

# Fastball™ Official League & Tournament Rules



All players must be paid in full with all signed rosters and waivers to League Coordinator by start of first game.

League/Tournament Name: \_\_\_\_\_

Date(s) / Days(s) of week: \_\_\_\_\_

Field(s) Locations: \_\_\_\_\_

Game Start Times: \_\_\_\_\_

Manager Meeting Date/Time: \_\_\_\_\_

Umpire Meeting Date/Time: \_\_\_\_\_

Game Time Limits: \_\_\_ 60 Minutes \_\_\_ 65 Minutes \_\_\_ 70 Minutes X 75 Minutes

Age Division(s): X All ages \_\_\_ 14+yrs \_\_\_ 16+yrs \_\_\_ 18+yrs \_\_\_ 25+yrs \_\_\_ 35+yrs \_\_\_ 45+yrs \_\_\_ 55+yrs \_\_\_ 60+yrs

Skill Division(s): \_\_\_ Recreation X Competitive \_\_\_ Elite

Base Stealing: X Release of the Pitch \_\_\_ After Ball Crosses Plate

Equipment - Shoes: X Non-metal Cleats \_\_\_ Metal Cleats

## Staff Contacts

Title	Name	Phone	Email
League Coordinator			
Field Supervisor			
Umpire in Charge			

## Schedules

All schedule information and standings will be available on the [HTTP://WWW.USEFASTBALL.COM](http://www.usefastball.com) website. All schedule changes and make-up dates will be made to the website within 48 hours of a cancellation. Make-up games may cause teams to have double headers, or to lose their bye week if applicable.

## Weather Guidelines

Please check email regularly and/or the website for updated information on rain outs and reschedules. We utilize the NLSI recommendations for lightning, which is to shut down when lightning is six miles away. Use a "flash to bang" (lightning to thunder) count of five seconds equals one mile (10 sec. = 2 miles; 20 sec. = 4 miles; 30 sec. = 6 miles). If fields are cleared due to lightning, all players will be asked to leave the field and wait in their cars for up to 20 minutes. The Field Supervisor will make a decision on continuing games within that time frame. If teams leave the fields before the Field Supervisor has made a decision that team will forfeit the game. Please make sure Field Supervisors know where team Managers can be found when clearing a field due to lightning.

## Tie Breaker

In the case of a tie at the end of league or tournament pool play the final standings will be determined by the following procedures listed in order of priority:

1. Head to Head
2. Fewest runs allowed (total from all pool play games)
3. Most runs scored (total from all pool play games)
4. Flip a coin

## Warm-up

All teams are to warm up on the outfield or in the designated areas only. NO infield practice will be permitted. Children are not allowed to warm up with players. New pitchers in a game are allowed one minute of warm-up pitches.

## Mercy Run Rule

In the event the home team is ahead by 10 or more runs after 4 1/2 innings or visitor is ahead by 10 or more runs after 5 complete innings, the game is considered complete and the game will be over.

## Intentional Walk

Catcher will notify the umpire and the batter will be awarded first base. The pitcher is not required to pitch to the batter.

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## Out of play balls

All foul balls and home runs are the batting team's responsibility to retrieve and get back to the umpire immediately. Failure to retrieve game balls can result in the game being delayed without the game clock being stopped.

## Forfeits

The score of a forfeited game is **7 - 0**. Game time is forfeit time, but the team with the legal number of players will decide when the forfeit will take effect based on the following two options.

1. Accept an immediate forfeit at game time.
2. Or start the game clock and allow the team up to 10 minutes to get the proper number of legal players. Failure to field a team within the 10 minutes will result in a forfeit.

**Comment:** Waiting time is counted towards game time limits.

Upon the occurrence of a forfeited game (without 24 hour prior notice to League Coordinator by phone and/or email) the team that forfeited will be fined \$50. This fine will be waived if both teams agree to scrimmage, which will count towards the guaranteed game total for both teams. The fine must be paid to the League Coordinator before the team's next scheduled game or may be removed from the league and/or tournament and suspended from future participation in FASTBALL™ leagues and tournaments.

1. Teams giving League Coordinators and opposing team Managers 48 hour prior notice of forfeit will be given consideration for make-ups and no fine.
2. Teams cannot be forced to start earlier than scheduled, but may start earlier if both team Managers and umpire agree.
3. In the event of a forfeited game, both teams will be allowed to use the field for a limited time to scrimmage or practice. The field must be vacated 15 minutes prior to the scheduled start of the next game or curfew.
4. Umpires will not officiate a forfeited game.
5. Teams must start the game if 7 players are present.

