



# 2008 RULE BOOK



## New for 2008

- **The 10U division (“A” & “B”)** will be played during the first week of the World Series. There will continue to be two separate and distinct classifications however they will be played during the same week. *This was unanimously voted in based on several issues, including coaches input. By combining the 10U “A” and 10U “B” within the same week of the World Series we hope to encourage more parity within the division.*
- **18U “A” division will pitch from 43’.** *This was also unanimously voted in based on several issues as well as input from college coaches.*
- **The 18U (40’ “B” & 43’ “A”)** divisions will be played during the second week of the World Series. *This too was unanimously approved based on several issues, including that of college coaches. By combining both “A” & “B” we hope to attract a larger number of college scouts by increasing the number of teams (college recruits) within the same timetable.*
- **USFA Registration – Beginning in the Fall 2008-2009 season, the USFA registration season will run from September 1<sup>st</sup> to August 31<sup>st</sup>.** *This is to ensure teams playing in fall events are correctly awarded points and National berths in the age group in which they participate. We are also currently working out the details to allow our USFA insurance program to coincide with this change to prevent teams from having to secure new policies.*
- **USFA has adopted a High School Division.** *This division is designed to enhance the playing opportunities for 16U & 18U teams in smaller areas and/or during off-season play. (16U/18U will be combined in this division) Pitching distances for this division may be either 40’ or 43’. The HS division will not be offered at the State or National levels.*
- **Official USFA Ball - The official USFA ball may be purchased directly from Baden Sports at a rate of \$42.00 per dozen. To better serve our teams, the Official USFA ball is also logo stamped and approved for play for NFHS and ASA. To purchase, contact Baden Sport representative Brent Weidenback (800) 544-2998 ext: 1020**

## Rules Changes for 2008

The following is not an all inclusive list of changes and revisions; however these are the key points of revision along with comments as needed.

- **8U Coach Pitch rules have been added.** *Local events may continue to use adopted Player pitch or Machine Pitch rules however these Coach Pitch rules will be used at all State & National Tournaments unless otherwise specified.*
- **USFA will now offer both 40' & 43' in the 18U Division.** *Each state may choose to use either or both distance. Contact your State/Area director for details.*
- **Age Classification - A player's age on December 31<sup>st</sup> of the previous calendar year determines the age classification in which the player is eligible to participate.**
- **Use of an illegal bat will result in an automatic out and ejection of player using the bat. Blatant offense will lead to team being ejected from the tournament.**
- **Leap, Crow Hop or Re plant:** **When the pitcher's pivot foot leaves the ground or is planted more than once during the delivery of a pitch. The foot can drag but cannot be "replanted".** *Medical officials have deemed leaping and replanting hazardous to the pitcher's knees. (The word leap was added to clarify this rule.)*

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These are the general rules of Girl’s Fastpitch Softball. We believe that they should be simple and easy to read. This is the same basic format of rulebooks from many years ago. Throughout the years, many organizations have added to the basic rules so much that the rulebooks have become very complex and hard to follow. There needs to be rules to regulate the game. It is our hopes that the game can be played in the manner set forth by these guidelines. Let’s get the girls on the field and let them play this game the way it is supposed to be played. I would like to thank all of the Fastpitch coaches and umpires that have helped to create this book in a streamline fashion. We do not want to leave any important information out of this book but we do not want to sacrifice the simplicity of the format either. I would like to thank all of the participants of USFA Fastpitch. It is the great teams, parents, coaches and umpires that make the USFA the

premiere Fastpitch Organization in the Country. It is our goal to continue to grow in a positive direction. We are Fastpitch people running a strictly Fastpitch organization. It is a great honor and blessing that we serve the USFA Fastpitch Family.

## **USFA Official Rules of Girl's Fastpitch**

The following rules are the Official United States Fastpitch Association rules that will be in effect at all regional and National Tournaments. Local areas may modify these rules to conform to their local high school rules and recreational league rules only. Optional rules are common in regards to coach pitch verses machine pitch in younger divisions. Using 11 defensive players in younger divisions is a recreational option designed to get more girls in the game. Some States allow High School pitchers to take a backward step during the pitching delivery. Local options are not necessarily endorsed by USFA, but demonstrate the flexibility and tolerance of the USFA. The USFA will always be about the can do's and not the can't do's. Safety rules are **NOT FLEXIBLE**. We will adhere to all safety rules in their fullest. We will adhere to all Safety rules that are mandated by ASA, the governing body of softball.

