



USSSA Fastpitch Guest Player System

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General Rules/Guidelines

1. Teams that earn a berth with Guest Players on their roster will be deemed qualified. The Guest Players will NOT be frozen to the team's roster, only players on their permanent roster will be considered for freezing at the appropriate time.
2. Events will be designated if they accept Guest Players based upon their Stature. All events will allow this process with the following stature exceptions:
 - a. State and State 2 Tournaments
NOTE: State - GP Stature, National Championships and World Series Events DO Accept Guest Players
3. Guest Player Application System will be disabled for an event 3 hours prior to the Start Date of the event based on Eastern Standard Time. EX. Tournament is AZ state time 8:AM guest player cutoff is 2:00 AM.
4. Guest Player Eligibility Guidelines
 - a. Guest Player Eligibility is determined based on the current roster of the Guest Player and the Age/Division the team Applying for Guest Players is playing in.
 - i. A/Open Division Events: All Players that are Age Eligible for that Division are available for Guest Playing. Even if rostered on a Higher Age team.
 - ii. B Division Events: Only players rostered on a team of the Age/Division of the tournament class and below can be used.
 1. Any Age Eligible Players that are rostered on teams older than the tournament class are NOT eligible to participate in B Division Event. (Example for a 14B tournament: Any player that is age eligible for 14U but is rostered on a 16U or 18U team is ineligible as a Guest Player for a 14U B Division Event.)
 2. 9A, 11A, 13A & 15A rostered players cannot guest play up on B level teams that are one year older on the next age up - EX - 13A cannot guest play 14B but 13A could sub into 16B.
 - iii. C Division Events: Only players rostered on another C Division team can be used as guest players regardless of the age. (Example for a 14C tournament: Any player that is rostered on a 13U, 12A, 12B, 11U, 10A, or 10B team is ineligible to be a Guest Player). All 7/8 year old players rostered on an 8U Classified team are allowed to sub on a 10C team.
 - b. Guest Players are used to help field a team and are not a mechanism to enhance the competitive balance of a team.
 - i. A/Open Divisions
 1. Teams can have a total of 20 Active and Guest Players on their roster for an event.
 - a. A team may designate players as Inactive for a particular event. That player will be considered temporarily removed from the roster and will be ineligible to participate with that team during the event.

- ii. B & C Divisions
 - 1. A team cannot use a Guest Player if their roster has 15 or more active players on their roster.
 - a. A team may designate players as Inactive for a particular event. That player will be considered temporarily removed from the roster and will be ineligible to participate with that team during the event.
 - 2. If a team has less than 15 active players, they can add Guest Players up to 15 total players on their roster including Active and Guest Players.
- c. Players that are NOT on a current season USSSA roster will NOT be eligible as a Guest Player. Anyone that is not on a current USSSA roster simply can be added to your team roster to be eligible.
- d. Guest Players are only eligible to participate as a Guest Player for one team at a time. Players will be blocked from being used as a Guest Player for an additional team for the duration of their guest playing event (Start Date to End Date).
- e. If a Guest Player's original team registers for an event after being approved as a guest player she will be deleted as a guest player and the Original Team will be required to de-activate her before she can be used as a guest player.
- f. If the Pick-Up Team moves divisions and moves to a division that would deem the Guest Player illegal, she will be removed.

Guest Player Eligibility

AGE/CLASS OF THE TEAMS FROM WHICH TO PULL ELIGIBLE GUEST PLAYERS

(If player is age eligible and rostered on a higher age/class, they can only play "down" in A or Open)

	18A	18B	18C	16A	16B	16C	15A	15B	15C	14A	14B	14C	13A	13B	13C	12A	12B	12C	11A	11B	11C	10A	10B	10C	9A	9B	9C	8A	8B	8C	
HS A	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green
HS B	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
HS C	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
18A/Open	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green
18B	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
18C	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
16A/Open	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
16B	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
16C	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
15A/Open	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
15B	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
15C	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
14A/Open	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
14B	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
14C	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
13A/Open	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
13B	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
13C	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
12A/Open	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
12B	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
12C	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
11A/Open	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
11B	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
11C	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
10A/Open	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
10B	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
10C	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
9A/Open	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
9B	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
9C	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
8A/Open	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
8B	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
8C	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red

*Guest Player Eligibility is determined by the Age/Class of the Division the team is ENTERED into for an event.

GREEN = Eligible

RED = Ineligible

YELLOW = Eligible if the player is Age Eligible for the Division the team is entered into. Ex: If a player with a 14U playing age is permanently rostered on a 16B team she is eligible to play "down" to her age (14U) but only in A or Open events.

Guest Player Application Process

1. Team will log-in to their Team Management site.
2. Selecting the Event, they will have a section to first designate any players on their roster as Inactive (if needed).
3. Guest Player Application section will pre-populate the number of slots they are eligible to use.
4. Manager will search for the team they are adding the player from.
5. After the team is selected, players will be listed to choose from. When the player is selected, the Manager then will submit the application for that player to be a Guest Player..
6. The system will evaluate the player's eligibility and availability and report back with the following options:
 - a. Approved (Emails generated to Manager(s), Guardian, and State Director)
 - b. Denied - Ineligible for Class (no emails sent)
 - c. Denied - Player is currently Active in another event (no emails sent)
7. During the Event (Between Event Start Date and End Date) players will be displayed on the roster in the following structure:
 - a. Rostered Players (those currently active on the roster)
 - b. Inactive Players (those that are on the roster but flagged inactive)
 - c. Guest Players (Only APPROVED Guest Players for that event.
8. At the conclusion of the event, Inactive players will be reinstated to the roster and Guest Players will be removed.
 - a. Guest Players will be displayed on the Team Management side and will be visible to the State Director after the event has concluded.

Guest Player Notification Procedure

Once a Player is approved, an email will be sent to the following individuals regarding the Guest Playing application:

1. Guardian of the Guest Player
2. Applying Team Manager
3. Player's Original Rostered Team Manager
4. State Director
5. Tournament Director

If a Player is REMOVED as a guest player by the system (due to original team registering for an event or Pick-Up Team moving to a division she is considered illegal) all parties will be notified that Player has been deleted as a Guest Player.

Submission Deadline

Guest Player Application System will be disabled for an event 3 hours prior to the FIRST SCHEDULED GAME OF THE EVENT based on Eastern Standard Time.

EXAMPLE.

Eastern Time Zone	3 hours prior to 1st Game Time
Central Time Zone	4 hours prior to 1st Game Time
Mountain Time Zone	5 hours prior to 1st Game Time
Pacific Time Zone	6 hours prior to 1st Game Time