	150
10U	35	60	170
12U	40	60	180
15U	43	60	200
18U	43	60	200

Courtesy Runner - A player not in the game, a substitute, may be used to run for the pitcher of record or catcher. This courtesy runner may be used at any time. If a substitute is not available, the player with the **last completed at bat not on base may run**. The pitcher or catcher of record may be used as a courtesy runner. **For 6U & 8U, a team can use courtesy runner for catcher if a catcher is being utilized, but no courtesy runner may be utilized for pitcher.**

2022 ALABAMA USA ALL STAR RULES

3. ALL STAR RULES - THE GAME

As a reminder, these are All Star specific rules and do not encompass all of USA's fastpitch rules. Please read and become familiar with the National Rule Book which also addresses many safety specific rules.

4. 6U

- (a) The game shall be five (5) innings or 60-minute time limit for bracket games, when the time limit is up, the teams must finish the inning unless the home team is ahead when the top half of the inning is over. For Pool Play games, the game will be played for 60 minutes, finish the batter. Time limits may be decreased with adverse weather or in other situations.
- (b) Ten (10) batters are the maximum number of batters that may bat per half inning or until the defense records three- (3) outs, whichever occurs first. The batting order shall be a revolving batting order consisting of ten - (10), eleven - (11), or twelve - (12) batters
- (c) During Pool Games only, if a team comprises more than 12 players, that team may bat their entire roster.
 - (i) Ten - (10) batters if there are only ten - (10) players present at game time.
 - (ii) Eleven - (11) batters if one- (1) AP is used.
 - (i) Twelve - (12) batters if both Optional AP's are used
- (c) **Definition of an AP (additional player)**, shall have the meaning that a team can put up to two (2) extra players in the batting line-up. These players will bat where placed in the line-up and can substitute freely.
- (d) Each batter will get 5 pitches to put the ball in play. If the Batter fouls the 5th pitch, she will get another pitch until she hits the ball in fair territory or swings and misses the pitch. There are no intentional walks.
- (e) No stealing. If a player leaves the base before the ball reaches Home Plate, she will be called out.
- (f) Play 10 in the field (exception, during Pool Games only, if opposing coaches agree at the plate meeting to play 11 in the field)

- (g) There are NO automatic two outs with the last batter. There must be an out on the lead runner. Touching home plate constitutes getting the lead runner out.
 - (h) A vertical line will be drawn 30 feet from home-plate towards 1st base and from home plate towards 3rd base. No defensive player may play in front of this line before the ball is hit. Half-way lines will be drawn between First and Second bases, between Second and Third bases and between Third and Home Plate.
 - (i) The defensive team shall have no more than 6 infielders. Up to four (4) players shall be positioned in the outfield at least 10 feet behind the baselines until the ball is batted. Only 10 players will play on defense at one time, however, each team may substitute freely at any time (exception, during Pool Games only, if opposing coaches agree at the plate meeting to play 11 in the field). The Player Pitcher can be moved directly behind 2nd base (10 feet from the base) if the coach chooses to do so.
 - (j) A 10" softball (T-10-S-optic) will be used for all 6U competition.
 - (k) The player-pitcher shall stand with both feet inside the eight-foot radius even with or behind (but not in front) of the pitchers plate (40 feet). The circle will be centered at 40' with a safety line at 40'. The defensive pitcher must be in the circle and behind the 40' line, or at least 10' directly behind second base before the Coach Pitcher pitches.
 - (l) Mercy Rule - 21 after 3rd inning, 11 after 4th inning
 - (m) Play shall stop when any defensive player has possession AND control of the ball in front of the lead runner AND time is awarded by the umpire. The ball is dead and all base runners must stop at the base that the umpire rules they are entitled.
- *Any Defensive Player has possession and CONTROL of a ball inside the 8 ft. radius circle and time is awarded. The Ball is dead. If the runner has passed the half-way line advancing to the next base, then it shall be awarded to them at the judgment of the umpire
- The coach-pitcher must make every effort to avoid interfering with any ball put into play by either being hit by a batter or thrown by a defensive player. NOTE: If, in the judgment of the umpire, a coach pitcher intentionally interfered with the play, The batter is out and the ball is dead.
- (o) In the umpire's judgment if the Coach Pitcher interferes either verbally or physically with the play it will be a dead ball and the lead runner will

be called out and the coach ejected. The 1st incidence will be a warning and the next incidence will be the out and coach ejection. If there is a Coach Catcher, this coach must not interfere verbally with the batter and any player catcher.

