



C4 Fastpitch has adopted the OFFICIAL National Federation of State High School Associations Softball Rules (www.nfhs.org) with the following exceptions:

1. SPORTSMANSHIP:

There is ZERO tolerance for disruptive behavior by fans, coaches, or players. Derogatory comments, poor behavior and negative verbal communications toward any event staff, coaches or players will be cause for removal from the event and complex ie: taunting, use of words or actions to incite or try to incite spectators to demonstrate. a) use of profanity, intimidation or deceitful tactics, baiting or taunting, embarrassing, ridiculing or demeaning others in any circumstances including race, gender, religion or nationality. b) Behavior of any manner not in accordance with the spirit of play - team personnel shall not charge an umpire. Arguing balls and strike calls or other other Umpire judgment calls are prohibited. Penalty- The umpire shall eject the offender from the game unless the offense is judged to be minor in nature. If minor, the umpire may warn the offender and eject if the offense is repeated. Coaches who violate may be restricted to the bench/dugout for the remainder of the game or ejected from the game. Coaches are responsible for their fans' behavior. SPECTATORS ARE NEVER TO ADDRESS UMPIRES ON OR OFF THE FIELD

*Warnings issued to teams or fans will be documented and carried throughout the tournament. You will not get a warning per game. 1 warning and then a forfeit/ejection at the directors/UIC's discretion

2. BATS: USA & USSSA

Approved bats with the USA/ASA stamp and/or the USSSA thumb 1.20bpf print only. This is the coach's responsibility to check that all players are properly equipped. Illegal bats will result in the ejection of the player and coach from the game. CHECK YOUR GEAR

3. SCORE:

Umpires will keep the official score. They will check with each team every half inning for verification. The scorebook of the home team shall be the official scorebook unless the plate umpire rules otherwise. Forfeits are recorded as 7-0. Mercy Rule: 12 runs after 3 innings, 10 runs after 4 runs, 8 runs after 5 innings. In 'Drop Dead' if the inning is not complete it will revert back to the last completed inning. As time expires in the last inning of 'Drop Dead', if the home team is behind and either ties or takes the lead before the 3rd out is completed, it will count as a tie/walk off win; 3rd out is not needed.

10U only, after 7 runs scored, teams will switch no matter how many outs there are during pool and BUT bracket it will be open through the championship game

4. START TIMES:

Please be prepared up to 15 minutes before posted start time of any game. Any changes above 15 min. will be made by and communicated through the Event Directors through Tourney Machine. Once the Umpire(s) are on the field and calls for a plate meeting, all warmups must stop, and coaches must at once proceed to the plate meeting.

5. HOME TEAM:

Pool play: Coin toss (Team list first will be on the 3rd base side unless previously occupied)

Bracket: Higher seed will be on 3rd base side, unless previously occupied. If the same seed, then coin flip

6. GAME LENGTH:

Pool Play: 1 Hour and 15 mins Drop (1 Ump)

Bracket: 1 Hour and 15 mins Drop

Championship: 1 Hour 20 mins No New (2 Umps Championship)

7. TIES:

Pool Play games may end in a tie.

Bracket must have a winner. If the game is tied at the end of the time limit or 7 innings, then the game will proceed to an International Tie Breaker (ITB). In the event of an ITB, the last complete batter will be placed at second base at the start of each inning.

****Tie Breakers: Head-to-Head, Runs allowed, Runs scored then coin flip****

8. BATTING ORDER:

Pool Play: Option 1, 2 and 3

Bracket Play: Option 1, 2 and 3

Bracket is not final until all pool games have been completed, scores entered, and bracket has been released. We will NOT PREDICT seeding for brackets.

The following batting orders may be used:

1. Option 1-Straight nine- those nine can play any position on defense without reporting to the umpire.
2. Option 2 - Dp/Flex-10 players are listed on the line-up, but only 9 will bat. The DP can bat for any player that you name prior to the start of the game. That player is designated as the Flex and should be listed in the 10th spot on the line-up card. Any of the 10 players can play on defense.
3. Option 3- you may bat up to the whole line up, using unlimited EHs, with or without a DP/Flex. Players not in the line up must be reported before entering the game. Must declare pitcher and catcher substitutions including courtesy runners. Courtesy Runner must be a person off the bench or last out.

9. Players, Guest and Illegal Players

Each team must start with nine players, must have 8 to continue. *Any falsification of identity will be considered an Illegal player and will be ejected from the event.

Guest Players - Players not listed on the Online roster are not eligible to play. Illegal players are grounds for forfeit/ejections. **NO REFUNDS** for roster errors! Rosters will be frozen at 5pm the evening before the start of the event. *The Director may grant an emergency guest player exception at their discretion

Player Eligibility - A players age eligibility is determined by their age as of Dec. 31st of the prior year (ie 12/31/2025). A player may always play up age divisions but cannot play under their eligible age division. No player may play with more than one roster during the event.

10. PROTESTS:

Protesting the application of a rule only; you cannot protest a judgement call. Protests require a \$100 fee made to C4 Fastpitch and will be settled by the protest committee. The Protest Committee will be made up of any part of the following: tournament director, tournament UIC, site director or any of their designees. If the protest is upheld the \$100 will be refunded. If the protest is denied the fee will be forfeited.

1. Coaches shall immediately notify the plate umpire of his/her intent to protest before the next pitch. If the game ends (legal contest) in a situation that can be protested, the offended team must voice its protest intentions before the umpires exit the playing field.
2. Protests made during a game will be decided on before the game is allowed to continue.
3. Protests on a rule or procedural interpretations must be made before the next pitch and will be decided upon before the game is allowed to continue. Clock will continue to run.
4. A protest on a tournament procedure or player's eligibility must be made before the umpires vacate the field of play of THE GAME IN QUESTION.
5. Illegal Player protest can be made at any time, by the current offended team, while the player in question is in the game and before the umpires leave the playing field.

11. COVID-19

Each event location will have individual regulations/rules/guidelines, your participation in the event constitutes an agreement to abide and follow all local, state and event guidelines. Teams, Participants or spectators can be removed for NOT following these guidelines.