PlayFPN On-Field Rules at Mid Summer Storm Tournaments

1. Current National Federation of High School (NFHS) Softball Rules and Regulations will apply to Mid Summer Storm Fastpitch Tournaments unless modified below in this document. The NFHS Softball Rules Book is Available for purchase on the NFHS website. It is the responsibility of ALL coaches to be familiar with the playing rules.
2. At least one Umpire-In-Chief (UIC) will be on-site during Tournaments. In the event an on-field issue cannot be resolved by the field umpires, the UIC will be called to the field.
3. Tournament Formats: Pool Play to single elimination Timed Games
    a. All games will have time limits except the Semifinals and Finals. Mercy Rule is in effect for **ALL GAMES!** Mercy Rule is 14 runs after two innings, 12 runs after three innings, 10 runs after four innings, and 8 runs after five innings.
    b. Pool Games
        1. Game length is 1:10 complete the inning, if necessary
            a. If the home team is ahead and batting when time expires, the game is over.
            b. Pool games can end in a tie.
            c. International tie breaker is used for Elimination games.
        ii. Elimination Games
            1. Game length is 1:10 complete the inning, if necessary.
                a. If the home team is ahead and batting when time expires, the game is over.
        iii. Semi-final Games (single elimination only)
            1. Game length is seven innings or Mercy Rule as stated above. **10U is six innings maximum**
        iv. Finals
            1. Game length is seven innings or Mercy Rule as stated above. **10U is six innings maximum**
    c. International Tie Breaker
        i. Implemented if an Elimination game ends in a tie after regulation or time limit.
        ii. Implemented if a Semifinal or Final game ends in a tie after regulation.
    d. Choosing Home or Away Team
        i. During pool play a coin toss determines home and away.
        ii. During single elimination the higher seeded team can choose home or away.
    e. Weather Cancellations
        i. If a Championship game is called due to weather, darkness or an uncontrollable/unforeseen circumstance, and the game is tied, the higher seeded team shall be declared the winner.
        ii.Every effort will be made to complete every scheduled game within the scheduled time limit. In the event of rain delays, the Tournament Director reserves the right to reduce the time limits of all remaining games and/or change the format of the tournament to reach the conclusion and determine a winner.
4. Pool play seeding and tie-breaker criteria:
    a. Total Number of Wins, followed by
    b. Winning Percentage (number of wins + .5 for each tie / games played), followed by
    c. Average Runs Allowed (total runs allowed / games played), followed by

d. Average Runs Scored (total runs scored / games played), followed by
e. If still tied, it goes to coin toss.
f. Head-to-Head is used only in situations where only two teams are tied at any level in the tiebreaker chain. If more than 2 teams are tied in any criteria, then head-to-head is ignored.
g. Common Example:
    i. Teams A, B and C are tied at Total Number of Wins. No Head-to-Head is used and the system moves to Winning Percentage.
    ii. Teams A, B and C are still tied at Winning Percentage. No Head-to-Head is used and the system moves to Average Runs Allowed.
    iii. Team C allowed an average of 2 runs. Teams A and B are tied allowing an average of 3 runs. Team C is seeded ahead of teams A and B.
    iv. Since teams A and B are the only 2 teams remaining and are tied at Average Runs Allowed, Head-to-Head is looked at between those two teams only.
    v. If teams A and B never played each other, the system moves on to the next criteria in the tiebreaker chain, Average Runs Scored.
    vi. However, if teams A and B played each other, Head-to-Head is used and the winner of the Head-to-Head game is advanced ahead of the loser of the Head-to-Head game in the final seedings.
    vii. Teams that move ahead via Head-to-Head are noted in the seeding table with an asterisk.
    viii. In the case of teams that play an unequal number of pool games due to a situation such as weather, the first criteria is important as teams with a higher number of wins, but the identical winning percentage, will be placed ahead in the seedings.
    ix. In the case where a team plays an extra pool game above the norm, due to an uneven number of teams in 3-game pool play, their worst result is removed from the standings. The game will count for the opponent but not for team that had its result removed. Head-to-head will be nullified for a team whose results were removed.

5. The game is in the control of the Umpires on the field.

6. **Teams must be prepared to play 15 minutes prior to game time.** If circumstances permit to start games early, the umpires will do so

7. No warming up on the infield prior to games. Warmups must be beyond first or third base.

8. Manager is required at the plate conference (payment to the umpires is made at this time).

9. Manager is legally responsible for all their team's equipment.

10. Manager is responsible for their team's spectators' actions.
    h. Spectators/parents associated to a team are the responsibility of the Manager. It will be the manager's responsibility to control their team's spectators which may include ejection.

11. The clock begins immediately after the pre-game plate conference.
    i. Game time is in the control of the umpires.

12. Only coaches and rostered players are allowed inside dugouts and on the field. Defensive coaches are <u>NOT</u> allowed on the field of play when the ball is live during games.