- (p) All base runners must return to the last base they legally occupied. If, in the judgment of the umpire, a coach pitcher unintentionally interfered with the play then the ball is ruled dead and the pitch replayed. **NOTE:** The coach pitcher shall only field the ball when it is being thrown to him/her in order to put the ball back in play.
- (q) The Coach Pitcher may talk to the batter until he/she releases the ball. If the Coach Pitcher talks to the batter after he/she releases the ball then there will be a dead ball-strike called. A warning will be given on 1st offense. 2nd offense the Coach will be removed from the pitching circle and another pitcher will be put in his/her place.
- (r) Coach Pitchers will pitch from 30 ft. Pitching circle will have a 40 ft. Center Radius.
- (s) A ball thrown from an infield position towards first base in an attempt to get the batter out that is overthrown to the first baseperson and goes past the 3-foot running lane is considered a dead ball at this point. All runners will be allowed one additional base. The ball must go past the 3-foot running lane line to be considered an overthrow. The 3-foot running lane should be run 10 feet past the bag. Exception: on last batter.
- (t) There will be no underhand rolling of the ball. Throws on defense must be attempted to be made overhand. If the ball is thrown overhand and the balls bounces toward first baseperson, this is permitted. If an out is made by rolling the ball the batter/runner or the base-runner will be called safe.
- (u) There can be an adult at the backstop to help the player catcher get the ball back to the coach pitcher. **NO COACHING (TALKING) to either the batter or any player catcher.**

(Effect) Penalty; Both Coach Pitcher & Coach Catcher:

1st Offense: It is a DEAD BALL WARNING,

2nd Offense: Coach (he/she) will be removed from their position and another coach will be put in their place.

The defensive team can choose to have a player catcher. The Coach can stand on either side of the player catcher or behind the player catcher. The player catcher can be positioned as far back as she likes, all the way to the backstop. If the defensive team chooses NOT to use a player catcher then that position is lost.

Meaning you cannot move that player to the outfield for an additional outfielder or to the infield for an additional infielder.

- (v) Bases will be 60' length in distance.
- (w) The defensive team may have two coaches on the field, one down the 1st base foul line and the second one down the 3rd base foul line. These coaches must remain in foul territory in the outfield. A warning by the umpire will be given to any coach who during a pitch is in the playing field.
- (x) If a coach catcher is used, the player catcher will be positioned as far away as possible from the batter to avoid contact from a foul ball or loose bat. The coach catcher is to be to either side of the player catcher. A catcher will be in full catchers gear. The catcher shall wear a NOCSAE approved head protector (with dual earflaps), an approved mask with throat protector, a body chest protector and shin guards. If a hockey style NOCSAE approved catchers helmet is used, a separate throat protector is not needed.
- (y) If catcher is in the catcher's box and a foul ball is caught it is an OUT.
- (z) No DP/Flex allowed in 6U
- (aa) No reentry penalty for 6U, meaning a player can be substituted for or replaced for another player more than one time.
- (bb) No intentional walks in 6U

5. ALL STAR RULES - THE GAME / 8U Coach Pitch

Section 4.1 8U - Coach Pitch:

- (a) Maximum of 10 players on Defense (exception, during Pool Games only, if opposing coaches agree at the plate meeting to play 11 in the field)
- (b) Ten (10) batters are the maximum number of batters that may bat per half inning or until the defense records three- (3) outs, whichever occurs first. The batting order shall be a revolving batting order consisting of ten- (10), eleven- (11), or twelve (12) batters
- (c) During Pool Games only, if a team comprises more than 12 players, that team may bat their entire roster.
 - (i) Ten- (10) batters if there are only ten- (10) players present at game time.
 - (ii) Eleven- (11) batters if one- (1) AP is used.
 - (iii) Twelve- (12) batters if both Optional AP's are used.

