

# FASTPITCH NATION PARK POLICIES & TOURNAMENT RULES

## COVID-19 SPECIAL PARK RULES

1. Please respect the ZERO tolerance policy. To help us help you stay safe, please obey all commands from FPN park staff. Spectators who refuse to obey commands from staff will be ejected from the park. If they refuse ejection, the police will be called.
2. Masks or cloth face coverings must be worn to enter the bathrooms and retail building. Face shields are not sufficient.
3. Masks or cloth face coverings must be worn in any place you cannot maintain a 6 ft. social distance.
4. You must maintain a 6 ft social distance at all times in all locations with people not in your household.
5. **Currently, only uniformed players, 3 coaches and 2 parent/legal guardian spectator per player will be permitted in the park. No other spectators will be allowed (NO siblings, grandparents, friends, etc.)**
6. Wash or sanitize your hands frequently. Hand sanitizing stations are outside the bathrooms on the wall.
7. If you are feeling sick, please do not enter and you must leave the facility immediately.
8. NO canopies behind the backstops allowed. Canopies may be used to extend the dugout area and the areas beyond the dugouts. People must continue to maintain social distance while using canopies.
9. Individual families may bring food or drink for themselves, but no tailgating, or team meals are permitted.
10. NO seeds. NO gum. NO spitting.
11. Once a team has completed play, they will need to leave the park immediately. There will be no lingering to watch or scout other teams.
12. Teams in the morning (first) and late afternoon (last) Time Blocks park in the lower parking lot. Teams in midday Time Block park in the upper parking lot.

## Directions:

The address is 1001 Day Hill Rd., Windsor, CT 06095

## Standard Park Rules:

- No Smoking or tobacco use allowed anywhere including the parking lot.
- No Alcohol or drugs use allowed anywhere including the parking lot. Violators will be ejected from the park for the remainder of the tournament. WE RESERVE THE RIGHT TO INSPECT CONTENTS OF ALL COOLERS, BAGS, etc.
- No vehicles are allowed anywhere other than the parking lot. You may not drive up to any field to unload equipment.
- **NO CANOPIES ALLOWED ANYWHERE BEHIND THE NET BACKSTOPS DUGOUT TO DUGOUT.**
- Dogs are allowed but only leashed and you must use proper waste disposal bags to clean up after your dog.
- No grills or any cooking allowed anywhere in the park.
- No bicycles, scooters, roller skates, skateboards or hover boards.
- No public music players, boom boxes, wireless speakers or noise makers permitted anywhere including the stands, dugouts, fields and warmup areas. Respect we are in a shared space.
- No engaging with umpires during or after the game. There will be zero tolerance for abuse of the umpires. Abusive spectators may be ejected from the park and at our discretion from the entire tournament.

## Live Streaming:

- Live game streaming will be available on all fields this weekend:  
<https://fastpitchnation.net/live>. Games are currently not recorded.

## Weather and Rainout Line

All weather alerts, delays, etc are communicated via Rainout line. You can check the website, call the number or subscribe to the text alerts. <https://rainoutline.com/home/dnis/8602662323>

## Scoreboards

Volunteers will be needed to run the wireless controller at the scorer's table at each field. The teams can determine before hand a volunteer to run the scoreboard. It's very easy.

## Fastpitch Nation's Main Building

- Restroom facilities for men and women are in the main building. Both have baby changing stations.
- We offer a full array of apparel that we customize on site with the tournament decal or more than 40 other decals.
- Many softball themed novelties and gifts are available.
- Limited sports equipment such as batting gloves, balls, bat wraps, scorebooks, and similar items are available.
- Ice is sold at the main building.
- A large phone and tablet charging station is located in the building.

## Concessions

- Food vending will be open during all of the Fastpitch Nation events. The hours of operation are from 30 mins prior to the start of the first game through midway through the last game.

