

# Tournament Rules – Spring Jam

*Elite Girls Fastpitch will be using National Federation of State High School Associations (NFHS) Softball rules with the modifications that are listed below.*

**NFHS Softball rules**

**Age Cutoff: December 31, 2021**

## **TIME LIMITS:**

- Pool Play - No new inning after 1 hour 20 minutes.
- Bracket Play - No new inning after 1 hour 30 minutes.
- Championship Game - No time limit. Run rule still in effect. **NOTE: Time limit may be imposed due to darkness or facility restrictions.**

## **RUN RULE:**

- 10 after 3 innings
- 8 after 4 innings
- 6 after 5 innings

## **TIE GAMES**

- Pool Play - If at the end of 7 innings or if the time limit expires (full inning must be finished) games will end in a tie. Any pool game can end in a tie.
- Bracket Play & Championship Games - Games cannot end in a tie. If at the end of 7 innings, or time limit expires, the next inning starts with a runner (the batter scheduled to bat last in the respective half inning) at second base and no outs.

## **GAME TIME**

- Game time is forfeit time unless the delay is created by Elite Girls Fastpitch.

## **HOME TEAM**

- Pool Play - Coin Flip for home team in pool play.
- Bracket Play and Championship Games - The higher seed will be home team. If the two teams have the same seeding a head-to-head tie breaker will be used. If the two teams have not played each other home team will be decided by coin flip.

## **DUGOUTS**

- Team listed 1st on the schedule will occupy the 3rd base dugout.
- Team listed on the top half of the bracket will occupy the 3<sup>rd</sup> base dugout.
- If a team is already occupying a dugout from a previously played game, they may remain in that same dugout.

## **PROTESTS**

- All protests will be accompanied by \$100 cash before the protest will be discussed or ruled on.
- All protests must be made at the time of the play or ruling in question.
- Judgment calls are not eligible for protest.

## **ROSTERS**

- All players must be added to the team's digital roster on their team's profile prior to the start of the tournament.
- All players must have their parent/legal guardian's signature on the digital roster prior to the start of the tournament.
- College players are not allowed to be on a team's roster and may not participate in this event.
- Players may not play with multiple teams playing in the same event.

## **PITCHING RULE MODIFICATIONS**

- While the pitcher takes the signal, her stride foot may be on or behind the pitcher's plate as far back as desired.
- Once the pitcher initially sets the toe of her stride foot, she CANNOT move it to increase the distance behind the pitcher's plate.
- In addition, the pitcher shall take (or simulate taking) a signal from the catcher.

## **INTENTIONAL WALKS**

- All pitches, including a pitch-out, must be legally pitched to the catcher and ball is live.

## **GAME BALLS**

- EGF will provide the game balls.

## **METAL CLEATS**

- 10U & 12U players may not wear metal cleats.
- 14U,16U and 18U can wear them unless notified in advance due to facility rules.

## **EJECTIONS**

- Any coach, player and/or spectator ejected from a game will be required to not participate in their next scheduled game unless deemed otherwise by the tournament director.

## **DECISIONS**

- The Tournament Director shall have final decision on all tournament questions.

## **LINEUP OPTIONS - DP / FLEX and EP Rules:**

- OPTION 1 - Straight nine: Those nine players can play any position on defense.
- OPTION 2 - DP/Flex: 10 players are listed on the line-up, but only 9 bats. The DP can bat for any player that you designate prior to the start of the game. That player is designated as the Flex and must be listed in the 10th spot on the lineup card.
- OPTION 3 - EP: This gives you the option to bat 10 players and any 9 can play defense. This player can be placed anywhere in the lineup.
- OPTION 4 - DP/Flex and the EP: This allows you to have 11 players listed in the lineup. Only 10 will bat any 9 of these players can play defensively, but the Flex must always play defense. The Flex must be listed in the 11th spot on the lineup card.
- **NOTE: You may not bat your entire roster for this event.**

## **10 AND UNDER SPECIALTY RULES:**

1. 35' pitching distance
2. 11" ball

## **12 AND UNDER SPECIALTY RULES:**

1. 40' pitching distance
2. 12" ball

## **14U, 16U and 18U SPECIALTY RULES:**

1. 43 ft pitching distance
2. METAL CLEATS ARE ALLOWED

## **SEEDING PROCEDURE (First factor is Win-Loss record)**

Two Way Tie

1. Head to Head between tied teams
2. Total Run differential
3. Runs Allowed
4. Runs Scored
5. Actual run differential in last pool game
6. Coin Flip

Three (or more) Way Tie

1. Head to Head (if sweep)
2. Total Run differential
3. Runs Allowed
4. Runs Scored
5. Actual run differential in last pool game
6. Coin Flip

**IMPORTANT: Run differential maximum**

1. Forfeits will be scored 7-0
2. Maximum run spread per game is 7 regardless of score.