### **Official Pitching Rules**

**1001: Before the pitcher pitches the ball, she must do the following:**

1. Have possession of the ball
2. Have both feet in contact with the rubber
3. Have both hands separated

**1002: The pitch begins when the hands are no longer separated. The pitch delivery can be aborted by pitcher stepping off the Rubber in a backward step with her plant foot.**

**1003: The delivery must start no less than one second and no more than 10 seconds after the hands are in contact with each other.**

**1004: Pitcher's foot movement:**

1. No backward movement (or backward step) during delivery
2. A "Leap" or a "Crow Hop" is not permitted during the pitching delivery, the plant foot cannot replant. There is no re planting of the foot allowed. The replanting of the foot is considered a "crow hop"

3. After the ball leaves the pitcher's hand, the plant foot can leave contact with the ground.

**1005: Pitcher's arm movement:**

1. Arm movement must be an underhand motion
2. Pitcher can use backward movement of pitching arm at start of delivery
3. Windmill or Slingshot style is acceptable
4. The pitching arm cannot move over and past the pitcher's head more than once before the ball is delivered.
5. If the underhanded arm movement is more than 12" away from the parallel of the body, the pitch will be considered a sidearm pitch.

**1006: Pitcher cannot stop her motion before the ball leaves her hand**

**1007: If the pitcher stops her wind up (unless the umpire calls time for some reason) without releasing the ball, a balk (illegal pitch) will be called and a ball will be awarded to the batter and base runners will advance one base.**

**1008: Pitcher cannot have anything distracting on her pitching arm, hand, or wrist. Any sweatband must be flesh in color on pitching wrist or arm.**

**1009: Pitcher can ask the umpire for a different ball at any given time before the start of her pitch. During wet conditions, a coach can towel dry the balls for the pitcher.**

**1010: Intentional Walk: If the pitcher desires to intentionally walk a Batter, she can notify the umpire of her intentions and the walk will be granted by the Umpire, No pitches need to be thrown to the intentionally walked Batter.**

## **Batting and Base Running**

The United States Fastpitch Association will use the following basic rules for Batting and Base Running:

**2001: The girl is considered the batter when she takes her place in the batter's box.**

**2002: The batter can call time by lifting her hand and stepping one foot out of the box. The Umpire can grant the batter time out if the pitcher has not started her pitch. If time is not granted, she will take the called pitch.**

**2003: Batting out of order can be appealed to the umpire by the defense:**

- 1. Infraction appealed during illegal batter:** the correct batter takes over and assumes the pitch count.
- 2. Infraction appealed after illegal batter has batted but before next pitch:** the illegal batter is out and any base advances will return to their position prior to the illegal batter's bat. The correct spot in the line up must be resumed. Example: (Batter #5 is the position of illegal bat. The correct spot in the line up would now be Batter #6.)
- 3. Infraction appealed after illegal batter has batted and after next pitch:** the play stands. All Base runners remain where they are.
- 4. Batter positions on the line up sheet are determined by the player's name and not the jersey number. Improperly recorded position numbers and player numbers are correctable errors.**

**2004: The batter is out when the following happens:**

1. Batter steps on the plate when hitting the ball in fair or foul territory.
2. Batter steps out of the batter's box when hitting ball in fair territory.
3. Batter fouls off third strike while trying to bunt
4. Catcher catches third strike foul tip.

**2005: The batter can advance to first base when the following happens:**

1. Batter is pitched 4 balls.
2. Batter is hit by pitch (unless the ball is in the strike zone or Swung at).
3. Catcher drops third strike with one or less outs (when no base runner occupies first base ). or with 2 outs. Exception to dropped 3<sup>rd</sup> strike- If the Umpire judges that the batter has left the batter's box and is walking to her dugout. The result will be the girl being called out and the batter will forfeit the right to attempt to advance to first base.
4. When the catcher interferes with the batter's bat while batter is swinging at the pitched ball, or anytime during a pitch.