## First Aid

Hartford Healthcare will be on site for every game of each event to provide athletic training and basic first aid services. They will be at the main building in either a tent or their trailer. Hartford Hospital is 15 minutes away in the event of serious injury. The Town of Windsor, CT's EMS can be reached via 911.

## Foul Balls

All players, coaches, fans, and parents be aware of foul balls at all times. **BE AWARE OF YOUR SURROUNDINGS.** There will be more than one game going on at a time, which can cause foul balls from different fields. Please return all foul balls to the umpire or the tournament director.

## **COVID -19 GAME PLAY RULES MODIFICATIONS**

*Includes dugout and social distance management*

1. The play adaptations are mainly in terms of social distance. We have tried to preserve the game as we know it as much as possible. These are the on-field protocols all will need to follow.
2. On the field and around the field, we will follow strict social distancing. Fastpitch softball is a non-contact sport and is ideally suited for such a thing since the players are so far apart for nearly the entire time.
3. Umpires, the UIC and the Director of Safety will manage both the game and the social distance and safety rules on the field. However, we need the coaches to be an equally important part of the safety team.
4. Umpires will warn coaches if a team is not abiding by the social distance restrictions. Teams will have a maximum of 2 warnings. If a third infraction of social distance rules occurs, the game will end and be recorded as a forfeit.
5. Teams will warmup in the outfield and edges of the infield only. Since at any time the teams in the park will be the ones playing no warmups are allowed in other areas.
6. Teams as required to completely clean out the dugouts and leave nothing behind that others must touch to clean or discard.
7. There will be no shaking of hands, high fives, fist bumps or even elbow bumps. At the game's conclusion teams will just exit the field.
8. There will be no players at the homeplate meeting prior to the game and social distance will be maintained by the two managers and umpire.
9. Mound visits will be limited to the pitcher, catcher and manager at a proper social distances.
10. No team huddles, pre or post game meetings will be permitted.
11. No seeds, gum or any food that encourages spitting will be permitted.
12. No sharing of equipment will be permitted.
13. No communal water coolers or team meals.
14. No huddles, or pre or post game team meetings.
15. An extended dugout area will be marked on the ground with Xs to denote player positions 6 feet apart and two players deep.
16. We will limit the number of players in the dugout at any one time. For players on defense usually the whole team is on the field with one or two players and the coaches on the bench. Coaches and umpires will keep watch to maintain strict social distancing. No more than 5 people maintaining 6' social distances are allowed in the dugout at one time. For the team on offense the 4 players in the batting order due up that inning and 1 coach will be in the dugout. The other 2 coaches will be at the 1st and 3rd base coaching positions. The remaining players will be outside the dugout in a marked area from the end of the dugout down the baseline. Players will need to bring chairs if they want to have seating in this area and teams can place pop-up tents to cover the players seated in the uncovered dugout area. Teams may sue canopies over the extended dugout space.
17. Each team will be required to have one or two parents or a coach delegated to monitor the players outside the dugout for social distancing and to monitor and maintain the flow into and out of the dugout.

## **FASTPITCH NATION PARK TOURNAMENT RULES**

1. Current USSSA rules and regulations will apply to the tournament unless modified by this document.
2. Tournament Format: Pool play to single elimination.
3. Game time limits.
  - All games have time limits except the finals.
  - In pool play and elimination play (except the semi-finals and the finals) in all age divisions, no new inning will start after 1 hour 15 minutes.
  - In semi-final games in all age divisions, no new inning will start after 1 hour 30 minutes.
  - In Championship games no time limit will be used. All games will be 7 innings except for 10U which is 6 innings.
  - For games with time limits, innings in progress after the time limit has expired, will be completed. A game can end in a tie in pool games.
  - In elimination and championship games, ties will be played out using the international tie breaker rules.
  - If a championship game is called due to weather or darkness or some other uncontrollable situation, and the game is tied the team with the higher seed shall be declared the winner.

