



BASEBALL GUEST PLAYER SYSTEM

August 1, 2022

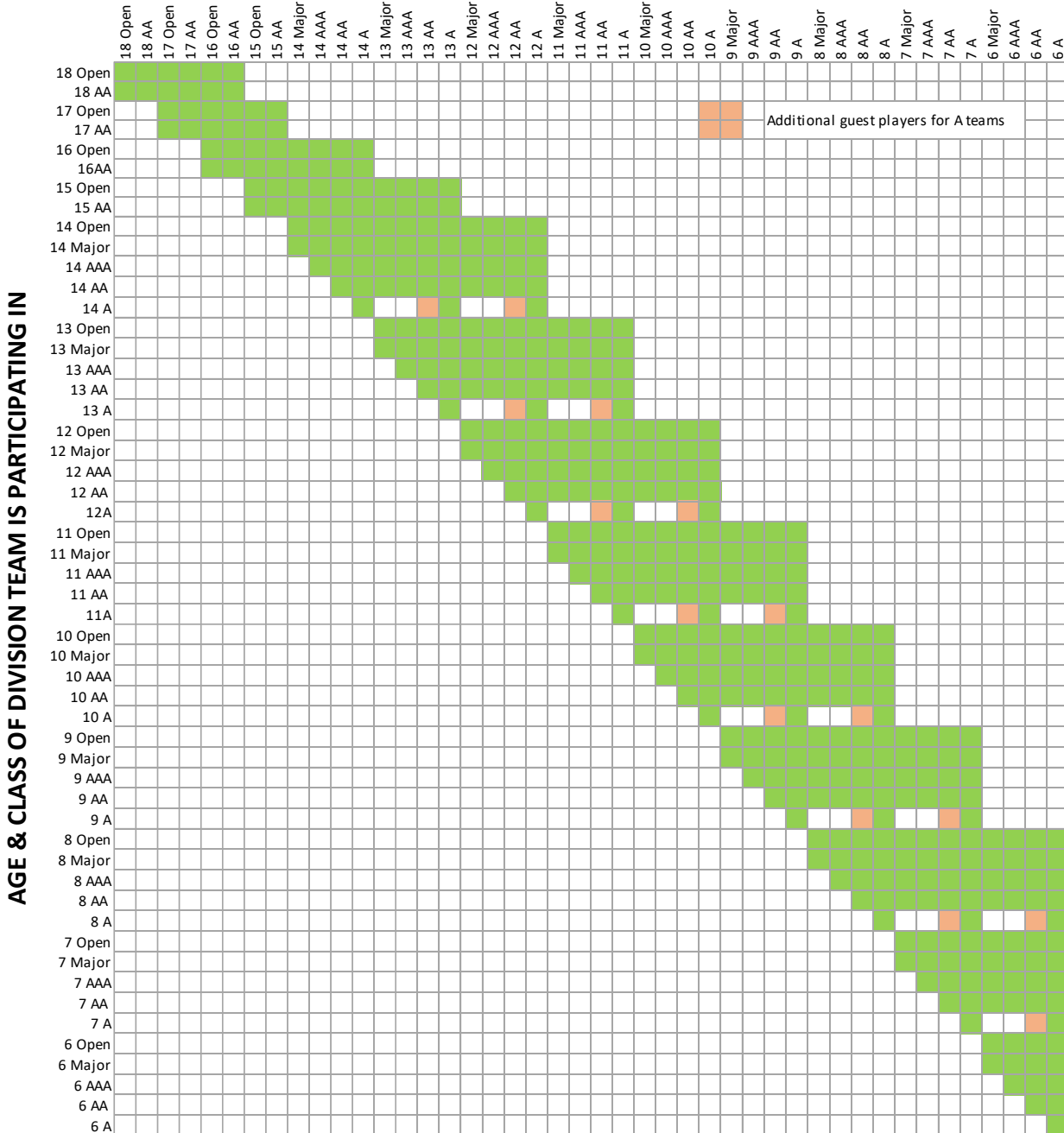
1. Teams that earn a berth with Guest Players on their roster will be deemed qualified. The Guest Players will NOT be frozen to the team's roster, only players on their permanent roster will be considered for freezing at the appropriate time.
2. All USSSA events will allow guest players.
 - a. Three guest players are allowed from Jan. 1 of the current season through the end of the current season
 - b. Unlimited guest players are allowed from the beginning of the current season through Dec. 31 of the current season.
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. Age = player age / Class = the classification of team the player is rostered.
 - ii. Open Division Events:
 1. Age = Age of division entered / Class = Major, AAA, AA, A
 2. Age = Age of division entered minus one year / Class = Major, AAA, AA, A
 3. Age = Age of division entered minus two years / Class = Major, AAA, AA, A
 - iii. Major Division Events:
 1. Age = Age of division entered / Class = Major, AAA, AA, A
 2. Age = Age of division entered minus one year / Class = Major, AAA, AA, A
 3. Age = Age of division entered minus two years / Class = Major, AAA, AA, A
 - iv. AAA Division Events:
 1. Age = Age of division entered / Class = AAA, AA, A
 2. Age = Age of division entered minus one year / Class = Major, AAA, AA, A
 3. Age = Age of division entered minus two years / Class = Major, AAA, AA, A
 - v. AA Division Events:
 1. Age = Age of division entered / Class = AA, A
 2. Age = Age of division entered minus one year / Class = Major, AAA, AA, A
 3. Age = Age of division entered minus two years / Class = Major, AAA, AA, A
 - vi. A Division Events:
 1. Age = Age of division entered / Class = A
 2. Age = Age of division entered minus one year / Class = AA, A
 3. Age = Age of division entered minus two years / Class = AA, A
 - b. Guest Players are used to help field a team and are not a mechanism to enhance the competitive balance of a team.
 - 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, the player will be deleted as a guest player and the Original Team will be required to de-activate the player before the player 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, the player will be removed.

Guest Player Eligibility

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

AGE & CLASS OF PLAYER TO GUEST PLAY

Age = players age & Class = the classification of team the player is rostered



GREEN = Eligible

TAN = Added for A teams

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 the original team registering for an event or Pick-Up Team moving to a division the player 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 Start Date 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