



ATHLETIX INDOOR FASTPITCH TOURNAMENT RULES

For teams playing in all Athletix indoor fastpitch tournaments, you will play by USA and Athletix in-house ground rules, with the exceptions as noted. All coaches, by participation in the plate conference at each game agree that all equipment used by their teams complies with the rules and assumes ALL liability of use of illegal equipment by his/her players.

1. ALL COACHES must complete the Athletix waiver form and ensure all required information is completed, including accepted background check and certifications as required by the state of Ohio regarding player safety issues.
2. ONLY HEAD COACHES MAY CONSULT WITH THE UMPIRES. Any assistant coach or bench personnel will NOT engage in discussions with umpires. Any failure to follow this rule may result in that person being ejected, if told to stop and they do not do so.
3. Umpires' decisions will be final for all games. No protests are allowed.
4. Head coaches are responsible for actions of players, fans, and assistant coaches. The head coach will be warned to curb improper behavior and failure to do so will result in his/her ejection. Depending on the severity of issue, an immediate ejection is possible.
5. Any persons exhibiting poor sportsmanship or abusive behavior toward ANY person will be removed from the event for the balance of the event, as well as liable for criminal charges if applicable.
6. Smoking, vaping or the use of tobacco, or alcohol on the field, in the dugouts, or around the fields is prohibited. **No exceptions.**
7. Unless authorized by Athletix, LLC alcohol beverages are not permitted to be consumed or displayed at the facilities. Persons found in violation are subject to removal for the balance of the tournament and any applicable state or local laws.

Note: NO Alcoholic beverages may be brought into the facilities. If the facility obtains a liquor permit, sales and consumption IS PERMITTED ONLY IN DESIGNATED AREAS. Persons found with alcoholic beverages outside the designated area, will be removed from the facility for the balance of the day.

8. Athletix does not allow outside food or beverages. The tournament director does not have the authority to make changes, grant waivers, or alter these requirements. It is the coaches, parents, and fans responsibility to know and adhere to facility rules.
9. Umpires' decisions will be final for all games. No protests are allowed.

GAME RULES

1. **PITCHING DISTANCES:** 10U - 35', 12U - 40', and 14U and older – 43'.
2. **CLEATS:** No cleats of any type are permitted, and this includes molded cleats. (This pertains to all age groups.)
3. **BATTING LINE-UPS:** Teams may bat up to the full rosters (for the ENTIRE tournament). This must be declared, in the line-up card at the plate conference for each game. Once it is declared, it cannot be changed. You may use free defensive substitutions if all players are in the batting order. Otherwise, substitutions must be used with the exception of courtesy runners for pitchers and catchers. (See COURTESY RUNNERS below)
4. **HOME TEAM BOOK** is the official book of the game.
5. **DP/FLEX:** Teams may use the DP/Flex if batting nine only. They cannot use the DP/Flex if batting more than 9 players. They would either have to bat their entire roster, or have some players designated as substitutes to begin the game.
6. **COURTESY RUNNERS:** Teams may run for the pitcher and catcher the entire game. This runner shall be a substitute from the bench if available. If no substitutes are available, the last batted out may be used. The pitcher and catcher of record are exempt from being used in this manner. No player can pinch run for both the pitcher and catcher in the same inning.
7. **PLAYER SHORTAGES:** Teams may begin a game with eight (8) players if the additional players arrive after the start of the game, they will be handled in the following manner:
 - A. Teams may add all players to the END of the line-up. These players must be listed on the line-up card as substitutes when the line-up cards are submitted. They are not charged with a time at bat until they have been added to the line-up in the game.
 - B. Teams may finish all games with a minimum of eight players.

8. **INJURED PLAYERS:** In pool play games, an injured player, who is in the line-up may be skipped ONE TIME without penalty and allowed to re-enter. Abuse of this exception is not tolerated and may result in ejection of the head coach. In bracket play, an out must be charged if no substitute is available. Once the injured player has a recorded out, then the injured player can be skipped over in the line up without penalty but the player is not allowed to return to the line up.
9. **MERCY RULES:** Mercy rule is 12 runs after three innings, 10 runs after 4 innings, 8 runs after 5 innings.
10. **GAME TIME LIMITS:** For all pool play games, game time limits will be 65 minutes, finish the inning (FTI). We will finish the inning (FTI) once time expires if the game is tied or the away team is winning, and the home team has yet to bat. If the home team is winning when time expires, and they are already batting with a count on the current batter, we will finish the current batter, then end the game.

Pool play games can end in a tie at the end of regulation, or after finish the inning.

Elimination (bracket) games will be 75 minutes, finish the inning (FTI).

Championship games will be played as follows:

- A. 8U – 6 innings or 75 minutes (FTI), whichever comes first.
- B. 10U/12U – 7 innings or 75 minutes (FTI), whichever comes first.
- C. 14U and older – 7 innings or 90 minutes (FTI), whichever comes first.

Elimination and/or Championship games that are tied at the end of regulation or after (FTI), will use the ITB rule until a winner is declared. (Runner on 2B, with no outs).

Although unusual, exceptions and modifications may be made for weather, time or other unexpected circumstances that may arise.

SEEDING INFORMATION / BAD WEATHER / AWARDS / NOTIFICATIONS

1. **TIE BREAKERS:** The following procedure will be used to determine the seeding after pool play: Record, Head-to-Head (2 teams only), Runs Allowed, Run Differential (max of 10 per game), Runs Scored, Coin Flip.
2. Once a level of tiebreaker is used, we **DO NOT** revert to any steps of the tie-breaking procedure. We will continue down the list until all ties are broken.
3. Single elimination is the format for Bracket Play, though some modifications may be made due to weather, number of teams or other factors unforeseen. Note: Athletix will use Tourney Machine (also called SE Tourney) to set tournament brackets.

4. If a team has to play an extra pool play game because of there being an odd number of teams, their last game played will be deemed an exhibition game for their team only, and the results of that game will NOT be included in their standings or in tie breakers.
5. The tournament director (TD) reserves the right to change format or schedule to insure safe play in the event of any extreme weather, or due to any other unforeseen circumstances or time limitations. **COACHES ARE RESPONSIBLE TO CHECK TOURNAMENT MACHINE OR AT MAIN TABLES FOR ANY CHANGES.**

The TD will use methods to communicate updates, these may include Tournament Machine, text messaging, phone calls, and/or email. Coaches will be notified of the system(s) used, prior to the tournament. Failure of electronic communications does not relieve the coach for knowing his/her schedule by checking at the main table or with tournament director.

6. **REFUNDS:**

Two or more games played.....No Refund
One game played.....\$250 Refund
No games played.....Entry fee paid less \$150 non-refundable fee

7. **AWARDS:** If unable to complete the tournament for any reason, the tournament director and Athletix tournament committee will determine if enough games have been played to determine a winner. In order to determine a winner, every team must have completed at least 2 pool play games. If bracket play has not been started, 1st and 2nd place awards will be given to the highest seeds based on our seeding and tie-breaker rules. If bracket play has been started, 1st and 2nd place awards will be given to the highest remaining seeds. The tournament director and Athletix tournament committee reserve the right to modify this if circumstances arise as well.
8. **TEAM WITHDRAWALS:** If a registered and paid team withdraws from the tournament within 30 days of the tournament start date, they will not be refunded their entry fee at all. If a registered and paid team withdraws from the tournament outside of 30 days (meaning 31 or more days remaining until the tournament start date), they will be refund their paid entry minus the \$150 non-refundable fee.