**2006: The base runner must run the bases in order when advancing or retreating.**

**2007: When a base runner misses a bag, the play is appeal able to the Umpire by the defensive coach. Appeal must be made before the next pitch (except coach pitch) is delivered.**

**2008: If a base runner attempts to advance to the next base while pitcher has possession of the ball in the pitcher's circle, she must continue to the next base. Any attempt to retreat back to previous base (without pitcher attempting to make play on base runner) the base runner will be called out. This is called "hesitation" or "Look back" rule. (The Base runner can turn the corner and look for the ball. This is not an attempt to advance to the next base.)**

**2009: Base runners may attempt to steal only after the ball leaves the pitcher's hand during her delivery of the pitch.**

**2010: Base runner cannot run out of the base path to avoid a tag. This will result in base runner being called out.**

**2011: Base runner should avoid contact with the defensive player at any base, if there is a defensive play being made. (This is for the safety of the girls). Any aggressive act will result in base runner being called out. Catcher cannot block the plate without having possession of the ball.**

**2012: Base runner cannot interfere with a defensive player making a play on the ball. This results in the runner being out and all base runners will return to previous bag before the interference occurred.**

**2013: If the batted ball hits a base runner before a defensive player touches the ball, the base runner is out. Exception would be a base runner that is hit by a batted ball that has advanced past the defensive player's playing position. The base runner would not be called out.**

**2014: Base runner cannot leave her base during a caught fly ball until the ball is touched by defensive player's glove or body.**

## **Official Line-Up of Players and Substitutes**

The United States Fastpitch Association has adapted the following rules. The official line-ups are for league and tournament play. They will be used for all State, Regional and National play.

**3001: Team must start with nine defensive players**

**3002: Another option is using “extra players”. Using nine regular players and up to two “extra players”. There would be 10 or 11 total players on the line-up sheet. Any nine can be used in the field with 10 or 11 batters. (This line-up is designed to get more players in the game). Two of the players would have EP as their position. Any of the 10 or 11 players can be used for defense. The coach can change the defensive players at any time using the 10 or 11 players from the line-up sheet. EP must be used the entire game. If a player gets injured and there are no substitutes on the bench, the injured player’s name is scratched through the line-up. There is no out penalty as long as there are at least 9 players left on the line-up.**

**DEFO Position added: In addition to the 2 EPs allowed under USFA rules, teams may also add a “defense only” player to their lineups.**

**Rule Clarification: USFA rules now allow for up to 12 players in the lineup, (11 of which may bat) by using nine regular players, up to two “extra players” (EPs) and a “defense only player” (DEFO). There may be 9, 10, 11, or 12 total players on the lineup sheet; any nine can be used on defense, with 9, 10, or 11 batters. For purposes of simplicity, if a coach chooses to use a DEFO and only 9 batters, one of the 9 batters will be considered an EP.**

**Exception: If the DEFO is used, that player must remain on defense throughout the game, unless inserted into the lineup “once” for either of the two EPs, or replaced on defense, in which case the DEFO position would be eliminated for the remainder of the game.**

**3003: Substitute players shall be listed on the line-up sheet. They can be used at any given time during the game. The original player can re-enter the game at any given time. The Substitute may also re-enter once.**

**3004: Courtesy runners are allowed for pitchers and catchers. The courtesy runner must be used as soon as the pitcher or catcher gets on base. Before the next pitch is pitched to the next batter. Courtesy runner will be a substitute player. If there are no substitute players, the courtesy runner will be the last batted out. If the last batted out is a pitcher or catcher, the courtesy runner will be the second to last batted out. In this circumstance, a Substitute is defined as a rostered starter or sub not currently in the batting order.**

**3005: All line-up sheets will be turned in at the start of the game. One copy will be given to the plate umpire and one copy will be given to the opposing team.**

**3006: If a player is lost to injury, that space in the line-up will be scratched through unless there are less than 9 players on the line-up sheet. In that case, the affected spot will be an out when that spot comes up in the order. (Unless there is a substitute player available to go in that spot).**

**3007: Any player ejected from the game will result in an out when that spot in the line-up comes up. (Unless there is a substitute player available to go in that spot.)**

**3008: A player's age on December 31<sup>st</sup> of the previous calendar year determines the age classification in which the player is eligible to participate. The season will run from September 1<sup>st</sup> to August 31<sup>st</sup>. Tournaments and leagues played after September 1<sup>st</sup> will qualify teams for the following summer's State and World Series Tournaments. All teams playing between September 1<sup>st</sup> and December 31<sup>st</sup> must play by the following year's eligibility classifications.**

**3009: Age groups will be broken down as follows:**

- 1.8-Under, 10-Under, 12-Under, 14-Under, 16-Under, 18-Under, 18-Over, High School. Due to small number of kids in some local leagues, age groups can be modified to meet the needs of a league.
- 2.All fall league teams will play up into the age group that they will be playing in for the upcoming year.

