

2021 NSA FASTPITCH

EVENT RULES

- 1. 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 3rd 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.
- 2. 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.
- 3. 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 9th spot will be considered an out. A team may add the 9th player at any time during the game at the bottom of the line-up.
Twin Players may also be used.
- 4. Time Limit:** No new inning after 1 hour and 20 minutes for round robin games. Sunday bracket games 1 hour and 30 minutes.
- 5. 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
- 6. 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
- 7. Balls:** Utilize a system where the defense is responsible for the softballs during their time in the field. Because of Covid protocol umpires will not handle the balls during the game. When a coach confirms during the plate meeting that all players are properly and legally equipped per the NSA rule book, this includes the balls that are being thrown in play by the defense. If an improper ball is found to be thrown into the field of play, that coach will receive a warning for unsportsmanlike conduct. If found a second time, the coach will lose his opportunity to participate in that game for the remainder of that contest. Teams will be allowed to use disinfectant on the balls. EACH TEAM will be given 4 Softballs for THEIR TEAM to use on defense during the event. If they go foul, their team is responsible for them. Balls will not need to be returned after the game, the team keeps them for ALL games and then takes them home.
- 8. 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