

## 2024 NSA Snohomish County Opener RULES

1. **Run Rule:** 12 after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings. Run rule will be in effect for all games.
2. **10 u Run Rule:** Max of 7 runs per team per inning
3. **Line up:** You may bat your entire team both days (max20) Home team is decided by a flip at the pregame meeting. Clock starts at the end of meeting. 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. 1 set of **Twin Players may also be used.**
4. **Time Limit:** no new after 1:20. Championship game no new after 2 hours.
5. **Squash Rule:** If a player is removed from the batter order and the team does not have a sub you will be able to shrink the lineup without penalty.
6. **Courtesy Runner :(For Pitcher catcher only)** The player in the batting order where the last out was recorded, or any player not currently in the game. A player may be used only once per inning as a courtesy runner.
7. **Official Game:** And official game will be when 4 ½ innings are completed or after 1:05 of the game has been played This rule will be used if we have inclement weather or other natural causes that the game cannot be completed.

### 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

The logo for NSA (Northwest Soccer Association) features the letters "NSA" in a bold, red, sans-serif font. A red swoosh underline starts under the "N", goes under the "S", and ends under the "A".The logo for FASTPITCH features the word "FASTPITCH" in a bold, red, blocky font with a black outline. The letters are slanted to the right.

— *Snohomish County Opener* —