- (c) Definition of an AP (additional player), shall have the meaning that a team can put up to two (2) extra players in the batting line-up. These players will bat where placed in the line-up and can substitute freely.
- (d) The game shall be six (6) innings or 70-minute time limit for bracket games, when the time limit is up, the teams must finish the inning unless the home team is ahead when the top half of the inning is over. For Pool Play games, the game will be played for 65 minutes, finish the batter. Time limits may be decreased with adverse weather or in other situations.
- (e) Coach Pitchers will pitch from 35 ft. with one (1) foot in contact with the rubber or pitching line.
- (f) No stealing. If a player leaves the base before the ball reaches Home Plate, she will be called out.
- (g) Each batter will get 5 pitches, or 3 strikes. If the Batter fouls the 5th pitch, she will get another pitch until she hits the ball in fair territory or swings and misses the pitch. There are no intentional walks.
- (h) There are NO automatic two outs with the last batter. There must be an out on the lead runner. Touching home plate constitutes getting the lead runner out.
- (i) The defensive team shall have no more than 6 infielders. (A player catcher is required to be one of the 6 infielders) Up to four (4) players shall be positioned in the outfield at least 10 feet behind the baselines until the ball is batted.
- (j) Pitching coaches must make every effort not to interfere with the defensive team. They should leave the field when the ball is in play, if they can do so without interfering with play.

The Coach Pitcher may talk to the batter until he/she releases the ball. If the Coach Pitcher talks to the batter after he/she releases the ball then there will be a dead ball-strike called and a warning given.

If the Coach continues to talk to the batter he/she will be removed from the pitching circle and another pitcher will be put in his/her place.

In the umpire's judgment if the Coach Pitcher interferes either verbally or physically with the play it will be a dead ball and the lead runner will be called out and the coach ejected. The 1st incidence will be a warning and the next incidence will be the out and coach ejection.

All base runners must return to the last base they legally occupied. If, in the judgment of the umpire, a coach pitcher unintentionally interfered with the play then the ball is ruled dead and the pitch replayed. **NOTE:** The coach pitcher shall only field the ball when it is being thrown to him/her in order to put the ball back in play.

(k) A vertical line will be drawn 30 feet from home-plate towards 1st base and from home plate towards 3rd base. No defensive player may play in front of this line before the ball is hit.

(l) The Player Pitcher can be moved directly behind 2nd base (10 feet from the base) if the coach chooses to do so. The player-pitcher shall stand with both feet inside the eight foot radius even with or behind (but not in front) of the pitchers plate (40 feet). The circle will be centered at 40' with a line at 40'. The defensive pitcher must be in the circle and behind the 40' line before the Coach Pitcher releases the ball.

(m) The defensive team may have two coaches on the field, one down the 1st base foul line and the second one down the 3rd base foul line. These coaches must remain in foul territory in the outfield. A warning by the umpire will be given to any coach who during a pitch is in the playing field.

(n) Mercy Rule - 21 after 4th inning, 11 after 5th inning.

(o) A catcher will be in full catchers gear. The catcher shall wear a NOCSAE approved head protector (with dual earflaps), an approved mask with throat protector, a body chest protector and shin guards. If a hockey style NOCSAE approved catchers helmet is used, a separate throat protector is not needed.

(p) Play shall stop when any defensive player has possession AND control of the ball in front of the lead runner AND time is awarded by the umpire. The ball is dead and all base-runners must be stop at the base that the umpire rules they are entitled.

If the defensive player has possession AND control of the ball inside the 8ft radius circle and time is awarded, the ball is dead and each base runner shall advance one base and one base only.

(q) NO BUNTING (a drag BUNT is a BUNT). Slapping is NOT a BUNT.

(r) If a catcher is in the catcher's box and catches a foul ball it is an OUT.

(s) No DP/Flex in 8U

(t) No reentry penalty for 8U, meaning a player can be substituted for or replaced for another player more than one time.

(u) No intentional walks in 8U.

6. **10U** - 10U in all divisions would be unrestricted play and/or same as 12U, with the exception of the pitching distance. (*35 feet*). 10U may utilize two additional players in the batting order. 10U must play with 9 defensive players (exception, during Pool Games only, if opposing coaches agree at the plate meeting to play 10 in the field). The game shall be 70-minute time limit for bracket games, when the time limit is up, the teams must finish the inning unless the home team is ahead when the top half of the inning is over. For Pool Play games, the game will be played for 65 minutes, finish the batter. Time limits may be decreased with adverse weather or in other situations.

7. **12U thru 18U**- Play by the 2021 USA National Rules (or the latest edition). 12U may utilize two additional players in the batting order. 12U must play with 9 defensive players (exception, during Pool Games only, if opposing coaches agree at the plate meeting to play 10 in the field). The game shall be 70-minute time limit for bracket games, when the time limit is up, the teams must finish the inning unless the home team is ahead when the top half of the inning is over. For Pool Play games, the game will be played for 65 minutes, finish the batter. Time limits may be decreased with adverse weather or in other situations.

