



## Octoberrfest Tournament September 27 & 28

Welcome to the 2025 Northeast Elite Athletics Wildcats Octoberrfest Tournament. We want to thank you all for participating in this tournament. The tournament will be on Saturday and Sunday. All games will be played in the Windham, NH, area, and field information can be found on the FPN website. The Windham Center School will act as the tournament headquarters.

1. The 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 game's rules.
2. At least one Umpire-In-Chief (UIC) will be on-site during Tournaments. If the field umpires cannot resolve an on-field issue, the UIC will be called to the field.
3. Tournament Formats: Pool Play to single elimination (Unless determined otherwise by the Tournament Director).
4. Games
  - a. All games will have time limits except the finals.
    - i. Pool Games
      1. The game length is 1:20. Complete the inning if necessary
        - a. The game is over if the home team is ahead and batting when the time expires.
        - b. Pool games can end in a tie.
        - c. The international tiebreaker is used for Elimination games.
        - d. No new inning after 1:20.
    - ii. Elimination Games
      1. The game length is 1:20. Complete the inning if necessary.
        - a. The game is over if the home team is ahead and batting when the time expires.
        - b. No new inning after 1:20.
    - iii. Semi-final Games
      1. The game length is 1:20. Complete the inning if necessary.
        - a. The game is over if the home team is ahead and batting when the time expires.
        - b. No new inning after 1:20.
    - iv. Finals Games
      1. 7 Innings (6 Innings for 10U)
        - a. The game is over if the home team is ahead and batting at the end of the regulation period.
  - b. International Tie Breaker
    - i. It was implemented in an Elimination game that ended in a tie after regulation.
    - ii. Implemented if a Finals game ends in a tie after regulation.
  - c. Choosing Home or Away Team
    - i. During pool play, a coin toss determines home and away.
    - ii. The choice of a dugout is first-come, first-served.
    - iii. In single-elimination tournaments, the higher-seeded team has the option to play at home or away.
  - d. Every effort will be made to complete every scheduled game within the expected time limit. In the event of weather delays, darkness, or an unforeseen circumstance, the Tournament Director reserves the right to adjust the time limits of all remaining games and/or modify the tournament format to reach a conclusion and determine a winner. It is also the Tournament Director's discretion if standard "official game" rules (3 innings or 2 ½ if the home team is ahead) are used or another means, such as "complete the batter," to complete the game and determine a game's winner.
  - e. If a single-elimination Championship game is called off due to weather, darkness, or an uncontrollable or unforeseen circumstance, and the game is tied, the higher-seeded team from pool play shall be declared the winner and awarded one run.
  - f. If, due to weather or other circumstances, a game is changed from "complete the inning" to "complete the batter," this is the procedure to determine a game's final score.