- Every effort will be made to complete every scheduled game within the 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 a conclusion and determine a champion.
4. The clock begins immediately after the pre-game conference ends. If the time limit is up and the home team is leading and at bat, then the game ends with whatever the score is at that point (ie, the final inning is not completed in this case – this is not the same as the drop dead rule).
  5. Standard USSSA mercy rules in effect for all games (12 after 3; 10 after 4; 8 after 5).
  6. In pool play, the winner of a coin toss prior to the start of a game will have choice of being home or visitors. In championship play the higher seeded team will have the choice of home or away and choice of dugout.
  7. Coaches and rostered players are the only ones allowed to be in the dugout or bench area during the games. Bat boys/girls are not permitted unless they are a rostered player.
  8. The tournament director reserves the right to change, shorten, modify, or alter games and/or schedule in order to conclude the tournament successfully. (See rain out policy item #27).
  9. Team and individual awards will be presented to the first and second place teams.
  10. Boom boxes, radios, wireless speakers Alexas, etc. are not permitted to be used during the game or near the field area without the use of headphones, earbuds etc. Open music, if volume and content is appropriate, is only permitted in the warmup pavilion out past fields 9 and 11.
  11. Jewelry that is non-hanging or non-dangling stud type ear or nose piercings only may be worn. 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, so 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.*
  12. Metal cleats are allowed for teams 13U and older.
  13. For pitchers no tacky or sticky substances (such as Gorilla Gold towels or rock rosin) may be used as a substitute for a powdered drying agent such as regular rosin bags which are legal.
  14. Protests on any issue other than an umpire's judgment will require a \$100 cash fee. Protests on an umpire's judgment will not be allowed and no fee will be accepted. Protests on rule or procedural interpretations during a game must be made before the next pitch and will be decided upon before the game is allowed to continue. Protests on rule/procedures that occur at the end of the game must be made before the next game begins on that field. Protests on player eligibility must be made before either team starts their next game and will be decided upon before either team continues play. The protest committee will be made up of any part of the following: tournament director, site director, tournament UIC, site UIC or any of their designees. If the protest is upheld the \$100 will be refunded. If the protest is denied the fee will be forfeited.
  15. Game time is under the control of the umpires on the field.
  16. APs- Up to 2 APs (additional players) may be used unless you are doing roster batting than all the extra batters are considered APs. They must be on the lineup card and only hit. When using a traditional lineup (not roster batting) APs may be substituted for defensive players. The DP/Flex may also be used but still only 11 players max can hit.
  17. 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 courtesy runner remaining they can use the Last Completed At-Bat as a courtesy runner subject to the same rules and restrictions as regular courtesy runners.
  18. Roster batting may be used and must be declared prior to the start of the game. This means all players in the lineup will bat. The team must use roster batting for the full duration of the game. APs and DP/Flex can still be used.
  19. All that do not complete the online check-in process prior to the tournament must report to the check-in person at least 1 hour before their first game. You will need the following: Proof of insurance and original signed USSSA roster. Note: All teams must have and be able to produce your official USSSA roster and birth certificates on demand.
  20. If an ineligible player participates at any time during the tournament, the player and team manager will be ejected from the remainder of the tournament and all games in which that player participated will be forfeited. Participation is defined as either actively playing in the game or appearing anywhere on the official lineup that's presented prior to the start of a game. Examples of ineligible players include, but are not limited to, playing on two teams in the same event, not being listed on the team roster that was presented prior to the tournament, violating the age requirement, playing under an assumed identity, use of a fraudulent birth certificate, not presenting a birth certificate when requested to do so, etc.
  21. If a coach, manager, or fan is ejected from a game they must leave the vicinity (out of sight and sound) of that playing field immediately and is prohibited from any further contact (direct or indirect) with the team during the remainder of that game. They are ejected for the game in progress and the next game. It is the tournament director's discretion if further penalties such as ejection from the tournament are warranted.
  22. If a player is ejected, they must sit out the remainder of that game and remain in the bench area under adult supervision. The out of sight and sound principle does not apply to an ejected player. If a player wants to leave and there is an adult to accompany her, the spirit of the rule is satisfied. An ejected player is eligible to play in the team's next game.
  23. All bats must have the USSSA 1.20 Thumbprint. Violation occurs when player enters the batter's box. Violation for using an ALTERED or NON-APPROVED bat: the batter is declared "out"; the bat is removed from the game; the player and head coach are immediately ejected from the game. Violation for using a DAMAGED bat: the batter is declared "out"; the bat is removed from the game; a team warning is issued for the first offense if discovery is made PRIOR TO hitting the ball. For a subsequent offense, the player is restricted to the bench and the head coach is ejected from the game.
  24. Minimally, the winner and runner-up will qualify for any USSSA Nationals Tournaments if the event is a qualifier. More berths are awarded based on number of teams in the event.