*****if you choose to bat entire roster on 10U – 18U and a player is sick, injured, or removed if you do not have a sub to put in batting order it is an out, unless the opposing coach does not enforce the out*****

PITCHING

Section 6.1 **Prior to Pitch**

- (a) Shoulders square with 1st and 3rd base with ball either in glove or pitching hand with hands separated and one foot on the rubber (start back rule)
- (b) Pitcher should take or simulate taking a signal
- (c) Pitcher must have possession of the ball to get on or near pitchers plate
- (d) After hands have been brought together, all motion must go forward.
- (e) The pivot foot may remain in contact or push off from the rubber and drag away prior to front foot touching down.
- (f) Lateral movement on rubber is not considered a step.

- (g) A pitcher is not considered to be in position unless the catcher is within the lines of the catcher's box in a position to receive the pitch.
- (h) No foreign substance or tape on the pitching hand.
- (i) Pitcher has 1 minute from the last out to be ready to deliver pitch to batter.
- (j) Umpire may award warm up pitches during inclement weather or for pitcher returning from injury.
- (k) Pitcher cannot deliberately drop, roll or bounce the ball to prevent the batter from striking at it.
- (l) After pitcher has possession of ball in circle, she has 20 seconds to release the pitch (the batter has 10 to get ready and pitcher has other 10 to pitch).

Section 6.2 **No PITCH:**

- (a) When the pitcher pitches during suspension of play.
- (b) Quick pitch
- (a) Runner called out for leaving early
- (b) Ball is pitched before base runner has time to return to base after foul ball
- (c) When any coach, manager or player calls "Time" and obviously tries to interfere with the pitcher making a pitch.

8. APPEALS.

Section 7.1 **Live Ball:**

This appeal may be made by any fielder in possession of the ball by touching the base missed to soon or the base that was left early. She may also tag the runner that committed the violation even if she is standing on another base.

Section 7.2 **Dead Ball:**

This appeal may be made after all runners have completed their advancement and time has been called. The coach or any defensive player, with or without the ball, may make a verbal appeal on a runner missing the base or leaving too soon.

After time is awarded, an appeal may be granted if made by the Head Coach with the umpire making the call on a rules interpretation of that call. THERE WILL BE NO APPEALS ON JUDGMENT CALL.

All appeals must be made before the next pitch (legal or illegal), at the end of half inning before all infielders have left fair territory OR on last play of game, before umpires leave the field.

More than one appeal can be made and more than one out can be called during an appeal.

If appeal out was awarded at a forced base, no runs would score if it is the 3rd out.

If a tag up appeal is awarded all runs would score in advance of the appealed runner if appeal is the 3rd out.

9. LOOK BACK RULE (to wait, to be uncertain, to hesitate).

****** The pitcher has to have possession of the ball in the circle and NOT attempting to make a play on any base runner. ******

- (a) When the act of any base runner is to challenge the pitcher intentionally or unintentionally.
- (b) Where the base runner stops, changes directions and stops again.
- (c) Where the base runner stops and waits.

******* Rule violation is an automatic dead ball, the offending player will be called out, the other runners must return to the last base legally touched at the time of the "dead ball".

10. INTERFERENCE vs OBSTRUCTION

Section 9.1 Interference: (offense)

Any act, physical or verbal, by a member of a team at bat that illegally impedes, hinders or confuses any fielder or when a runner creates contact with any fielder in or out of the base line. "Dead Ball" to be called when there is Interference

Section 9.2 Obstruction: (defense)

Any act of a defensive team member that hinders or impedes the batters attempt to make contact with the ball or impedes the progress of a base runner. **"Delayed Dead Ball Situations"**

- (a) Catcher Obstruction
- (b) Fake tag
- (c) Blocked base

11. DP/FLEX

- (a) The DP and Flex are “married” to each other as far as where either one will bat in the line-up.
- (b) DP- Designated Player who can be listed anywhere in the 9 positions on the line-up and can freely play defense at any position.
- (d) FLEX-is defensive player only who will always be listed in the 10th spot on the line-up but will not bat (if she bats, it will be in the DP spot only which will cause the DP to leave the game and this constitutes a substitute).
- (e) The DP/FLEX must be on the line up to start the game for it to be official.
- (f) DP and FLEX can be substituted by a legal sub just like any other player on the line-up.

(a) No DP/Flex is allowed in 6U or 8U

Definition of an AP (Additional Player), shall have the meaning that a team can put up

to two (2) extra players in the batting line-up. These players will bat where placed in the line-up

and can substitute freely

Any player that leaves the batting line-up and returns to the game is tied to that spot in the line-up and will always have to bat in that position.