- i. The home team can win with the runs they score in their half of the inning but cannot lose or tie in their half of the inning if the home team is ahead entering the final inning and the away team takes the lead or ties in their last at-bat since the home team did not also get a complete 3 outs in the same inning. In this case, the score reverts to the previous completed inning, and the home team wins by the score at the end of that inning.
  - ii. If the away team is ahead entering the final inning and the home team ties the game when the time expires, the game is a tie, regardless of the number of outs played. Since the home team has already tied the game, it cannot revert to a previous inning in which they would be the losers. In elimination play, one run is awarded to the higher seed to break a tie.
  - iii. If less than one inning has been played, the game will be declared "no game," and neither team's score will be recorded.
5. Pool play seeding and tie-breaker criteria:
  - a. Total Number of Wins, followed by
  - b. Winning Percentage, 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. Season Points that are earned before the event being played, followed by
  - f. Date/time the team registered in the system for the season (Ascending).
  - g. Head-to-head is used only when two teams are tied at any level in the tiebreaker chain. Head-to-head is ignored if more than two teams are tied in any criteria.
6. The game is under the control of the umpires on the field.
7. Teams must be prepared to play 15 minutes before game time. If circumstances permit, the umpires will start games early.
8. Our tournament utilizes Double First bases on all fields. Please familiarize yourself with the double first base rules in the NFHS rulebook.
9. The manager is required at the plate conference (payment to the umpires is made now).
10. The manager is legally responsible for all the team's equipment.
11. The manager is responsible for the team's spectators' actions.
  - a. The manager is responsible for the spectators and parents associated with a team. The manager must control the team's spectators, which may include ejection.
12. The clock begins immediately after the pre-game plate conference.
  - a. Game time is in the control of the umpires.
  - b. The clock is not stopped for any reason except in this circumstance:
    - i. The clock is stopped if an injury requires the injured person to remain on the field while an ambulance is called to transport them. The UIC and Tournament Director are the only people authorized to stop the clock.
    - ii. Once the clock is officially stopped, time is never added back to it unless authorized by the UIC or Tournament Director.
13. Run Ahead (Mercy) Rules are in effect for all games in the tournament, including the finals – (14 runs after two innings; 12 runs after three innings; 10 runs after four innings; 8 runs after five innings).
14. 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.
15. Metal cleats are allowed.
16. Towels cannot hang out of pockets or be tucked into pants while batting.
17. Bats – NFHS Softball recognizes and utilizes USA Softball's certification process. For a bat to be legal for use in NFHS and PlayFPN games, it must be marked with the ASA 2000, 2004, or the USA Softball All-Games Certification Mark. All bats that are approved by USA Softball, formerly ASA, for use in fastpitch play shall bear one of the markings shown below. Additionally, any bat with one of these certification marks must not appear on the list of the USA Softball Non-Approved Bats with Certification Marks
  - a. USA Softball Non-Approved Bat List: <https://usa.asasoftball.com/e/BB1P2000.asp>
  - b. 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 the 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.
18. Line-Ups/Rosters – There are multiple options for using a lineup.
  - a. Traditional line-up with or without substitutes.
  - b. Traditional line-up utilizing two APs 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 nine defensive players in the field), but must keep the same position in the batting order. If used, the AP(s) must be selected before 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) before 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. The position must be used for the entire game if an AP is used.
    - ii. APs 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. The traditional lineup utilizes two APs with or without substitutes and the DP/Flex option (Max 11 Hitters).
  - d. Roster or continuous batting, where everyone in the lineup hits, is allowed in all games in the tournament. However, there are 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 remain in effect throughout the game.
19. Pitchers – Please familiarize yourself with the pitching rules outlined in the NFHS rulebook.
- a. Before starting inning #1... Five warm-up pitches. Three warm-up pitches every inning thereafter. The new pitcher gets five to begin thereafter.
  - b. No sticky or tacky substances, such as pine tar or rock rosin, may be used as a substitute for a powdered drying agent, such as legal rosin bags. Gorilla Gold grip enhancer towels are legal.
  - c. A towel is legal for a pitcher to possess in either the rear pocket or tucked in the rear of the uniform pants. Still, if the home plate umpire deems it distracting, the towel must be adjusted to the umpire's discretion.
  - d. Each field has unprotected bullpens. Pitchers can warm up down the first & third foul lines, throwing outward towards the outfield fence, and MUST have a spotter.
20. Courtesy Runners – will be allowed for the catcher and pitcher at any time by a legal courtesy runner. If a team has no 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.
21. 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 be prohibited from any further contact (direct, indirect, or electronically) with the team during the remainder of that game. Failure to leave or comply will result in a team forfeit. Any ejection deemed extreme by the UIC and Tournament Director may warrant an additional game ejection. Any threat made against an official will result in ejection from the Tournament and may involve law enforcement. It is the Tournament Director's discretion whether further penalties are warranted.
  - b. Suppose a player is ejected and a parent or legal guardian is present. In that case, the player and parent must leave the vicinity (out of sight, out of mind) of that playing field immediately and be 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 under the supervision of an adult. An ejected player will be able to play in the next game. Any ejection deemed extreme by the UIC and Tournament Director may warrant an additional game ejection. Any threat made against an official will result in ejection from the Tournament and may involve law enforcement. 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 ejection. Any ejection considered extreme by the UIC and Tournament Director may warrant an additional game ejection. Any threat made against an official will result in ejection from the Tournament and may involve law enforcement. It is the Tournament Director's discretion whether further penalties are warranted.
22. Protests –
- a. Protests on any issue other than an umpire's judgment or player eligibility will require a \$100 cash fee. If a protest is upheld, the \$100 will be refunded. If a protest is denied, the fee will be forfeited.
  - b. Any protest regarding the umpire's judgment is NOT allowed.
  - c. Protests regarding rule or procedural interpretations must be made before the next pitch of the game and must be decided upon 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. Before making a player eligibility protest, confer with the opposing coach and/or scorekeeper, as most issues are clerical.
      - 2. During Pool Play
        - a. Protests on player eligibility must be made before pool play has concluded and bracket seedings have been established.
        - b. Suppose the eligibility protest is upheld before the game is completed. In that case, the offending team forfeits the game in progress only, and the player and manager are ejected from the remainder of the tournament.
        - c. If the eligibility protest is upheld after the game is completed, the game shall stand as played. However, the offending player and manager are ejected from the remainder of the tournament.
      - 2. During Bracket Play
        - a. Protests on player eligibility must be made before the completion of the game. If a player eligibility protest cannot be resolved at the time of the protest, the game shall be completed.
        - b. If the eligibility protest is upheld before the game is completed, the offending team forfeits the game in progress.

