

PlayFPN On-Field Tournament Rules at Nutmeg State Games

1. Current National Federation of High School (NFHS) Softball Rules and Regulations will apply to Fastpitch Nation Park Tournaments unless modified below in this document. The NFHS Softball Rules Book is Available for purchase on the NFHS website. It is the responsibility of ALL coaches to be familiar with the playing rules.
2. At least one Umpire-In-Chief (UIC) will be on-site during Tournaments. In the event an on-field issue cannot be resolved by the field umpires, the UIC will be called to the field.
3. Tournament Formats: Pool Play to single elimination or double elimination (Unless determined otherwise by the Tournament Director).
4. Timed Games
 - a. All games will have time limits except the finals.
 - i. Pool Games
 1. Game length is 1:15 complete the inning, if necessary
 - a. If home team is ahead and batting when time expires, the game is over.
 - b. Pool games can end in a tie.
 - c. International tie breaker is used for Elimination games.
 - ii. Elimination Games
 1. Game length is 1:30 complete the inning, if necessary.
 - a. If home team is ahead and batting when time expires, the game is over.
 2. Semi-finals is 1:30 complete the inning, if necessary.
 - a. If home team is ahead and batting when time expires, the game is over.
 - iii. Final Games
 1. 7 Innings (6 Innings for 10U)
 - a. If home team is ahead and batting at the end of regulation, the game is over.
 - b. International Tie Breaker
 - i. Implemented if an Elimination game ends in a tie after regulation.
 - ii. Implemented if a Semi-Final game ends in a tie after regulation.
 - iii. Implemented if a Final game ends in a tie after regulation.
 - c. Choosing Home or Away Team
 - i. During pool play a coin toss determines home and away. Note, if in pool play a division has multiple pools, it's possible for two teams to meet in elimination play with the same seed from their pools. In this case a coin toss will determine home and away.
 - ii. During single elimination the higher seeded team can choose home or away.
 - iii. During double elimination the rules are slightly different.
 1. In the losers' bracket elimination games, the higher seeded team from pool play can choose home or away.
 2. In the winners' bracket elimination games, the higher seeded team can choose home or away except for the tournament championship game and the "if necessary" game.
 - a. In the championship game, the winner of the winners' bracket (the team with no losses) can choose home or away.
 - b. In the case of an "if necessary" game, both teams are again equal with one loss and a coin toss will determine home and away.
 - d. If a Championship game is called due to weather, darkness or an uncontrollable/unforeseen circumstance, and the game is tied, the higher seeded team shall be declared the winner.
 - e. Every effort will be made to complete every scheduled game within the schedule time limit. In the event of rain delays, the Tournament Director reserves the right to reduce the time limits of all remaining games and/or change the format of the tournament to reach the conclusion and determine a winner.
 5. Pool play seeding and tie-breaker criteria:
 - a. Total Number of Wins, followed by
 - b. Winning Percentage (number of wins + .5 for each tie / games played), followed by
 - c. Average Runs Allowed (total runs allowed / games played), followed by
 - d. Average Runs Scored (total runs scored / games played), followed by
 - e. If still tied, it goes to coin toss.
 - f. Head-to-Head is used only in situations where only two teams are tied at any level in the tie breaker chain. If more than 2 teams are tied in any criteria, then head-to-head is ignored.
 - g. Common Example:
 - i. Teams A, B and C are tied at Total Number of Wins. No Head-to-Head is used and the system moves to Winning Percentage.
 - ii. Teams A, B and C are still tied at Winning Percentage. No Head-to-Head is used and the system moves to Average Runs Allowed.
 - iii. Team C allowed an average of 2 runs. Teams A and B are tied allowing an average of 3 runs. Team C is seeded ahead of teams A and B.
 - iv. Since teams A and B are the only 2 teams remaining and are tied at Average Runs Allowed, Head-to-Head is looked at between those two teams only.
 - v. If teams A and B never played each other, the system moves on to the next criteria in the tie breaker chain, Average Runs Scored.

- vi. However, if teams A and B played each other, Head-to-Head is used and the winner of the Head-to-Head game is advanced ahead of the loser of the Head-to-Head game in the final seedings.
 - vii. Teams that move ahead via Head-to-Head are noted in the seeding table with an asterisk.
 - viii. In the case of teams that play an unequal number of pool games due to a situation such as weather, the first criteria is important as teams with a higher number of wins, but the identical winning percentage, will be placed ahead in the seedings.
 - ix. In the case where a team plays an extra pool game above the norm, due to an uneven number of teams in 3-game pool play, their worst result is removed from the standings. The game will count for the opponent but not for team that had its result removed. Head-to-head will be nullified for a team whose results were removed.