* APs or Batting Entire Roster: If any batting position is left open due to illness, injury or ejection it will be an automatic out if a sub is not available.

*All players/subs can be pulled from game and re-enter (1) time, after the 2nd time they leave the game, they are no longer a legal or eligible sub.

*Eligibility rules are tied to players, not positions (except pitchers returning during same inning)

ALABAMA USA LEAGUE GUIDELINES

Leagues are strongly encouraged to play by **2022 USA All Star Rule Book** during the regular season, with the exception of any “**LOCAL LEAGUE**” Rules.

Leagues must play a minimum of a 12-game season. Forfeited games do not count toward the 12-game season, unless approval by your Area Director in consultation with the State Director.

- *All Star players must have played in at least **10** of the scheduled games prior to June 2, 2022.*
- WE HIGHLY ENCOURAGE EACH LEAGUE TO SCHEDULE THEIR RESPECTIVE SEASON SO THAT THE LAST GAMES PLAYED ARE COMPLETED BY **5/14/2022**.
- *All Star players must be age eligible.*

- *The League State Tournament may be used to help satisfy the **10** game rule for 15U and 18U. **NOTE:** Parks that have girls playing on High School and/or Middle School teams may go straight to the Area Tournament. (This should apply to 15U & 18U). These teams may be announced no later than seven (7) days prior to the Area Tournament.*
- All Star Teams cannot have more than 20 players.
- All Star teams must participate in at least one Pre-Area and Area Tournament in order to play in State.
- If an All Star team in one Area does not have sufficient number of teams to play in its geographical Area, a team may play in another Area with its Area Director's and State Director's approval. However, once the team plays in that Area, the team cannot switch to another Area UNLESS its Area gains teams from within or by approval from its Area and State Directors. As an example only, if there is a 6U team from the East that has no other 6U teams to play for Pre-Area 1, this team can choose to play in the Central Area. However, this team cannot then play in the West Central Area for Pre-Area 2. This team can return to play in the East if there are sufficient number of 6U teams within the East Area for Pre-Area 2 and/or Area.
- A player must decide to play All Stars or travel ball; a player cannot play both during the All Star season! The "All Star Season" is defined at which point each team plays its first All Star tournament. Thus, each player's decision to commit to play All Stars must be made prior to her team begins All Stars. If a player is determined to have played in a travel tournament after that player's All Star team has participate in All Stars, **the player and her All Star team** are disqualified for any remaining All Star tournaments. A player can decide to be removed and return to her travel team, but she cannot then return to the All Star team.

****Points will be given in the pre-areas to determine your seeding in the area tournament.****

Points:

50 points participation for each Pre-Area
10 points for pool game win
20 points for bracket game win
50 points for runner up for each Pre-Area
100 points for winner for each Pre-Area

A team that has a bye in bracket play will receive points as if it was a win for the bye game. Also, if a team is scheduled to play 4 pool games (instead of 3 because of number of teams), the team will only receive points for the first three pool games. The team receives no points for the team's last or fourth pool game.

Tiebreakers:

Overall Record
Head to Head
Runs Allowed
Coin toss

AREA TOURNAMENT

- Teams will play in an area that geographically makes sense. Pre-Area and Area Tournaments will be 3 pool to single elimination format. Each team's accumulated points from Pre-Area tournaments will seed you into a double-elimination bracket for each Area.

STATE TOURNAMENT

- For an Area that has eight (8) or less teams for a particular age division, the top four (4) finishers in that age division from each Area Tournament will advance to the **Major** division for the USA State All Star Tournament. The other finishers qualify for **Captain** division for the USA State All Star Tournament. For an Area that has nine (9) or more teams for a particular age division, the top six (6) in that age division from each Area Tournament will advance to the **Major** division for the USA State All Star Tournament. The other finishers qualify for **Captain** division.
- For the **Major** division, the format will be a seeded double elimination bracket, and seeding will be based on order the teams finish in their respective Area Tournament. There is no cost for playing in the **Major** division. If there is particular age group with not enough teams where a seeded double elimination bracket makes sense, the Area Director and State Director make choose a different format.
- For **Captain** division, depending on number of teams entered, the format will likely be a seeded double elimination bracket, and seeding will be based on the order the teams finish in their

respective Area Tournament. For the **Captain** division, there is \$150 cost to participate, which must be paid prior to the first game. The purpose and goal of the Captain division is for each player and team to end the post-season on a positive note. If there is particular age group with not enough teams where a seeded double elimination bracket makes sense, the Area Director and State Director make choose a different format.

