



2020 NJ Heat Tournament Rules of Play



****Please note, due to State of NJ restrictions on gathering sizes, we can only allow 2 spectators per player at this event.****

Please review and pass the link below of our COVID-19 Complex Guidelines along to your team and parents – <https://www.njheatfastpitch.com/covid19>

Please note:

- Only 1 coach at pre-game meetings on opposite side of batter's boxes
 - No hand shaking or touching
- Players must socially distance themselves using markers in extended dugouts
- Masks need to be worn by all players and coaches except when playing in a game or warming up. Spectators must wear except when sitting in a designated area watching a game.
- All spectators must watch game based on parameters described at www.njheatevents.com.
- Coaches are responsible for their parents and will risk forfeit of games if they do not abide by the rules ← We do not want any team to have to forfeit.
- Please maintain social distancing at all times
- **Only 5 people max in actual dugout at any time. Can be combination of players and coaches.**

TEAM CHECK IN

Please have your team arrive at scheduled check-in time.

- Mask must be worn by everyone at check-in.
- Coaches will need to complete the **Team Roster Form** prior to arrival and bring with them to the complex. We will need Team Name, Head Coach Name and Email Address along with the names of coaches and players that are participating.
- The Head Coach will need to provide the completed form, a copy of their insurance and their waiver to the person checking-in your team.
- All players and coaches must have signed waiver.
- The person checking-in your team will ask a series of health questions and take temperature with an infrared thermometer for all coaches and players.
- Forehead infrared temperature readings of 99.5 or below will be cleared to participate. If a temperature registers over 99.5, we will notify the Head Coach and retake temperature with a second infrared thermometer. If the results are the same, we will take temperature with an ear thermometer. Temperatures higher than 100.4 using an ear thermometer will not be allowed to play and will be asked to leave the complex immediately. **We recommend that everyone check temperatures prior to leaving home. Temperature checks will be noted as a pass/fail and not the actual temperature. **Please note that all information will be kept confidential****
- At completion of check-in, all participants will be given a bracelet that will need to be worn the remainder of the day at the complex.
- Events that include a 2nd day will have a modified process, but will still include the entire team to check-in.
- Each team will be provided hand sanitizer and a towel for their team and to sanitize the ball throughout the game as needed.

Please note that parents and spectators will not need to go through this process.



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USA Softball RULES APPLY

****The use of face coverings during the game is not required. It is strongly encouraged during in-game team meetings****

Safety Rules as required by USA Softball.

- ALL BATTING HELMETS MUST HAVE APPROVED NOCSAE FACEMASKS.
- Helmets must be worn at all times by runners while on the field including running back to the dugout.

Courtesy Runners

- For 10U/14U - Courtesy Runner should be used at all times for Pitchers and Catchers to speed up play
 - Courtesy Runner must come from the bench (any player not in game) or last batted out (in that order).
 - Courtesy Runner(s) must be different for pitcher and catcher within the same inning.

Player Line Ups:

- Teams may choose to bat entire roster if they would like to. There will be unlimited defensive substitutions if batting entire line-up.
- DP/FLEX rule may also be used in addition to the EP above and will follow USA Softball rules regarding such.

Game Length & Time:

- Home team decided by coin flip. The team that traveled furthest distance will call.
- Seven (7) Inning games for 12U / Six (6) inning games for 10U
- Saturday Pool Play: **No new inning may begin after 1 hr 20**
 - **Out of respect for later games – please start your games on time as we will lose light early**
 - **Vacate dugouts as soon as your game is over as we will need to stay on schedule**
- Saturday Pool Play games can end in a tie. If time permits use International Tie Breaker.
- International Tie Breaker will be used on all Sunday Games beginning in last inning after regulation.
- Sunday Elimination, Quarter Finals and Semi-final games: no new inning may begin after 1 hour and 20 minutes. No drop dead time, finish the inning, must have a winner.
- Sunday Final Games: no time limit; play out full seven (7) innings for 12U and six (6) innings for 10U. Unless Run Ahead Rule comes into effect.
- No **"stalling"** tactics are allowed in the final 10 minutes. Show sportsmanship and let the game be decided by the girls on the field.

Run Ahead Rule for 12U:

12 runs after 3 innings; 10 runs after 4 innings; 8 runs after 5 innings



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10U Division Exception Rules:

- Six (6) Inning games.
- Pitching Distance shall be 35 feet.
- Ten (10) Players in the field with Four (4) Outfielders [LF-LC-RC-RF]. **No "Short Fielder" is allowed, must be on outfield grass when pitched.**
- Teams may bat their entire roster, risking an out for any injured player who cannot come to bat, or choose to bat only eleven (11) players, and follow USA Softball substitution rules (no DP/FLEX rule or EP rule). There will be free defensive substitution if batting the entire roster.
- No Dropped Third Strike.
- No Infield Fly
- Slapping is allowed, but batters cannot square to bunt, pull-back and swing
- Runners may lead on the release of the pitch. All runners leading on release are eligible to be put out if caught off base. Runners leading **cannot** advance home on pick off throws or overthrows.
- Stealing of 2nd and 3rd base will be allowed. No stealing of home is permitted. Runner stealing 3rd base **cannot** advance Home on an overthrow to 3rd base.
- Five (5) runs maximum allowed per inning for innings 1, 2 and 3. Unlimited runs allowed beginning the 4th inning.
- **Run ahead rule – 15 after 3, 10 after 4, 8 after 5**

Sunday Seeding

Seeding will be based on the following:

- Total Points (2 points for win, 1 point for ties, 0 points for loss)
- In the event of a tie:
 - Head to head if only 2 teams tied
 - Total runs allowed
 - Total runs scored
 - Run differential
 - Coin Flip