6. The game is in the control of the Umpires on the field.
 7. Teams must be prepared to play 30 minutes prior to game time. If circumstances permit to start games early, the umpires will do so
 8. No warming up on the infield prior to games. Warmups must be beyond first or third base.
 9. Fastpitch Nation Park utilizes Double First bases on all fields. Please be familiar with Rule 10 of the NFHS rule book.
 10. Manager is required at the plate conference (payment to the umpires is made at this time).
 11. Manager is legally responsible for all their team's equipment.
 12. Manager is responsible for their team's spectators' actions.
 - a. Spectators/parents associated to a team are the responsibility of the Manager. It will be the manager's responsibility to control their team's spectators which may include ejection.
 13. The clock begins immediately after the pre-game plate conference.
 - a. Game time is in the control of the umpires.
 - b. We ask that a volunteer from one of the teams operate the scoreboard.
 14. Run Ahead Rule in effect for all games – (12 after 3; 10 after 4; 8 after 5).
 15. Only coaches and rostered players are allowed inside dugouts and on the field. Defensive coaches are NOT allowed on the field of play when the ball is live during games.
 16. At the conclusion of the game the Manager **MUST** verify and sign the scorecard with the game's final score. Once scores have been entered into the system, seedings are made and brackets set, there will be no going back to fix an incorrect score that the Manager signed for on the scorecard. Also, managers must verify online that their scores are correct on the website prior to leaving the park.
 17. Jewelry – that is non-hanging or non-dangling stud type ear or nose piercings are allowed.
 - a. Players in the game are prohibited from wearing jewelry such as rings, watches, hanging or dangling earrings, bars or other piercing type jewelry whether covered with tape or not, bracelets, necklaces (including cloth and string type), or other hard decorative items. Unadorned devices with no sharp edges or points, such as bobby pins, barrettes, and hair clips, no longer than 2 inches, may be worn to control a player's hair. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body as to remain visible. Coaches wristbands (play indicators) are legal but must be worn as designed. Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game.
 - b. Penalty – Illegal equipment shall be removed or made legal. The umpire shall issue a team warning. The next offender and the Manager shall be restricted to the dugout/bench for the remainder of the game.
 18. Metal cleats are allowed for teams 13U and older.
 19. Towels are not allowed to be hanging out of pockets or tucked into pants while batting.
 20. Bats – USA Softball and USSSA regulation stamped bats are allowed.
 - a. When the batter enters the batter's box with an altered or non-approved bat and the infraction is detected before the next legal or illegal pitch they are called out. The batter and Manager are also ejected. All runners must return to the base occupied at the time of the pitch, unless they were put out on the play.
 21. Line-Ups/Rosters – There are multiple options to use a line-up.
 - a. Traditional line-up with or without substitutes.
 - b. Traditional line-up utilizing two AP's with or without substitutes.
 - i. Up to two Additional Players (APs) can be used to increase the batting order to 10 or 11 batters. The AP(s) will be placed in the batting order in the positions to be occupied. The AP(s) can also be used on defense (only 9 defensive players in the field), but must keep the same position in the batting order. The AP(s), if used, must be selected prior to the start of the game, and their name(s) must be included on the line-up card presented to the Umpire. Failure to declare the use of the AP(s) prior to the game precludes the use of the AP(s) in that game. If a pinch-hitter or pinch-runner is used for an AP, that player becomes the new AP. The original AP(s) may re-enter like any other player under the re-entry rule. If an AP is used, the position must be used the entire game.
 - ii. AP's may play defense for any player, that player is still in the lineup and bats.
 - iii. If the AP plays defense for the Flex, the Flex leaves the game and counts as a substitution when she re-enters.
 - c. Traditional line-up utilizing two AP's with or without substitutes and utilizing the DP/Flex option (Max 11 Hitting).
 - d. Roster batting where everyone in the lineup hits – No substitutions. This means all players in the lineup will bat. APs and DP/Flex can still be used.
 - e. NOTE: Whichever lineup is used, it must be declared when lineups are exchanged at the plate conference and remains in effect throughout the game.
 22. Pitchers – Rule 6 of the NFHS rule book.
 - a. Prior to starting inning #1... Five warm-up pitches. Three warm-up pitches every inning thereafter. New pitcher gets five to start... three thereafter.
 - b. No sticky or tacky substances (Gorilla Gold Towels or Rock Rosin, etc.) may be used as substitute for a powdered drying agent such as rosin bags which are legal.

