

PlayFPN On-Field Tournament Rules Valley Fusion

1. Current National Federation of High School (NFHS) Softball Rules and Regulations will apply to PlayFPN 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. Tournament Formats: Pool Play to single elimination or double elimination (Unless determined otherwise by the Tournament Director).
4. Timed Games
 - a. All games will have time limits except the finals.
 - i. Pool and Elimination Games
 1. Game length is 1:20 complete the inning, if necessary
 - a. If home team is ahead and batting when time expires, the game is over.
 - b. Pool games can end in a tie.
 - c. International tie breaker is used for Elimination games.
 - ii. Final Games
 1. 7 Innings (6 Innings for 10U)
 - a. If home team is ahead and batting at the end of regulation, the game is over.
 - b. International Tie Breaker
 - i. Implemented if an Elimination game ends in a tie after regulation.
 - ii. Implemented if a Semi-Final game ends in a tie after regulation.
 - iii. Implemented if a Final game ends in a tie after regulation.
 - c. If a Championship game is called due to weather, darkness or an uncontrollable/unforeseen circumstance, and the game is tied, the higher seeded team shall be declared the winner.
 - d. Every effort will be made to complete every scheduled game within the schedule 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 the conclusion and determine a winner.
5. The seeding criteria in pool play is:
 - i. Avg Winning Percentage
 - ii. Avg runs allowed.
 - iii. Avg runs scored.
 - iv. Coin Toss
 - v. Head to head is used only if 2 teams are tied in any criteria. If more than 2 teams are tied, head-to-head is ignored.
6. The system always uses averages (results/divided by games played) as this is the fairest way to deal with situations such as weather impacted event when not all teams play an equal number of pool games.
7. The game is in the control of the Umpires on the field.
8. Teams must be prepared to play 30 minutes prior to game time. If circumstances permit to start games early, the umpires will do so
9. No warming up on the infield prior to games. Warmups must be beyond first or third base.
10. Manager is required at the plate conference (payment to the umpires is made at this time).
11. Manager is legally responsible for all their team's equipment.
12. 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.
13. The clock begins immediately after the pre-game plate conference.
 - a. Game time is in the control of the umpires.
 - b. We ask that a volunteer from one of the teams operate the scoreboard.
14. Run Ahead Rule in effect for all games – (12 after 3; 10 after 4; 8 after 5).
15. Coin Toss – Winner shall have choice of being the home or away team.
 - a. Pool play – Coin Toss.
 - b. Elimination Games – Higher seed has choice of Home or Away.
 - c. In Elimination Games with multiple pools and teams have the same seed from their respective pools, a coin toss will decide.
16. 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.
17. Jewelry – that is non-hanging or non-dangling stud type ear or nose piercings are allowed.
 - a. 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 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.

- b. 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.
18. Metal cleats are allowed for teams 13U and older.
19. Towels are not allowed to be hanging out of pockets or tucked into pants while batting.
20. 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.
21. Line-Ups/Rosters – There are multiple options to use a line-up.
- a. Traditional line-up with or without substitutes.
 - b. Traditional line-up utilizing two AP's 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 9 defensive players in the field), but must keep the same position in the batting order. The AP(s), if used, must be selected prior to 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) prior to 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. If an AP is used, the position must be used the entire game.
 - ii. AP's 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. Traditional line-up utilizing two AP's with or without substitutes and utilizing the DP/Flex option (Max 11 Hitting).
 - d. Roster batting where everyone in the lineup hits – 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 remains in effect throughout the game.
22. 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. No sticky or tacky substances (Gorilla Gold Towels or Rock Rosin, etc.) may be used as substitute for a powdered drying agent such as rosin bags which 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 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.
23. 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 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.
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 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.
25. Protests –
- a. Protests on any issue other than an umpire's judgement will require a \$100 cash fee.

- b. Any protest regarding umpire judgement is NOT allowed.
 - c. Protests regarding rule or procedural interpretations must be made prior to the next pitch of the game and must be decided upon on 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. During pool play, protests on player eligibility must be made before pool play has concluded and bracket seedings have been established.
 - 2. During bracket play, protests on player eligibility must be made before either team has begun their next game. If a player eligibility protest cannot be resolved at the time of the protest, the game shall be completed.
 - 3. If the eligibility protest is upheld before the game is completed, the offending team forfeits the game and the player and the manager are ejected from the remainder of the tournament.
 - 4. 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 and the manager are ejected from the remainder of the tournament.
 - 5. If the eligibility protest is unable to be resolved before the tournament completes, the process will be nullified.
 - f. If a protest is upheld, the \$100 will be refunded.
 - g. If a protest is denied, the fee will be forfeited.
26. Forfeits –
- a. The score for all forfeits will be recorded as 7-0.