- c. 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 is ejected from the remainder of the tournament, and the manager is ejected for the next game.
- d. The process will be nullified if the eligibility protest cannot be resolved before the tournament completes.

#### 23. Roster Rules

- a. Roster Rules
- b. Teams can roster up to 20 players.
- c. Teams are free to add and remove players as they wish.
- d. Rosters are never locked or frozen, allowing for the removal or addition of players.
- e. Players can be on multiple rosters; hence, a guest player process is unnecessary. However, a player cannot play for multiple teams in a tournament, except in exhibition games.
- f. The players on a team's roster before the scheduled start of a team's first game in an event are its official roster for that event.
- g. Once a team has started its first game in a tournament, a player cannot be added to its roster unless injury forces the team to have fewer than nine players. Then, players can be added to bring the roster up to a maximum of 9 players.
- h. Players added to a roster (other than as described in 26g) after a team has started its first game would be considered illegal players and subject to the prescribed rules.
- i. A team can play with eight 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.

#### 24. Forfeits

- a. The score for all forfeits will be recorded as 14-0 (the same as a 2-inning run-ruled game).
- b. If a team forfeits all its games in pool play and still competes, it is NOT automatically the last seed. The team will have a 0-3 record, allowing 42 runs and scoring 0. If another team goes 0-3 and allows more than 42 runs, it would be a lower seed.

#### 25. Tournament Tees

- a. A table will be located at the Windham Center School (2 Lowell Road) field location on Saturday and Sunday. An assortment of shirt options will be available for pressing on-site.

#### 26. Concession Stands

- a. Concession stands will only be open at the Center School location throughout the weekend. Wildcats Café will offer a variety of concession fare all day. You must try the "Walking Tacos" ...

#### 27. Player Skills Challenge

The Northeast Elite Athletics Wildcats are excited to provide a fun skill challenge to our participating teams. Each team will have one representative for each skill that will participate. Representatives from each team are limited to participating in only one challenge. The skills challenge will occur at the Windham Center School at noon on Saturday.

- Home Run Derby:
  - Round 1: Each player will have 10 swings.
  - Round 2: The top three (3) home run totals from Round 1 will compete in the Championship Round. Each player will have 10 swings. The accumulation of both rounds will determine the winner.
- Farthest Throw:
  - Round 1: Each player will have two throws.
  - Round 2: The top four (4) longest throws from Round 1 will compete in Round 2. Each player will have two attempts in this round.
  - Round 3: The top two (2) longest throws from Round 2 will compete in Round 3. Each player will have two attempts in this round. The player with the longest throw after this round will be determined the winner.
- Base Running:
  - Each player will have two opportunities to be timed from home to home. The fastest overall single speed will determine the winner.

- Costume Competition

The Northeast Elite Athletics Wildcats are excited to hold a team costume competition during the Player Skill Challenge. A representative from each team will vote on the winning theme.