

# Indian Peaks

## Competitive Rules

**Rules: All age groups please follow ([USSSA Fast Pitch Playing Rules](#))** with the following exceptions:

- 1) Single games, 90 minutes; double Headers with same team, 75 minutes.
- 2) No new inning will start after 90 minutes for 90 minute games & 75 minutes for 75 minute games
- 3) 10 run rule after 5 innings
- 4) Home team will provide one new and one good condition game ball
- 5) Run limit per inning: 10u, 12u & 14u - 6 runs, 16u/HS - no limit
- 6) Must bat entire line-up
- 7) Free substitution at all positions
- 8) Competitive players cannot be picked up by recreational teams
- 9) Using pick up players or "sharing" players is allowed if a team is short players, pick up players can pitch
- 10) Infield fly is used
- 11) Enforcement of the USSSA stamp on bats
- 12) For EOS Tourney Only, Pick-up Players may be used, but Can NOT pitch.
- 13) No automatic out (For less than 9 players and/or injuries)

### Special notes

**IPGSA uses Team Sideline as a record keeping tool for scores which isn't always accurate per IPGSA rules for seeding.**

**Any IPGSA rules regarding ties and scores for End-Of-Season play will follow IPGSA rules and not Team Sideline web standings.**

### IPGSA Does NOT:

- limit when a team can start practicing
- limit how many times a team can practice
- limit how many tournaments a team can enter