13. At the conclusion of the game the Manager MUST text results to 978-413-3945!! Also, managers must verify online that their scores are correct on the website prior to leaving the park.

14. Jewelry is allowed. However, jewelry which is judged by the umpire to be dangerous, must be removed and may not be worn during the game.
    a. Penalty – Illegal equipment shall be removed or made legal. The umpire shall issue a team warning. The next offender and the Manager shall be restricted to the dugout/bench for the remainder of the game.
2. Metal cleats are allowed for teams 13U and older.
3. Towels are not allowed to be hanging out of pockets or tucked into pants while batting.
4. Bats – USA Softball and USSSA regulation stamped bats are allowed.
    a. When the batter enters the batter's box with an altered or non-approved bat and the infraction is detected before the next legal or illegal pitch they are called out. The batter and Manager are also ejected. All runners must return to the base occupied at the time of the pitch, unless they were put out on the play.
5. Line-Ups/Rosters – There are multiple options to use a line-up.
    a. Traditional line-up with or without substitutes.
    b. Traditional line-up utilizing two AP's with or without substitutes.
        i. Up to two Additional Players (APs) can be used to increase the batting order to 10 or 11 batters. The AP(s) will be placed in the batting order in the positions to be occupied. The AP(s) can also be used on defense (only 9 defensive players in the field), but must keep the same position in the batting order. The AP(s), if used, must be selected prior to the start of the game, and their name(s) must be included on the line-up card presented to the Umpire. Failure to declare the use of the AP(s) prior to the game precludes the use of the AP(s) in that game. If a pinch-hitter or pinch-runner is used for an AP, that player becomes the new AP. The original AP(s) may re-enter like any other player under the re-entry rule. If an AP is used, the position must be used the entire game.
        ii. AP's may play defense for any player, that player is still in the lineup and bats.
        iii. If the AP plays defense for the Flex, the Flex leaves the game and counts as a substitution when she re-enters.
    c. Traditional line-up utilizing two AP's with or without substitutes and utilizing the DP/Flex option (Max 11 Hitting).
    d. Roster batting where everyone in the lineup hits – No substitutions. This means all players in the lineup will bat. APs and DP/Flex can still be used.
    e. NOTE: Whichever lineup is used, it must be declared when lineups are exchanged at the plate conference and remains in effect throughout the game.
6. Pitchers – Rule 6 of the NFHS rule book.
    a. Prior to starting inning #1… Five warm-up pitches. Three warm-up pitches every inning thereafter. New pitcher gets five to start… three thereafter.
    b. No sticky or tacky substances (Gorilla Gold Towels or Rock Rosin, etc.) may be used as substitute for a powdered drying agent such as rosin bags which are legal.
    c. A towel is legal for a pitcher to possess in either rear pocket or tucked in the rear of the uniform pants but if deemed distracting by the home plate umpire, the towel must be adjusted and made satisfactory to the home plate umpire's discretion.
    d. **For fall tournaments during pool play, teams may bat their roster. if batting whole roster and**

a player is injured, it becomes an automatic out in that position in the batting order. On Sunday, FPN rules in affect.

Pitching distance for 12U is 40 feet with 12" ball; 10U is 35 feet with 11" ball

7. Courtesy Runners – will be allowed for the catcher and pitcher at any time by a legal courtesy runner. If a team does not have a legal substitute remaining in their lineup, they can use the Last Completed At-Bat as a courtesy runner subject to the same rules and restrictions as regular courtesy runners.
8. Ejections –
    a. If a Manager, Asst. Coach or Team Personnel, or someone other than a player, gets ejected from the game, they must leave the vicinity (out of sight, out of mind) of that playing field immediately and prohibited from any further contact (direct, indirect or electronically) with the team during the remainder of that game. Failure to leave or comply will be a team forfeit. Any ejection deemed extreme by the umpires may warrant an additional game ejected. Any threat made to an official will mean ejection from the Tournament and subject to arrest. It is the Tournament Director's discretion whether further penalties are warranted.
    b. If a player is ejected and a parent or legal guardian is present, the player and parent must leave the vicinity (out of sight, out of mind) of that playing field immediately and prohibited from any further contact (direct, indirect or electronically) with the team during the remainder of that game. If a parent or legal guardian is not present, the player will be restricted to the bench in supervision of an adult. An ejected player will be able to play in the next game. Any ejection deemed extreme by the umpires may warrant an additional game ejected. Any threat made to an official will mean ejection from the Tournament and subject to arrest. It is the Tournament Director's discretion whether further penalties are warranted.
    c. If a parent/spectator is ejected, they also must leave the vicinity (out of sight, out of mind) of that playing field. Ejection will be for one game only. Any ejection deemed extreme by the umpires may warrant an additional game ejected. Any threat made to an official will mean ejection from the Tournament and subject to arrest. It is the Tournament Director's discretion whether further penalties are warranted.
9. Protests –
    a. Protests on any issue other than an umpire's judgement or player eligibility will require a $100 cash fee.
    b. Any protest regarding umpire judgement is NOT allowed.
    c. Protests regarding rule or procedural interpretations must be made prior to the next pitch of the game and must be decided upon before the game can continue.
    d. Protests on rules or procedures that occur at the end of the game must be made before the next game begins.
    e. The protest committee will be made up of any part of the following people:
        i. Tournament Director
        ii. Site Director

