



TEAM 1 FASTPITCH PLAYING RULES & EVENT NOTES

ALL GAMES ARE 90 MINUTES IN DURATION.

POOL PLAY/ FINISH THE INNING. GAMES CAN END IN A TIE. NO NEW INNING WILL BEGIN AFTER 85 MINUTES ON CLOCK.

BRACKET PLAY/ 90 MINUTES FULL. IF TIED AT END OF REGULATION, ITB'S WILL TRIGGER TO FINISH THE GAME AND DECIDE A WINNER. ITB IS 1-RUNNER ON 2B TO START THE HALF INNING, WHICH WOULD BE THE OFFENSIVE TEAMS LAST AVAILABLE PLAYER IN THEIR LINEUP.

Run Rule/ 10 After 4, 8 After 5. ALL GAMES

Rulebook observed for this event is the **NFHS RULEBOOK**

****** NCAA RULE IN EFFECT FOR PITCHERS/ PITCHERS CAN START BACK, BUT NOT STEP BACK.**

***** PITCHERS ARE ALLOWED TO TAKE SIGNS OFF OF RUBBER, BUT THEY MUST SIMULATE A PAUSE ON RUBBER BEFORE THEIR MOTION STARTS. PITCHERS MUST DISPLAY A PAUSE BEFORE DELIVERING A PITCH *****

***** ELECTRONIC SIGNAL GIVING THRU PITCH.COM OR GOROUT IS ALLOWED ON THE FIELD FOR BOTH DEFENSE AND OFFENSE. ALL COMMUNICATION MUST COME FROM THE DUGOUT. **A COACH IS NOT ALLOWED TO HAVE A DEVICE ON THE FIELD IN A COACHES BOX. 1ST VIOLATION IS A WARNING. 2ND VIOLATION WILL RESULT IN COACH BEING RESTRICTED TO DUGOUT. 3RD VIOLATION, COACH WILL BE EJECTED***

COACHES MUST PRESENT A LINEUP CARD TO UMPIRES AT PRE GAME MEETING FOR ALL GAMES. NO EXCEPTIONS.

Line Up Options FOR ENTIRE TOURNAMENT

YOU MAY BAT UP TO 11 PLAYERS ALL TOURNAMENT IF YOU D LIKE.

FOLLOWING OPTIONS ARE ALLOWED:

Straight 9

9 Plus a DP Flex

1- EP'S

2- EP'S

1- EP plus a DP Flex. (11 players in game)

2- EP's plus DP Flex (12 players in game)

Courtesy Runners

Are for Pitcher & Catchers Only. Any Bench Available Player first. IF ALL PLAYERS ARE IN GAME, **WHEN THE GAME STARTS**, LAST AVAILABLE PLAYER can be used for Courtesy Runner, that is NOT a Pitcher or Catcher. Once all subs have been entered into the game and used, No Courtesy runners.