

2013 NAFA MASTERS Madison & Carson City Tournament Rules

(Updated on 9-4-2013)

Tournament Rules and Protest Committee:

Benjie Hedgecock, Executive Director, Robert Hernandez, VP, Clark Evans-UIC-West, Bob Neville-UIC-East, Kris Russom.(the UIC and any other two must review any protest), KC Chadwell-West TD, Mike Watson-East TD.

NAFA Golden Rule: Games are won and lost between the white lines. Great Fastpitch teams don't rely on technical rule interpretations and rule or procedure manipulations to win. Great teams win with great athletes exhibiting fine sportsmanship. Always treat your opponents and the officials with the same mutual respect that we all desire. Play by the NAFA Golden Rule, and we will have a great organization and World Series.

1-Tournament Rules Order: These tournament rules are the first priority in regards to a rulebook. The second priority is any decision made by the Tournament Committee in relation to an item not addressed in these exceptions. The Third priority is the official NAFA rulebook for any item not specifically covered in these rule exceptions and not ruled on by the Tournament Committee.

2-Courtesy runners for Masters Play Only. The Last out(Actually it's the person farthest away from the batter in the batting order) may run for the Pitcher and catcher. If the courtesy runner needs to bat then they will be replaced by the original player that should be running for himself.

Shorthanded rule. You can finish with less than you started with taking an out in the batting order. You must have 8 players to finish a game.

3-UNIFORMS & EQUIPMENT: The Official bat list is included and is listed on the website. All players must be in like uniforms with a number on the jersey. Each player must wear a hat. The catcher must wear a protective mask and throat protector. Batters and base runners must wear a helmet (preferable NOCSAE approved) with double ear-flaps.

4-A team consists of 8, 9 players or (10 with the DB/DS Rule, 11 with the EH Rule). You must have 8 players to start and finish the game or it is a forfeit. If you start with 8 you must take an out in the 9th spot in the batting order.

5-RUN RULE: The 7 run rule shall apply to all games after 4.5 innings, 10 Runs after 4 innings.

NAFA has no time limit and no tiebreaker unless in the masters program both teams agree to it.

6-LEADING OFF: The base runner may not leave the base until the ball leaves the pitchers hand. Penalty: Dead Ball, No Pitch, Base-runner is out.

7-ON DECK CIRCLE: The on deck batter may use either on deck circle as long as he is behind the batter when using the opposite circle.

8-REENTRY: Only the starting players including the DB and DS, may leave the game and re-enter one time. The Starting players must occupy the same batting position in the lineup. NOTE: Substitutes may not re-enter.

9-EH= Extra Hitter, For the Masters East and West ONLY, An Extra Hitter may be used. The EH can go anywhere in the batting order. The person is locked into the batting order. The EH when on defense can sit on the bench or play any position for any player at any time while in the game. The EH is considered a starting player and has re-entry privileges.

10-NAFA DS (DEFENSIVE SPECIALIST) RULE DP (DESIGNATED PLAYER)

Any 9 of the 10 players in the lineup can play defense at any time. The 10th spot D.S. (Defensive Specialist) box on the lineup card is always active.

The player's name in the D.S. box may play defense only for any player(without it being a substitution) and while in the box, he does NOT have to take the field. The D.S. can be substituted into the batting order for any player by notifying the plate umpire and he then vacates the box.

A substitute may be entered in the Defensive Specialist box at any time. The D.P.(Designated Player) is a batter in the lineup but may play defense for any player in the lineup as well. All starters can re-enter one time but substitutes cannot re-enter. Once the D.S. goes into the batting order he cannot go back to the D.S. Box but another substitute who has not played yet may be substituted into the D.S. 10th Spot as it is always active.

11-PITCHING: The pitcher must start with one foot on the pitching plate. The pitcher may lift his foot above the pitching plate as long as he sets it back down on the plate prior to leaping. Leaping is legal as long as the pitcher does not replant and push off again from the back foot. A Crow hop is a step in front of the plate and is illegal whether the pitching has a traditional style or leaping style. PENALTY: Delayed dead ball, ball on the batter, There is no advancement of runners penalty unless forced by a walk on the batter. The offense gets the choice of the result of the play or the illegal pitch penalty. Pitching Warm-ups. Five (5) pitches to start the game and Three (3) between innings. Five (5) for any new pitchers.

12-EJECTIONS and BEHAVIOR: Profanity of any kind will not be tolerated. The umpire has the choice to warn, or eject a player or team for profanity. If you are ejected for unsportsmanlike behavior prior to the 6th inning you are only ejected for the remainder of that game. If you are ejected in the 6th inning or later, you are ejected for the next game as well as the remainder of that game you got ejected in.

13-UNANNOUNCED/UNREPORTED SUBSTITUTE: If a substitute fails to report, the substitute is legally in the game when: he enters the batter's box and a pitch is thrown or declared (illegal), he replaces a player on base or he takes a defensive position. There is no penalty.

Other Pertinent Information:

. Lineup cards and balls will be given at the coin flip, additional lineup cards and the double coin toss for home and visitor will be controlled by the NAFA Rep at the Bracket Board, 30 minutes prior to the start of each game at the Bracket Board. The team at the top of the bracket will take the 3rd base dugout unless a team is staying for back-to-back games.

The tournament committee reserves the right to change any aspect of this event that they see fit including field assignments, game times, playing rules, behavioral exceptions, if in their sole judgment it is determined to be beneficial to the event. Team medical and liability insurance is the responsibility of each individual team and player and spectator in the event. Each player and coach waives their right to sue any NAFA official and/or city official and agrees to hold harmless NAFA, The Bowling Green Sports Complex and the City of Carson City Parks District. Each player by taking the field, and each spectator by entering the park, or anyone parking their car near a park understands and agrees that the game of Fastpitch softball is a dangerous athletic activity and that it can cause serious injury and even death in rare occasions to participants and spectators and to their cars or property.