

2009 NUTMEG STATE GAMES

FAST-PITCH SOFTBALL

TOURNAMENT RULES

- GAMES ARE 7 INNINGS OR 1-1/2 HR TIME LIMIT WHICH EVER OCCURS FIRST.
- 8 RUN MERCY RULE AFTER 5 INNINGS, 10 RUNS AFTER 4 INNINGS. 12 RUNS AFTER 3 INNINGS
- 1 HR. 30 MIN. TIME LIMIT THROUGHOUT ALL GAMES EXCEPT SEMI-FINALS & FINALS.
- INTERNATIONAL TIE BREAKER WILL BE USED AFTER THE 7th INNINNG IF TIME PERMITS.
- COIN TOSS WILL DETERMINE HOME TEAM DURING POOL PLAY, HIGHER SEED WILL BE HOME TEAM DURING ELIMINATION ROUND.
- POOL GAMES CAN END IN A TIE. 2 POINT FOR A WIN & 1 POINT FOR A TIE

TIE BREAKERS:

- 1st. WINS
- 2nd LEAST RUNS ALLOWED
- 3rd. RUNS SCORED
- 4th COIN TOSS

- IN CASE OF RAIN SATURDAY, SEEDING FOR SUNDAY WILL BE DRAWN AT RANDOM.
- IN CASE OF RAIN ON SUNDAY WHEN NO GAMES CAN BE PLAYED, SATURDAY'S RESULTS WILL DETERMINE A CHAMPION.
- IF ALL GAMES ARE PLAYED ON SUNDAY EXCEPT THE FINALS THE HIGHER SEED OF THE 2 TEAMS FROM SATURDAY WILL BE DECLARED THE CHAMPION. IF ONLY 1 ROUND COMPLETED ON SUNDAY WE WILL USE THE SATURDAY SEEDINGS TO DETERMINE A CHAMPION
- **WINNING TEAM** TO REPORT SCORES TO SCORERS TABLE. ANY COACH OR PLAYER EJECTED WILL BE DISQUALIFIED FROM FURTHER PLAY. ALL SOFTBALLS ARE TO BE RETURNED TO UMPIRES