## **Basics of Playing the Game**

These are the basic playing rules adapted by the United States Fastpitch Association. We will not mention the very basics, which are universal. Balls, Strikes, Outs, Foul Ball, Fair ball, defensive interference, offensive interference, home run, triple, double, single, walk, strike out, etc. These are some of the fundamental parts of the game that have been a part of the game since it was invented. Any organization that changes these rules is changing the foundation of the game.

**4001: The plate is considered in fair territory. A hit ball that hits the plate and remains fair, or is resting on the plate is considered a fair ball.**

**4002: The strike zone is when a pitched ball crosses any part of the plate in width and crosses anywhere from the batter's knees to her solar plex.**

**4003: The game will be seven innings unless a run rule becomes in effect, or the game has been established in advance with a time limit.**

**4004: The run rule will be 12 after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.**

**4005: Tie game after 7 innings or expired game time limit:**

1. Some leagues will play extra innings until a winner is determined.

2. Tournaments will use international tiebreaker. (The last batted out becomes a base runner at second base. Play until a winner is determined).

3. Some tournament formats will leave games in a tie due to scheduling restraints and maintaining a daily tournament schedule.

**4006: Determining home team:**

1. Leagues may pre-determine this on a schedule or use coin toss.

2. Tournaments will use coin toss before the start of the game. It is customary to let the team that has come the farthest distance to call the coin toss.

**4007: When the ball is "dead":**

1. When "no pitch" is called by the umpire

2. When a fly ball in foul territory is not caught

3. Offensive interference

4. When the batter or base runner is hit by the batted ball before the ball is touched by a fielder

5. When the umpire calls "time"

**4008: When the ball is "live":**

- 1.Any batted fair ball
- 2.Any fair ball that is in the playable field of play
- 3.Any and all times before an umpire calls “time”
- 4.When an umpire is hit by a thrown ball or batted ball.
- 5.When a base coach is accidentally hit by a thrown ball

## **Equipment**

This is the equipment to be used while playing in official United States Fastpitch Association events. As a rule, equipment must be standard approved equipment that is properly marked with “Official Softball” or similar markings that certify the equipment. All official safety equipment must be used and properly marked as certified.

**5001: All bats must be unaltered Official Softball bats. The umpire prior to the game will check all bats. Any illegal bats will be removed from the dugout prior to the game. All bats must be stamped with BPF 1.20 or less. The governing body of Softball maintains a list of illegal bats and USFA will enforce this. Use of illegal bat will result in an automatic out and ejection of player using the bat. Blatant offense will lead to team being ejected from the tournament.**

**5002: All balls must be 12” in diameter with .47 C.O.R. or less. 10-under must use 11”diameter with .47 C.O.R. or less. Color and stitching are optional, as long as all the balls are the same in color for any one game. Check Website for updated list of illegal balls.**

**5003: All batting helmets and catching gear must be approved and in original condition. (Numbers and personalized designs are okay). Player safety is the main concern.**

**5004: Shoes and socks must be worn and plastic cleats are recommended. (Metal cleats are not allowed).**

**5005: Hats and visors are permissible. They are optional between each individual player.**

**5006: No jewelry is allowed on the players (except medical alert bracelets that must be worn on the glove hand)**

**5007: Numbers must be worn on uniforms, with no 2 players on a team having the same number.**

**5008: All Helmets must have NOCSAE approved face guards. Defensive face guards are recommended and endorsed by USFA.**

## **Definitions**

**6001: Altered bat:** any bat that has been physically changed in any way. Except for the tape on the handle.

**6002: Appeal:** a play in which the umpire cannot make a call on until a player or coach asks the umpire first.

**6003: Base path:** the path between the bases. Three feet on both sides of the bag that runs parallel from the base pad and centerline. Base runners position also establishes base path.

**6004: Base runner:** an offensive batter that has just put the ball in play becomes a base runner.

**6005: Bunt:** when a batter taps the pitched ball and attempts to put the ball in play.

**6006: Conference:** Anytime a coach gets permission to suspend play to talk to the players. Only 1 offensive or defensive conferences allowed per ½ innings, except to replace a pitcher. Replaced pitcher must pitch to at least one batter. 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.