25. Game time is forfeit time. However, the director's discretion may be used if unique circumstances warrant. Forfeits will be entered as no score (0-0).
26. Teams must be prepared to play 30 or more minutes prior to the scheduled start time of a game, due to mercy games or up to 1 hour early due to weather issues. The tournament director will decide if games start early.
27. Warm-up in the designated warm-up areas only. No warmup is permitted near the field outside the confines of the fences field. During pre-game no infield will be taken on the field other than the edges of the infield by the outfield grass. Pitchers cannot use the game pitching circle to warm up. Each team has a bullpen in foul territory.
28. Each field has an unprotected bullpen in foul territory along the first and third base foul lines. These are the only places where pitchers are permitted to warm up. The pitcher's back is turned to the game. Bullpen catchers must wear masks while warming up a pitcher. A spotter is required. If the spotter is a player, a helmet must be worn.
29. In the event of rain, snow or acts of God, the tournament director reserves the right to reduce game times. Refunds will be given according to the following policy. If at least 2 games are started no refund is provided. If 1 game is started a 50% refund is given. If no games are started a 75% refund is given.
30. The head coach from each team must be present at the pre-game conference which will take place approximately five minutes prior to the start of each game. There will be an exchange and check of each team's lineup cards; discuss ground rules; and the head coach must verify that their players are "legally and properly equipped" (Rule 4-8-D-4). This is required in every USSSA sanctioned game. No game will begin without a correct lineup card. Each lineup card must have minimally the first initial and last name of each player, uniform number, and position.
31. The home team (official book) will report the scores to the homeplate umpire at the end of the game.
32. There is a scorer's table at each field. The scorekeepers are encouraged to both use this area to confer with each other during the game.
33. One of the teams must provide a volunteer to operate the scoreboard system located at the scorer's table. It's very easy and instructions are provided.
34. Once pool play is completed, the order of finish is set by the USSSA national computer scoring system. As long as scores are entered correctly, the results are correct and there is no challenging the results or altering its seedings. Seeding is determined by the following criteria.
  - Winning Percentage - Descending
  - Number Wins - Descending
  - Number Loses - Ascending
  - Tied Teams (vs. each other) Winning Pct - Descending (Not valid if all tied teams have not played each other)
  - Avg Points Allowed - Ascending
  - Avg Points Differential with a maximum of (8) - Descending
  - Ranking Points - Descending
  - Date Team Entered USSSA Database
  - Once past a tie breaker do not return to previous
  - Head-to-head (if applicable) is used to break ties when only 2 teams are tied.
  - If a team volunteers to play an extra planned pool game due to an uneven number of teams win the division, the worst result will be dropped for that team and will not count toward their point total or run averages, although it does count for their opposing team.
35. Tie breakers.
  - a. If pool game is tied after seven innings (6 innings 10U) and there is still time left, the international tiebreaker will go into effect. A base runner will start at second base with no outs. The runner will be the batter who made the last out in the previous inning. One time expires the inning of the tie breaker will be completed. If still a tie, it remains a tie.
  - b. Elimination tiebreaker — international tiebreaker will be used after seven innings (6 innings 10U). A base runner will start at second base with no outs. The runner will be the batter who made the last out in the previous inning.