

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 be 1:20 drop complete the batter time limit.** After 1:20 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 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, 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. The manager is required at the plate conference (payment to the umpires is made at this time).
9. The manager is legally responsible for all the team's equipment.
10. 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.
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 – (14 after 2, 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.
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. Bats – NFHS Softball recognizes and utilizes USA Softball's certification process. In order 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, formally 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 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 – No lineup cards are required.
19. Completely free substitution for any defensive player including the pitcher at any time is allowed
20. A courtesy runner for the pitcher or the catcher at any time by any player on the roster is allowed.
21. Bat as many players in your lineup as you wish (minimum is 9) but do not change the batting order.
22. Games may start with 8 players. No outs are recorded for the 9th player. Teams may borrow players 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.
23. 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. The new pitcher gets five to start... three 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 rosin bags which are legal. Gorilla Gold grip enhancer towels are legal.
 - 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 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.
24. 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 be a team forfeit. Any ejection deemed extreme by the umpires may warrant an additional game ejection. 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 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 umpires may warrant an additional game ejection. 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 ejection. 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.

25. 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.

26. 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 has started in a showcase.

2. Forfeits –

- a. The score for all forfeits will be recorded as 14-0 (the same as a 2-inning run-ruled game). Avoid forfeits at all costs, please.