



FPN Indoor League Rules Updated 11/5/24

1. Current National Federation of High School (NFHS) Softball Rules and Regulations will apply to Fastpitch Nation Leagues 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. All games are under the control of the umpire and no protests will be permitted.
3. The game length is 1:20 complete the batter. After the clock expires, the at-bat completes and the game is over. If the home team is up to bat when the time expires, any runs they have scored during that half-inning will be counted unless the score reverts back to the previous inning.
 - a. 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 full 3 outs in the same inning. In this case, the score reverts back to the previous completed inning and the home team wins by the score at the end of that inning.
 - b. If the away team is ahead entering the final inning and the home team ties the game when 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 where they would be the loser.
4. 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 including injury. We have a fixed amount of time our league can use the fields, hence the **CLOCK NEVER STOPS**.
 - c. The home team runs the remote for the electronic scoreboard for their game.
5. All games are seven innings when time permits.
6. All players will hit in a continuous batting order.
7. Free substitution will be allowed and courtesy runners will be allowed for the catcher and pitcher at any time by the last batter who was put out.
8. When the player who will catch in the next inning gets on base it is strongly suggested that she be substituted by the last batter who was put out. This speeds up play.
9. In the first inning the pitcher is allowed 5 warm-up pitches and team infield warm-up is allowed. After the first inning, only 3 warm-up pitches and no infield warm-ups between innings are allowed.
10. The manager is required at the plate conference (payment to the umpires in cash only is made at this time).
11. The manager is legally responsible for all the team's equipment.
12. The manager is responsible for the team's spectators' actions.
 - a. Spectators/parents associated with 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 area closest to the dome walls along the baselines is an out-of-play area. Umpires will explain.
14. All fair balls that hit the ceiling or a light are a live ball and playable.
15. All players on the bench must be behind the netted area in front of the bench.
16. Rubber or molded cleats or turf shoes only are allowed. No metal cleats.

Entrance, Exit, Warmup, and Spectator Rules.

1. The area between the outfield fences is the designated shared warm-up area. All teams use this area to warm up all players and pitchers. The dome no longer allows warmups in the corners where pitchers warmed up last season.
2. We will provide pitching mats in the warmup area. **You must use these for pitchers.**
3. Teams can bring popup nets for hitting but you **MUST** pack them up and take them with you when you go to play. You cannot leave them in the warmup area.
4. For the 6pm games teams can warm up on the field and the warmup areas. You must start warmup by 5pm.
5. For the 730 and 9pm games, there are no warmups allowed on the playing field. Use the warmup areas between the fields.
6. There are only 10 mins from the end of one game to the start of the next. Be packed up and ready to enter the field 5 minutes before the the end of the previous game.
7. As soon as the game ends you can enter the field area go directly to your bench unpack, and start the homeplate meeting, and be ready to start.
8. Teams leaving the field must pack their gear and immediately leave the field. There are no team meetings allowed on the field.
9. **ABSOLUTELY NO SPECTATORS** are allowed on the field. Only players and coaches are permitted on the field.
10. Have exact cash for the the umpires (\$50 per team). There is no place to make change at the dome and there is no ATM on-site.