iii. Tournament UIC
iv. Site UIC
v. Any of the above designates
vi. Player eligibility protests made during the game must be declared to the Plate Umpire who will confer with the UIC and Tournament Director. Player eligibility protests made after the game must be declared to the Tournament Director.
    1. Before making a player eligibility protest confer with the opposing coach and/or scorekeeper as most issues are clerical.
    2. During Pool Play
        a. Protests on player eligibility must be made before pool play has concluded and bracket seedings have been established.
        b. If the eligibility protest is upheld before the game is completed, the offending team forfeits the game in progress only and the player is ejected from the remainder of the tournament and the manager is ejected from, the game.
        c. If the eligibility protest is upheld after the game is completed the game shall stand as played. However, the offending player is ejected from the remainder of the tournament and the manager is ejected from the next game to be played.
    2. During Bracket Play
        a. Protests on player eligibility must be made before the completion of the game. If a player eligibility protest cannot be resolved at the time of the protest, the game shall be completed.
        b. If the eligibility protest is upheld before the game is completed, the offending team forfeits the game in progress.
        c. If the eligibility protest is upheld after the game is completed but during the tournament, the game shall stand as played. However, the offending player is ejected from the remainder of the tournament and the manager is ejected for the next game.
        d. If the eligibility protest is unable to be resolved before the tournament completes, the process will be nullified.

2. Roster Rules
    a. Teams can roster up to 20 players.
    b. Teams are free to add and remove players as they wish.
    c. Rosters are never locked or frozen to prevent removal or adding players.
    d. Players can be on more than one roster, hence a guest player process is not required. However, a player cannot play for more than one team in a tournament other than in exhibition games.
    e. The players on a team's roster prior to the scheduled start of a team’s first game in an event, is their official roster for that event.
    f. Once a team has started their first game in a tournament, a player cannot be added to a team’s roster unless injury forces the team to have less than 9 players. Then players can be added to the roster to bring the roster up to no more than 9 players.

g. Players added to a roster (other than as described in 27f) after a team has started their first game would-be considered illegal players and subject to the rules prescribed.
h. A team can play with 8 players but the 9th spot in the batting order is an out. If the 9th player arrives when the game is underway, she can be added to the 9th spot in the batting order.

2. Forfeits –
    a. The score for all forfeits will be recorded as 7-0.

Directions to Murphy Park:

from the South: I-91 North. Take first Greenfield exit #26.
Keep right on 1st exit off rotary towards RT-2A E / Greenfield Center.
Continue straight through set of lights (Dunkin Donuts will be on your right)
Turn left onto Conway St. for about 1.5 miles. Conway St. turns into Leyden Road
Murphy Park entrance will be on your LEFT.

from the North: I-91 South. Take first Greenfield exit #27.
Take ramp on right onto Bernardston Rd. (US-5S) toward Greenfield.
At set of lights, turn right onto Silver St. Continue about 1.2 miles until end of the road.
Turn right onto Leyden Road for about .4 miles.
Murphy Park entrance will be on your LEFT.

55 Leyden Rd, Greenfield MA in your GPS should get you there

About Murphy Park:

Murphy Park is a softball complex with four (4) fenced in softball fields, his & her multi-stall indoor restrooms, pitching wall, free parking and concession stand. There are no bleachers, but plenty of room for chairs. There are dugouts, but they are uncovered. We recommend teams bring pop-up tents for shade. All four (4) fields are fully irrigated and will be dragged and fresh lines prior to each game.

- **Please respect the 5 m.p.h speed limit inside the park**
- **NO DOGS or other pets allowed at Murphy Park**
- **Murphy Park is Smoke-free, Alcohol-free, Drug-free area**
- **There is no ATM at Murphy Park. They do accept Venmo transactions**
- **NO GRILLS OR OPEN FLAMES AT MURPHY PARK**

Concession Stand Offerings:

CASH or Venmo are accepted

Breakfast: Bagels, Breakfast sandwiches

Lunch: Hamburgers, Cheeseburgers, Hotdogs, Veggie-Burgers, Hot Pockets & hand-cut French Fries. A variety of ice-cream and other snacks available.
Drinks: Fountain drinks (Pepsi products), Milk, Chocolate Milk, Lemonade, Water, Gatorade,
Coffee (Iced & Hot) & Tea (Iced & Hot)
Raffles: This is a fundraising event for our organization and to keep travel softball as affordable as possible for the girls and families that we serve. Please visit our raffle table and feel free to participate in purchasing tickets for all items, large and small. Also, tournament T-Shirts will be available on a limited basis.