

PlayFPN On-Field Showcase Rules at Fastpitch Nation Park

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. **Time limit - All games will have a 1:30 drop dead time limit.** After 1:30 the at-bat completes and the game is over. The final score will be the score at the end of the last completed inning. If the home team is up to bat when time expires, any runs they have scored during that half inning will be counted. 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 away team took the lead or tied in their last at-bat since the home team did not also get a full 3 outs in the same inning. In this case we revert back to the last completed inning. If you revert back to the last completed inning and it's a tie it remains a tie.
4. All games are seven innings (7 innings) when time permits
5. The game is in the control of the Umpires on the field.
6. No warming up on the infield prior to games. Warmups must be beyond first or third base.
7. Fastpitch Nation Park utilizes Double First bases on all fields. Please be familiar with Rule 10 of the NFHS rule book.
8. Manager is required at the plate conference (payment to the umpires is made at this time).
9. Manager is legally responsible for all their team's equipment.
10. 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.
11. The clock begins immediately after the pre-game plate conference.
 - a. A coin toss will determine home and away,
 - b. Game time is in the control of the umpires.
 - c. We ask that a volunteer from one of the teams operate the scoreboard.
12. Run Ahead Rule in effect for all games – (12 after 3; 10 after 4; 8 after 5). However, if both managers wish to continue playing until time expires please do so. The point is to showcase players.
13. 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.
14. 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.
15. Jewelry is allowed. However jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game.
 - a. 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.
16. Metal cleats are allowed for teams 13U and older.
17. Towels are not allowed to be hanging out of pockets or tucked into pants while batting.
18. 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.
19. Line-Ups/Rosters – No lineup cards are required.
20. Completely free substitution for any defensive player including the pitcher at any time is allowed
21. A courtesy runner for the pitcher or the catcher at any time by any player on the roster is allowed.
22. Bat as many players in your lineup as you wish (minimum is 9) but do not change the batting order.
23. Games may start with 8 players. No outs are recorded for the 9th player. Players may be borrowed from the opponent or other teams in the tournament to make a full team to complete the game. The idea is to play and showcase.
24. 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. Even though sticky substances for pitchers such as Gorilla Gold are not allowed in NFHS play we will allow it for the college showcase since it's allowed in the NCAA.
 - 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.
25. 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.
26. Protests –
 - a. This is a non-protestable tournament. Rule disagreements will be settled at the time by the home plate umpire. Please don't argue. Remember the spirit of the tournament. College coaches don't want to spend their time watching arguments. If a player or coach is ejected they will be gone for the rest of the game and the next game. Make sure your players know this. They are there to be seen. Don't argue.
27. Roster Rules
 - a. Teams are free to roster up to 20 players on their roster.
 - b. Teams are free to add and remove players as they wish even after play as starts in a showcase.
28. Forfeits –
 - a. The score for all forfeits will be recorded as 7-0. Avoid forfeits at all costs please.