**6007: Leap, Crow Hop or Re plant:** When the pitcher's pivot foot leaves the ground or is planted more than once during the delivery of a pitch. The foot can drag but cannot be "replanted". Medical officials have deemed replanting hazardous to the pitcher's knees.

**6008: Dead ball:** When the ball is not in play. Umpire will declare, "Dead ball"

- 6009: Fake tag:** When a defensive player makes the motion of tagging a base runner when there is no actual play being made. Penalty could be ejection of the offending player.
- 6010: Foul tip:** When the batted ball is glanced off the bat and into the catcher's glove.
- 6011: Hesitation or Look Back:** When a base runner advances toward a base and then retreats back to previous base when the pitcher has possession of the ball in the pitcher's circle and the pitcher does not attempt to make a play on base runner.
- 6012: Hit by pitch:** When the pitched ball hits the batter and the batter is not swinging at the ball or a strike is not called. Dead ball results with the batter advancing to first base.
- 6013: Illegal bats:** Any bat that has been physically changed from its original condition. (Other than tape on the handle).
- 6014: Infield fly rule:** A batted pop fly in the infield with 1 or less outs when a base runner occupies at least 1<sup>st</sup> and 2<sup>nd</sup> base. When umpire calls infield fly, the batter is out.
- 6015: Interference:** Any time a defensive or offensive player deliberately affects the outcome of a play in a physical manner.
- 6016: Live ball:** Any and all times that the ball is in play or until the umpire calls "time" or "dead ball".

**Regulations of the "Playing Field"** These are the basic dimensions for the playing field for each individual age group. The United States Fastpitch Association will use these dimensions for all official events. Maximum fence distances can be further if there is no way possible to bring playing field into legal distance. Temporary fences are recommended to bring fields into legal bounds.

<b>Age Group</b>	<b>Pitching Distance</b>	<b>Base Distance</b>	<b>Distance “feet”</b>
<b>8-Under</b>	35 feet	60 feet	150-225 feet
<b>10-Under</b>	35 feet	60 feet	150-225 feet
<b>12-Under</b>	40 feet	60 feet	180-225 feet
<b>14-Under</b>	40 feet	60 feet	200-225 feet
<b>16-Under</b>	40 feet	60 feet	200-225 feet
<b>18-U (B)</b>	40 feet	60 feet	200-225 feet
<b>18-U (A)</b>	43 feet	60 feet	200-225 feet
<b>18-Over</b>	43 feet	60 feet	200-225 feet
<b>High School*</b>	40/43**	60 feet	200-225 feet

\*High school group is a combined age group of 16u and 18u

\*\*Local High School pitching distances vary

**7001: There will be a 16-foot diameter circle drawn evenly around the pitching rubber.**

**7002: The batter’s box will be to the left and to the right of the plate. They will be 3 feet wide and 7 feet long. Four feet toward the pitching rubber from the center of the plate.**

**7003: Base lines will extend out 3 feet on both sides of the base parallel to the centerline. (Total of 6 feet wide).**

**7004: Coaching boxes and on-deck batter’s boxes are required.**

### **Umpires Rights and Responsibilities**

These are the standard guidelines adapted by the United States Fastpitch Association that governs the rights and responsibilities of the umpires.

**8001: The umpire is responsible to keep control of the game.**

**8002: The umpire has the right to eject any player, coach, or fan, for any unsportsmanlike behavior.**

**8003: Any judgment call that the umpire makes is non-protest able.**

**8004: Any call made that may be a miss-interpretation of the rules is protest able.**

**8005: A coach can appeal to the plate umpire in the case of a batter on whether or not a check swing was checked or not. (The field umpire might have a better view). The plate umpire does not have to grant the appeal.**

**8006: The umpire can suspend play for any reason. Acts of nature, unruly conduct, etc.**

**8007: 8007 – It is everyone’s responsibility to assure sportsmanship in all events. An unruly fan may place the entire team in jeopardy of ejection or possible forfeit.**

### **Tournament and League Play Guidelines**

These are the guidelines adapted by the United States Fastpitch Association for running leagues and tournaments. Local directors may make modifications to accommodate local needs.

