

2017 ALL-STAR SOFTBALL TOURNAMENT RULES for FCPR

1. COIN FLIPPING

UMPIRES WILL FLIP AT HOME PLATE PRIOR TO START OF GAME TO DETERMINE HOME & VISITING TEAMS. THIS IS FOR ALL GAMES. (NOTE: At the Top Gun Tournament the home team is responsible for keeping the book).

2. RUN RULE

WE WILL USE THE 12, 10, AND 8 RUN RULE IN ALL TOURNAMENT PLAY. IF ONE TEAM IS 12, 10, OR 8 RUNS AHEAD AFTER 3, 4, OR 5 INNINGS, OR AFTER 2 ½, 3 ½, OR 4 ½ INNINGS IF THE HOME TEAM IS AHEAD BY 12, 10, OR 8 OR MORE RUNS RESPECTIVELY, THE TEAM WITH THE 12, 10, OR 8 RUN LEAD WILL BE THE WINNER (12 after 3; 10 after 4; 8 after 5)

3. TIME LIMIT IS IN EFFECT

ALL REGULAR GAMES ARE 1-1/4 HOUR TIME LIMIT. NO NEW INNINGS WILL BE STARTED AFTER 1 HOUR AND 15 MINUTES

4. IF GAME RULES (FCPR will play the IF Games out – Regular Game)

~~ALL IF GAMES WILL PLAY 1 FULL REGULAR INNING. WHEN THE INNING IS OVER IF EITHER TEAM IS AHEAD GAME IS OVER AND THE TEAM WITH THE MOST RUNS IS DECLARED THE WINNER. IF TEAMS ARE TIED AFTER THE FIRST INNING WE WILL CONTINUE TO THE NEXT INNING AND ANY INNING AFTER THAT USING THE INTERNATIONAL TIE BREAKER RULES UNTIL A WINNER IS DETERMINED. THESE RULES WILL BE USED UNLESS OTHERWISE SPECIFIED.~~

5. CHAMPIONSHIP GAME TIME LIMIT

ALL CHAMPIONSHIP GAMES WILL HAVE A 1 HOUR & 30 MINUTE TIME LIMIT.

6. OFFICIAL GAME STATUS

IF RAIN OCCURS AFTER OFFICIAL GAME STATUS HAS BEEN REACHED, AND THE GAMES CAN NOT BE CONTINUED DUE TO RAIN AND FIELD CONDITIONS, THAT GAME WILL BE CALLED, AND BECOME A COMPLETE OFFICIAL GAME. THE TOURNAMENT DIRECTORS WILL MAKE THAT DECISION ONLY.

OFFICIAL GAME STATUS IS 5 COMPLETE INNINGS OF A 7 INNING BALLGAME AND 4 COMPLETE INNINGS OF A 6 INNING BALLGAME

7. CONDUCT

REFER TO FCPR CODE OF CONDUCT.

8. COACHES DRESS

ALL COACHES SHALL BE DRESSED SIMILARLY. MEANING COACHES SHOULD HAVE ON SAME COLOR SHIRTS ETC. NO FLIP FLOPS AND NO TANK TOPS ALLOWED.

9. AGE GROUPS, BASE PATH, & PITCHING DISTANCE, INNINGS

GIRLS 10 & U 60 FEET BASE, 35 FEET PITCHING, 6 INNINGS

GIRLS 12 & U 60 FEET BASE, 40 FEET PITCHING, 6 INNINGS

GIRLS 14 & U 60 FEET BASE, 43 FEET PITCHING, 7 INNINGS

10. BAT & BALL

USE THE HIGH SCHOOL FEDERATION RULE ON BATS AND BALLS

8U & 10U use an 11" Ball and 12U, 14U, 16U & 18U use 12" ball.

11. RUNNERS FOR THE PITCHER AND CATCHER

EACH TEAM MAY USE A RUNNER FOR THE PITCHER OR CATCHER IF SO DESIRED. THE RUNNER MUST BE AN ELIGIBLE SUBSTITUTE AND IF NO SUBSTITUTES ARE AVAILABLE YOU MAY USE THE ATHLETE WHO MADE THE LAST OUT.

PITCHER AND CATCHER MAY NOT RUN FOR EACH OTHER.

12. INTENTIONAL WALK

Pitcher does not have to pitch to the batter. Batter can be put on 1st base just by the coach of the opposing team telling the umpire to do so.

13. TEAMS HAVE THE OPTION OF BATTING THE ENTIRE LINE-UP IF THEY DESIRE

Teams have the option of batting 9 players up to their entire roster if desired. The rule to bat more than 9 is not mandatory and is left up to each individual team.

If all rostered players bat, there will be no subs and an injury or sickness is an out when that position comes up to bat. You may use the last recorded OUT MADE to be the courtesy runner if you are batting the entire lineup. If you are not batting the entire line-up, then a sub or burnt sub must be used as courtesy runner. If no subs available the Last Batted out can be used.

