

IPGSA Competitive League Rules

IPGSA Competitive League rules are based on the **USSSA Fastpitch Softball Rules**.

IPGSA Rule Exceptions

- Single games are **90 minutes**; double headers with the same team are **75 minutes**.
- No new inning starts after 90 or 75 minutes (depending on game type).
- Games are **not Drop Dead** — play continues with Fair Ups and finishes the inning if needed.
- After Fair Ups, games may end in a tie.
- **10-run rule** applies after 5 innings.
- The **home team** supplies one new and one good-condition game ball.
- **Run limit per inning:** 10U, 12U & 14U – 6 runs; 16U/HS – no limit.
- Teams must **bat the entire lineup**.
- **Free defensive substitutions** are allowed at all positions.
- **Competitive players** cannot be picked up by recreational teams.
- **Pickup or “shared” players** are allowed if a team is short players; pickup players may pitch.
- **Infield Fly Rule** is in effect.
- **USSSA stamp enforcement** applies for all bats.
- **End-of-Season (EOS) Tournament:** pickup players may be used but may not pitch.
- No automatic out for fewer than 9 players or injuries. However, if a player is ejected, she counts as an out in the lineup.

Special Notes

IPGSA uses USSSA and/or Team Sideline for record keeping of scores. These may not always reflect official IPGSA rules or seeding outcomes.

End-of-Season (EOS) standings and tie-breaking follow **IPGSA rules**, not Team Sideline web standings.

Practice & Tournament Policies

- **Practice start date:** IPGSA does *not* limit when teams can begin practicing.
- **Practice frequency:** IPGSA does *not* limit how often teams may practice.
- **Tournaments:** IPGSA does *not* limit the number of tournaments a team may enter.