#### **9001: League play Guidelines:**

1. Teams should be picked in a manner to insure parity in the league. There is nothing worse than having a stacked team among a group of inexperienced teams. League parity assures better games and a better chance of fair play.
2. At the end of the season, all-star teams can be picked and they should represent the best players that each individual team has to offer.
3. Local all-star tournaments should be rotated between the local area parks on a year-to-year basis.
4. A mid-season tournament is always a good way to raise money for local leagues. The tournament should consist of all league teams within the area.
5. Fundamentals should be taught to the players at all age groups and divisions. Clinics should be arranged for all new coaches.
6. Sportsmanship and fair play should be stressed to all players and coaches.
7. Sponsors should be appropriate for our youth to be associated with.
8. Coaches should try to keep the game fun. Never degrade or belittle a player. Abusive coaches should be weeded out of all local leagues.

#### **9002: Travel teams and tournament play:**

1. Girls travel teams are made up of many people who have devoted their summers together. The teams need to be well disciplined and chaperoned. Safety on and off the field should be stressed.

2. Successful coaches know how to keep a good balance. Their teams are normally very fun and successful.
3. Tournament directors should remember who the customer is and do the extra things that will ensure the success of the tournament. Anyone can run a tournament, but not everyone can run a great tournament.
4. Most teams like the 4 or 5 game formats. No one wants to drive several hundred miles for a double elimination tournament. Sometimes bad weather can shorten a tournament, but the director should make every effort to play as much as possible.
5. USFA State Directors will send appropriate registration forms and rulebooks to help make your tournament a success. Contact your closest USFA Director for more details.
6. It is the State Director's responsibility to grade all travel teams A, B or C. As a rule, there are no college players allowed on a B or C team. The teams are graded according to ability.

**9003: Have Fun! "Competitive Fun"**

### **8-Under (Coach Pitch) Rules**

1. 10 runs or 3 outs per ½ inning
2. There will be 10 defensive players allowed on the field. There must be no more than 6 infielders. The outfielders must play at least 10 feet beyond the bases.
3. 5 pitches or 3 swings, 5<sup>th</sup> and consecutive fouls will not be counted against the 5 pitch count.
4. If coach is hit by pitch, dead ball and batter runner gets first, no one can move up unless forced.
5. The Coach-Pitcher must have both feet in the circle and behind the pitcher plate.
6. Ball must be in the circle to be dead and the lead runner must be held to a base.
7. Balls must be an approved. (COR 0.47-11 inch. Optic yellow)
8. Two coaches can stand in the outfield in fouled ball area only. one on each side.(left side and right side)
9. Girls can leave the base when the coach releases the pitch.
10. Run rule is 12 after 3, 10 after 4, 8 after 5.

11. Unlimited amount of players on roster.
12. Can bat up to 12 players. Line-up may consist of 10 players with up to 2 EP's
13. Dead ball if Pitcher-coach is hit by pitch or interferes with the play
14. No stealing, Bunting or Slapping
15. There will be no "Infield Fly Rule" for 8-Under

### **10-Under Special Rules**

1. 11" ball (cor .47 or less will be used)
2. Pitchers will pitch from 35 feet,
3. 10-Under teams will play by the same rules as the older age divisions, with the exception of the ball size and pitching distance.

### **18-Under (A) and 18-Over Special Rules**

18-Under (A) and 18-Over will play with the pitching distance at 43 feet.

### **High School Division Special Rules**

High school group is a combined age group of 16u and 18u. Local High School pitching distance varies

### **USFA Sportsmanship Guidelines**

1. If a player gets hurt (especially a head injury), Dead ball will be called by the umpire. Safety is taken very seriously and should be monitored by all coaches and umpires.
2. Un-sportsmanlike behavior by a player, coach or fan is an eject able offense.
3. Umpires should be fair, impartial, use good judgment and never speak rudely or out of turn to a player, coach or fan. An umpire puts their very human spirit at jeopardy when they put on the umpire uniform. In the spirit of fair play and sportsmanship we will not allow anyone to show disrespect towards them because of their decisions. USFA will do their part by pursuing the best decision makers to call USFA events.
4. Coaches will follow the rules of sportsmanship, never stall a game, be a graceful winner and loser, and never speak rudely or out of turn to a player, coach, fan or umpire.
5. Most importantly, our motto is **COMPETTITIVE FUN**. It is everyone's responsibility to keep the game **FUN**. It is a game and games are supposed to be fun. Play hard, coach hard, umpire hard and spectators should enjoy the game and support their team when they are playing both good and bad. Umpires are human and bad calls can happen. This is a part of the game now and forever. Accept it and have fun.