

PAYETTE COUNTY RECREATION DISTRICT

YOUTH FAST PITCH TOURNAMENT RULES

NFHS Official Playing Rules will be used with the following exceptions:

***Trips to the Mound:** Teams are limited to 3 defensive conferences without a change of pitcher per game. A **second** defensive visit to the mound to the same pitcher, at any time during the game, requires removal of the pitcher from the mound. Defensive conferences are not to exceed 45 seconds. Substitute pitchers will receive a maximum of 3 warmup pitches. Time between half innings will be one minute, enforced at the discretion of the umpire. Returning pitchers will receive 1 warmup pitch to start an inning.

***Time Limit/Run Rule: Pool Play** – Each team is responsible for knowing the start time of each game. No new inning will start after one hour and 20 minutes. **Drop dead** time will be one hour and 30 minutes. **Bracket play** - No new inning will start after one hour and 20 minutes. **If the home team trails with 10 minutes or less left of game time, the home team will bat again. If the home team does not tie or take the lead, the visiting team wins. If the home team ties the game or takes the lead, the visiting team will get its turn at bat to attempt to tie or win the game. If the score is still tied once the time limit has been reached, each team will have the opportunity to place the last completed official batter of the previous inning on 3rd base with two outs. The team that scores the most runs at the end of an inning win. Run rule is 12 after three innings, 10 after four, and 8 after five. Home team is the official book (Paper Book is highly recommended). Championship games will have a time limit no new inning one hour 40 minutes and run rules apply.**

***Start Times:** No grace period is allowed to field a team with a minimum of eight players. Teams may finish with no less than eight players. Teams with eight players in the batting order must take an out each time the missing batter is reached. No pre-game practice in the dirt portion of fair territory is allowed.

***Substitutions:** All starters and substitutes may be withdrawn and re-entered once during each game. Teams may bat their entire roster throughout the tournament. Teams may drop additional hitters down to nine players in the order but must take an out for that spot in the order one time only. Once additional hitters are eliminated, they may not re-enter the game in any capacity unless injury or ejection requires it. The opposing coach may choose the player who re-enters in this instance. Use of the DP/Flex or EH or both is allowed.

***Players/Coaches on the field:** ALL players must remain in the dugout. Batboys/girls, if used, must always wear a helmet and must be instructed to retrieve the bat during dead ball situations only. Defensive coaches may stand or sit outside their dugout **within 6 feet** of the dugout opening but must realize they are responsible for any injury they may incur, and their team may be penalized if they or their equipment interfere with errant throws, batted balls, players, etc.

***Protests:** Protests will be allowed regarding rules interpretations only prior to the next pitch being thrown. Protests will be handled at the time of the protest only by the Tournament Director at that time. Judgment calls may not be protested.

***Courtesy Runners:** Courtesy runners for pitcher/catcher are allowed. Courtesy runner must be a player NOT in the batting order OR the last recorded out.

***Seeding:** Overall record/head-to-head results will be used to determine seeding for bracket play. **In 4-team pool play with a winner vs winner and loser vs. loser scenario, winners will play for the #1 & #2 seed, losers will play for the #3 & #4 seed. If the score is still tied once the time limit has been reached, the team at bat will finish their half inning. If the score is tied at the end of the half inning, the team next to bat will have the opportunity to place the last completed official batter of the previous inning on 3rd base with two outs, followed by the opposing team until a winner is determined. The first team to score wins.** If overall record or head-to-head results cannot be used to determine seeding, runs allowed will be the next determining factor, then runs scored, then coin toss. Once seeding has been determined, the higher seed will be designated the home team. A coin toss will determine the home or visitor status when teams have equal seeds.

***Sportsmanship/Ejections:** Umpires may restrict coaches or players to the dugout or eject if the situation requires. Ejected coaches are required to be out-of-sight and out-of-sound in approximately one minute. **Any coach or player ejected for an unsportsmanlike act will be barred from coaching/participating for the remainder of that game and the game that follows per umpire and/or director discretion.** A second ejection will result in the player/coach being banned for the remainder of the tournament.