- The **format of each tournament for each area may be different depending on number of teams**, adverse weather, etc. If there are only two teams available to play in any tournament, the best of three format may be used. The two teams will flip for home or away each game.
- Alabama USA strongly encourages that every girl on each All Star team play in every All Star game.
- Tournament rules for 1st and 2nd Pre-Area - POOL PLAY: coin toss determines home or away. Team that does not have uniforms cannot participate in coin toss if team with proper uniforms enforces the proper uniform rule. If both teams do not have proper uniforms, then coin toss decides home or away. BRACKET PLAY: higher seeded team is home.
- Tournament rules for AREA – higher seeded team is home, except if there is an IF GAME, flip for home or away.
- Tournament rules for STATE – flip for home or away until the Championship game when a team from the loser bracket plays an undefeated team. The undefeated team is home, except if there is an IF game, at which point, the teams will flip for home or away. If there is a best of three format being utilized, the two teams flip for home or away each game.
- The **SPRING** League State (5/07/2022 weekend) will consist of rostered League teams only. No Pick-up Players can be used. NO EXCEPTIONS.

Required number to play:

- 6u and 8u – 10 players
- 10 thru 18u – 9 players
- **Minimum number of players allowed to play:**
- 6u and 8u – 9 players (*There will be an out called when the tenth batter's spot comes up to bat*)

- 10u thru 18u – 8 Players *(There will be an out called when the ninth batter's spot comes up to bat)*

NOTE: All Star UNIFORMS – Each uniform must have the name of the park or community prominently displayed on the front of the jersey with the words “ALL STAR” on the jersey. Numbers must be a minimum of 6” on the back of the jersey. Duplicate numbers are not allowed. If uniforms are not ready by Pre-Area tournament and team participates anyway, that team’s coach is not permitted to participate in coin toss during pool games, if the opposing team enforces that rule, and the team who has proper uniforms will get to choose home or away. If both teams playing in a pool game have improper uniforms, then a coin toss will be administered to determine home or away. For geographically named teams, as an example only, Oak Mountain 10U forms a team with Springville 10U. They select Spring Mountain as their joint team name. “Spring Mountain 10U All Stars” must be on their jerseys.

- No nicknames allowed. (MUST BE NAME OF PARK, or TOWN/CITY). Cannot abbreviate Town/City. As an example only, a team from Hoover, cannot use “H” instead of “Hoover”.
- If there is more than one team from a park the uniforms will need to be different colors.
 *Above rule is protestable for Area and State. If protest is upheld, game will be forfeited. (Teams have until the Area tournament to have appropriate uniforms.)
 *Player eligibility protests will follow national rule book guidelines.

NOTE: At the yearly All Star credential meeting **we will require** the following items:

- An original roster signed by ALL parents and the League President or another appropriate person not having a child on that team.
- COPIES of birth certificates for each participant (We destroy all birth certificates at the end of the All Star season. PLEASE do not bring originals)
- Tournament Entry Fees

Rec Tournaments for 2022*

- February 26, 2022 – Preseason Rec Tournament (Trussville, TBD)
- March 5, 2022 – Competitive Play league (“CPL”) Tournament Springville
- March 19, 2022 – CPL Springville
- March 26, 2022 – Jesse Jones Memorial Rec Tourney (Leeds)
- April 2, 2022 – CPL Leeds
- April 9, 2022 – 6U/10U Rec Tournament (Trussville)
- April 9, 2022 – USA Ring Tournament (Boaz)
- April 9, 2022 – USA Ring Tournament (Boaz)
- April 23, 2022 – CPL (TBD)
- April 30, 2022 – 8U/12U Rec Tournament (Trussville)
- April 30, 2022 – Rec Tournament Brookwood
- April 30, 2022 – Rec Tournament Sardis
- May 7, 2022 – LEAGUE STATE – Locations TBD
- May 7, 2022 – USA Ring Tournament (Centre)
- May 7, 2022 – Rec Tournament Coaling
- June 2nd – 4th, 2021 – 1st Pre-Area (TBD)
- June 9th – 11th, 2021 – 2nd Pre-Area (TBD)
- June 16th - 18th, 2021 – Area Tournament – (TBD)
- June 23rd, 2021, 2 PM – Opening Ceremony – (TBD)
- June 23rd – 24th, 2021 – State Tournament – (TBD)

*these dates and locations are subject to change