

# 2022 NSA FASTPITCH EVENT RULES



**Courtesy Runner:** The player in the batting order where the last out was recorded or any player not currently in the game may replace the current (the player physically playing the position when the 3<sup>rd</sup> out was recorded) pitcher or catcher as a courtesy runner at any time. The pitcher or catcher will remain in the game and the courtesy runner will retain all substitution rights (if the courtesy runner has substitution rights). A player can be used only once per inning as a courtesy runner.

**Run Rule:** 12 After 3, 10 after 4, and 8 after 5 innings. This rule will be in effect in ALL games. 10u Run Rule: Max of 7 runs per team per inning until Championship game.

**Line up:** You may bat your entire team both days (max20)

In non-post season play a team may start and/or finish the game with 8 players. When playing with 8 players, the vacant 9<sup>th</sup> spot will be considered an out. A team may add the 9<sup>th</sup> player at any time during the game at the bottom of the line-up.

Twin Players may also be used.

**Time Limit:** No new inning after 1 hour and 20 minutes for round robin games. Sunday bracket games 1 hour and 30 minutes. Championship games will be no new after 2 hours or 7 innings

**Squash Rule:** If a player is removed from the batter order for any reason and the team does not have a sub you will be able to shrink the lineup without penalty

**Official Game (Bad Weather)** And official game will be when 4 ½ innings are completed or after 1:05 of the game has been played

**Tie Breakers:**

- A) Record (if a team plays an extra game it is only used as a head to head)
- B) Head to Head competition (If all teams tied have played each other)
- C) Total run Differential- Max 8 runs per game
- D) Least runs allowed
- E) Total runs scored
- F) Coin Flip