- c. A towel is legal for a pitcher to possess in either rear pocket or tucked in the rear of the uniform pants but if deemed distracting by the home plate umpire, the towel must be adjusted and made satisfactory to the home plate umpires discretion.
 - d. Each field has unprotected bull pens. Pitchers can warm up down the first & third foul lines, throwing outward towards the outfield fence and MUST have a spotter.
23. Courtesy Runners – will be allowed for the catcher and pitcher at any time by a legal courtesy runner. If a team does not have a legal substitute remaining in their lineup, they can use the Last Completed At-Bat as a courtesy runner subject to the same rules and restrictions as regular courtesy runners.
24. Ejections –
- a. If a Manager, Asst. Coach or Team Personnel, or someone other than a player, gets ejected from the game, they must leave the vicinity (out of sight, out of mind) of that playing field immediately and prohibited from any further contact (direct, indirect or electronically) with the team during the remainder of that game. Failure to leave or comply will be a team forfeit. Any ejection deemed extreme by the umpires may warrant an additional game ejected. Any threat made to an official will mean ejection from the Tournament and subject to arrest. It is the Tournament Director's discretion whether further penalties are warranted.
 - b. If a player is ejected and a parent or legal guardian is present, the player and parent must leave the vicinity (out of sight, out of mind) of that playing field immediately and prohibited from any further contact (direct, indirect or electronically) with the team during the remainder of that game. If a parent or legal guardian is not present, the player will be restricted to the bench in supervision of an adult. An ejected player will be able to play in the next game. Any ejection deemed extreme by the umpires may warrant an additional game ejected. Any threat made to an official will mean ejection from the Tournament and subject to arrest. It is the Tournament Director's discretion whether further penalties are warranted.
 - c. If a parent/spectator is ejected, they also must leave the vicinity (out of sight, out of mind) of that playing field. Ejection will be for one game only. Any ejection deemed extreme by the umpires may warrant an additional game ejected. Any threat made to an official will mean ejection from the Tournament and subject to arrest. It is the Tournament Director's discretion whether further penalties are warranted.
25. Protests –
- a. Protests on any issue other than an umpire's judgement or player eligibility will require a \$100 cash fee.
 - b. Any protest regarding umpire judgement is NOT allowed.
 - c. Protests regarding rule or procedural interpretations must be made prior to the next pitch of the game and must be decided upon on before the game can continue.
 - d. Protests on rules or procedures that occur at the end of the game must be made before the next game begins.
 - e. The protest committee will be made up of any part of the following people:
 - i. Tournament Director
 - ii. Site Director
 - iii. Tournament UIC
 - iv. Site UIC
 - v. Any of the above designates
 - vi. Player eligibility protests made during the game must be declared to the Plate Umpire who will confer with the UIC and Tournament Director. Player eligibility protests made after the game must be declared to the Tournament Director.
 - 1. During pool play, protests on player eligibility must be made before pool play has concluded and bracket seedings have been established.
 - 2. During bracket play, protests on player eligibility must be made before either team has begun their next game. If a player eligibility protest cannot be resolved at the time of the protest, the game shall be completed.
 - 3. If the eligibility protest is upheld before the game is completed, the offending team forfeits the game and the player and the manager are ejected from the remainder of the tournament.
 - 4. If the eligibility protest is upheld after the game is completed but during the tournament, the game shall stand as played. However, the offending player and the manager are ejected from the remainder of the tournament.
 - 5. If the eligibility protest is unable to be resolved before the tournament completes, the process will be nullified.
 - 6. Before making a protest confer with the opposing coach and/or scorekeeper as most issues are clerical.
 - f. If a protest is upheld, the \$100 will be refunded.
 - g. If a protest is denied, the fee will be forfeited.
26. Roster Rules
- a. Teams are free to roster as many players as they wish.
 - b. Teams are free to add and remove players as they wish.
 - c. Rosters are never locked or frozen to prevent removal or adding players.
 - d. Players can be on more than one roster, hence a guest player process is not required. However, a player cannot play for more than one team in a tournament other than in exhibition games.
 - e. The players on a team's roster prior to the scheduled start of a team's first game in an event, is their official roster for that event.
 - f. Once a team has started their first game in a tournament, a player cannot be added to a team's roster unless injury forces the team to have less than 9 players. Then players can be added to the roster to bring the roster up to no more than 9 players.
 - g. Players added to a roster (other than as described in 27f) after a team has started their first game would-be considered illegal players and subject to the rules prescribed.
 - h. A team can play with 8 players but the 9th spot in the batting order is an out. If the 9th player arrives when the game is underway, she can be added to the 9th spot in the batting order.
27. Forfeits –
- a. The score for all forfeits will be recorded as 7-0.