

D1 FASTPITCH BLIND DRAW SHOWCASE RULES

**** BOTH TEAMS MUST TEXT SCORES IMMEDIATELY AFTER YOUR GAME TO 216-210-1105** PLEASE INCLUDE TEAM PLAYED, AGE GROUP & PARK/FIELD*****

General Event Policies

- All teams should report to their assigned field at least 1 hour before game time and be ready to start the game 15 minutes before scheduled game time.
- Warm-ups will be conducted in the open play areas behind each field. Do not hit or throw balls into permanent or temporary fencing. Any player warming up a pitcher must wear a mask.
- Pitcher will be allowed 5 warm up pitches her first inning & 3 warm up pitches thereafter. All new pitchers will be awarded the same.
- No infield warmup balls after 1st inning.
- When the game is over, teams must leave the field immediately after shaking hands. We will be on a tight schedule and you must adhere to this rule.
- D1 Fastpitch will provide game balls.
- We will be playing NFHS Rules, any EXCEPTION to those rules is listed below.
- Home team/visiting team will be determined by coin toss.
- Home team will keep the official book.
- In case of uncontrollable circumstances or interruptions due to weather, the Tournament Director reserves the right to alter the tournament format in anyway necessary to maximize the number of games played by each team.
- Please have them ready for when your catcher gets on base.
- Please be courteous and clean up after your game.

FENCES: **ORANGE CONES** will be used for fences when needed.

1. Balls caught in front of the cones will be ruled OUTS.
2. Balls that roll past the cones will be a ground rule double. The outfielder must raise her hands. If she does not, the play will be live and runners can advance at their own risk.
3. Balls hit OVER the cones will be home runs, determined by UMPIRES ONLY. Arguing close calls will result in ejection. Same rule as arguing balls and strikes.
4. Defense MUST play in front of the cones.
5. Catch & Carry Rule will apply when cones are used.

Showcase Game Rules 14U/16U/18U

- All pool games will be 80-minute time limit finish the batter. Revert back to last complete inning. PLEASE NO STALLING!
- Free substitution will be permitted during Showcase games ONLY.
- 4 Showcase games into single elimination blind draw tournament
- Teams must bat a minimum of 9 players with no maximum number of hitters.
- Pitch runners for any player but runner can only pitch run once per inning.

Bracket/Elimination Game Rules 14U/16U/18U

- BRACKET/ELIMINATION GAMES will be regulation games. 75 minutes finish the inning.
We will go immediately to tie breaker if game is tied and time expires at top of the next new inning. We will put runners on 2nd (Previous out) and 3rd (Last out). We do this to try to keep games on schedule.
- 2 Line up cards are mandatory during bracket play. One for umpire and one for opposing team.
- Run Rules will be in affect during elimination play (10 after 3, 8 after 4, 6 after 5)
- Defensive substitutions may be made without notifying the umpire, but all offensive changes must be reported.
- Teams may only bat 9 players but can use DP flex. You can play with 8 but you must take an automatic out when the 9th player would come up in the batting order.