## Protests and Disputes

Team Managers are the **ONLY** individuals able to dispute a call with the umpire or file a protest to a game. All others will retire from the immediate vicinity or be subject to ejection from the game and/or the team in violation will be subject to an immediate forfeit. Prolonged arguments will not be tolerated and will be subject to immediate ejection. To file an official protest the team Manager must adhere to the following 3 steps:

1. The team Manger must submit a written protest outlining in detail the nature of the dispute along with specific references to any rule violations along with a \$50 deposit to the League Coordinator within 24 hours of the completion of the protested game. The League Coordinator will supply a copy of the protest to the opposing team Manager for their reference.
2. The League Coordinator along with other league officials will conduct a thorough investigation of the protest, make a final decision, and notify both team Managers of the final decision within 48 hours of initial receipt of both written protest and \$50 deposit. If the protesting team Manager wins the protest he will receive back the \$50 deposit, and if he loses the protest he will lose the \$50 deposit!
3. Any protests not meeting these guidelines will be considered invalid.

The scorebook is the official score record and score disputes must be challenged and corrected by team Managers prior to the start of the next half inning. The score will be recorded in the scorebook before being recorded on the scoreboard.

## Team Managers

The Team Manager is the primary link between their team and FASTBALL™ league and tournament Management. Team Managers are responsible for the full payment of all team and individual fees for leagues and tournaments. Team Managers will be held responsible for the overall conduct of their team and their fans. They are responsible to have all players pay the yearly FASTBALL™ affiliation fee and sign all necessary rosters and waiver forms before being able to play and know all Fastball™ game and league/tournament rules.

## Team Rosters

Teams may carry a maximum of 15 players on their roster for all leagues and tournaments. Players may be added to a team roster up until the 1<sup>st</sup> half of the league completion or before the 2<sup>nd</sup> game of pool play of any tournament, at which time no additional players will be allowed on the roster for any reason! All players **must** pay the yearly FASTBALL™ affiliation fee and sign all necessary waiver forms before being able to play.

**Comment:** FASTBALL™ recommends a 12 player roster with 3 extra players who sign the waiver and are only called on to play as emergency backup when 3 or more of the original 12 players will be absent for a game.

## Minimum Players

Teams may play with a minimum of 7 players. This is not a forfeit and an out is not declared for the 8<sup>th</sup> and/or 9<sup>th</sup> spot in the order. If player(s) arrive later to the game, they **MUST** be added to the **END** of the order. They cannot be inserted in any other place in the batting order.

**Comment:** The only time an out will be declared for having less than 9 players in the lineup is if one of the player's is ejected from the game and does not have a player on the team roster to fill the now vacant spot in the lineup. Each time this spot in the lineup is reached an out will be declared.

## Ejected Players and Teams

Any player ordered out of the game by an umpire for any reason shall leave the field immediately, and may be suspended for additional games at the discretion of the League Coordinator. Any further outbursts or threats by the ejected player may involve calling for additional action and possibly the local Police.

**Comment:** If a team drops out or is ejected all games up to the official notification will count in the standings and all remaining games will not count in the final standings.

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## Player Eligibility

All players must be 14 years of age or older, and sign all applicable rosters and waivers. Driver's license or photo ID will be used for eligibility if challenged. If any player refuses to, or cannot, show proper identification they will be ejected from the game. If this ejection takes a team below 7 players the game will be declared a forfeit. The League Coordinator may request any player for their ID at any time to check if they are on the team's roster.

## Uniforms

All players must wear similar color uniforms with unique numbers on the back. Any violation will be an out when the offending player enters the batter's box. Enforcement of the uniform rule may be made by the opposing Manager only to the umpire before the offending player enters the batter's box for the first time otherwise the player will be eligible. Any player out of uniform will not be eligible to play.

**Comment:** In cold weather, players may wear clothing over uniforms.

## Blood Rule

Injuries must be reported to the umpire and scorekeeper. When an injury occurs where blood is evident and flowing, the injured player must be removed from the game, blood flow stopped and cleaned up, as well as any uniform apparel that was contaminated must be removed and replaced. A reasonable amount of time will be given to comply with this rule. If a player is unable to comply, the player must be removed from the lineup but can be re-entered or substituted. The player will be an out when their spot comes up in the batting order if they are not ready to play or do not have a substitute ready to play. The uniform requirement will not be enforced if it is replaced to comply with this rule.

**Comment:** Waiting time is NOT counted towards game time limits when dealing with any player or umpire injuries on the field of play. If continued play runs into other scheduled games the game may be postponed and finished at a later date and time at the discretion of the League Coordinator.

## Jewelry

**NO JEWELRY. Only medical alert identifications may be worn but they must be taped to the body.** If jewelry is seen on a player entering the batters-box, the player will be called out. The player will not be allowed to play until it is removed. A substitute will need to be entered into the game if a player takes too long to remove the jewelry. Jewelry may not be taped. Arguments over jewelry may lead to an ejection. This is a liability issue. Umpires can refuse to work a game where jewelry is present and causing problems.

## Local Field Owner Rules Apply

Field owners are gracious enough to allow FASTBALL™ and Fastball™ athletes to use these fields for the game of Fastball™, so please abide by all local facility rules and regulations **and ALWAYS LEAVE THE PARK IN BETTER SHAPE THAN WHEN YOU ARRIVE!**