Teams may choose 1 of the following: Each team is on their own and may choose their own way to play regardless of what the other team decides to do.

1. Bat Entire Line-Up
2. Bat 9 players (may use DH if so desired)
3. Bat 10 or 11 this is using up to 2 EP's (No DH is allowed)

EJECTIONS: In case of an ejection-and NO eligible subs are available that position will be OUT at each at bat. High School Federation-DH Rule: FCPR will allow the DH rule. Teams that choose to use a DH, they must follow NFHS rule, and only bat 9 players.

14. TEAMS MUST HAVE 8 PLAYERS TO START

A TEAM MUST BE ABLE TO FIELD AT LEAST 8 PLAYERS IN ORDER TO START A GAME. THE 9TH BATTING POSITION WILL BE AN OUT. THE 9TH PLAYER MAY BE INSERTED AT ANYTIME UPON ARRIVAL.

15. TEAMS MUST HAVE 8 PLAYERS TO FINISH

TEAMS MAY FINISH WITH 8 PLAYERS DUE TO INJURY OR EJECTION. EACH POSITION IN THE BATTING ORDER THAT IS VACATED WILL BE AN AUTOMATIC OUT

16. METAL CLEATS

NO METAL CLEATS WILL BE ALLOWED IN THE 8, 10, & 12 UNDER
ALL HIGH SCHOOL & 14 U DIVISIONS WILL BE ALLOWED TO WEAR METAL CLEATS.

17. INTERNATIONAL TIE BREAKER RULE (ITB)

TO START EACH EXTRA INNING OF A TIED BALL GAME, THE FOLLOWING PROCEDURE MAY BE USED, WITH ALL OTHER GAME RULES APPLYING.

1. TO START THE EXTRA INNING THE VISITING TEAM WILL PLACE THE LAST OUT RECORDED DURING THE PREVIOUS INNING, AS A RUNNER AT 2ND BASE.
2. TO COMPLETE THE EXTRA INNING THE HOME TEAM WILL PLACE THE LAST OUT RECORDED DURING THE PREVIOUS INNING AS A RUNNER AT SECOND BASE.
3. PLAY EACH EXTRA INNING UNTIL THREE OUTS ARE RECORDED.
4. CONTINUE WITH THIS PROCEDURE UNTIL A WINNER IS DECIDED.

18. SAFETY GUARDS AND SHIELDS ON HELMETS

FCPR REQUIRES ALL ATHLETES TO USE THE SAFETY GUARDS AND SHIELDS ON ALL BATTING HELMETS.

PENALTY FOR NOT WEARING THE SAFETY GUARDS AND SHIELDS WILL RESULT IN A WARNING, IF PLAYER DOES NOT ACT ON WARNING IMMEDIATELY, IT WILL RESULT TO THE PLAYER BEING EJECTED FROM GAME.

19. MOUTH PIECES

FCPR REQUIRES ALL ATHLETES WHO PLAY ON THE INFIELD WITH THE EXCEPTION OF THE CATCHER TO WEAR A MOUTH PIECE OR FACE PROTECTIVE GEAR DURING PLAY.

PENALTY FOR NOT WEARING THE MOUTH PIECE WILL RESULT IN A WARNING, IF PLAYER DOES NOT ACT ON WARNING IMMEDIATELY, IT WILL RESULT TO THE PLAYER BEING EJECTED FROM GAME.

20. GAME FACE

GAME FACE IS NOT REQUIRED, BUT HIGHLY RECOMMENDED FOR ALL PITCHERS

21. JEWELRY

NO JEWELRY WILL BE ALLOWED AT ANYTIME ON THE PLAYING FIELD. WITH THE EXCEPTION OF PHITEN BREAK AWAY NECKLACES.

PENALTY FOR NOT REMOVING JEWELRY WILL BE EJECTION OF PLAYER FROM GAME.

22. TRIPS TO THE MOUND

- a. *Defense.* After three charged conferences in a game, or for any charged conference in excess of one in each extra inning, the pitcher shall be removed as pitcher for the duration of the game. (On the fourth charged conference the pitcher is removed.)
- b. *Offense.* May be granted not more than one charged conference per inning to permit the coach or any of that team's personnel to confer with base runners, the batter, the on deck batter or other offensive team personnel. The umpire shall deny any subsequent offensive team requests. This offensive team charged conference rule coverage is effective when the ball first becomes live at the start of each half inning. Time granted for an obviously incapacitated player shall not constitute a charged conference.

23. PITCHING FCPR WILL FOLLOW THE NFHS (NATIONAL FEDERATION OF HIGH SCHOOL) PITCHING RULES.

24. RULES NOT LISTED

REFER TO THE NFHS RULE BOOK, NOT COVERED IN THIS DOCUMENT.