



Franklin Fastpitch Frenzy

Rules and Regulations

In addition to the following rules, USSSA softball rules will be used:

- 1) **Game Schedules:** TOURNAMENT Management will release the Official Schedule for the event on the Tuesday prior to the event by Midnight or sooner if possible. Teams must be prepared to play in any of the time slots for the scheduled days of the event.
 - a. All teams must be ready to play 15 minutes prior to their scheduled game time, and 10 minutes before the first game of the day.
 - b. Game times, lengths, format and locations are subject to change if deemed necessary by the Tournament Director.
- 2) **Honor the Game:** Tournament Director emphasizes that the primary purpose of all tournament events is to create positive competition experiences and lifelong memories for the participants. All adults (coaches, parents, officials) should conduct themselves with this fundamental notion in mind. Compromising the integrity of the game or making a travesty of the game are unacceptable and will be grounds for disqualification.
- 3) **Refund Policy:** Once an entry fee is paid for an event, no cash, check, or credit card refunds will be issued for any reason, unless the event is cancelled in advance of the event weekend due to insufficient participation.
 - a. If a team registers and subsequently is unable to participate, provided reasonable notification in writing the team can receive a full credit at the consideration of the Tournament Director.
 - b. If an event is cancelled at any time or shortened due to inclement weather or field conditions, the Tournament will issue credits as follows:
 - i. 0 games: 100% credit toward a future Franklin Baseball and Softball Tournament
 - ii. 1 game: 50% credit toward a future Franklin Baseball and Softball Tournament
 - iii. 2nd game started: 25% credit toward a future Franklin Baseball and Softball Tournament
 - iv. 2 or more games completed: No credits due.
- 4) **Admission/Parking Fees:** There will NOT be spectator admission fees or parking fees for the event. However, please be mindful of where you park and be sure that the parking space is legal. The Franklin Baseball and Softball League, the local municipality, and facility owners are not responsible for any damage to vehicles caused by normal play. Park at your own risk.
- 5) **Spectators:** Spectator seating is limited on the fields, please bring your own chairs for seating. Parents are required to always keep their children with them and not allow them to roam the grounds and buildings unattended.
- 6) **Park Policies/Local Ordinances:** All teams are required to adhere to local park policies and ordinances. The Head Coach shall be ultimately responsible and accountable for the conduct of his players, assistant coaches, and spectators.
- 7) **Dogs:** Dogs are welcome and must always be leashed, owners are responsible for cleaning the waste of their own animals. If your dog becomes a distraction, you will be asked to leave.
- 8) **Alcohol/Tobacco/Vaping/Profanity:** Alcohol consumption, tobacco use, vaping and use of profanity will not be tolerated within the confines of the tournament venues. The Head Coach shall be responsible and accountable for the conduct of his/her

players, assistant coaches, and spectators.

- 9) **Questions/Disputes:** The Franklin Baseball and Softball Tournament Director will make every effort to treat all teams with fairness. If questions or disputes arise about policies and/or procedures, coaches shall bring them to the attention of the Tournament Director to be dealt with. Any interpretation and decision of the Tournament Director shall be final.
- 10) **Coach/Spectator Expectations:** Everyone is here to watch and encourage the young ladies as they play the games. Coaches are responsible for the behavior of their players and spectators. No one on a coaching staff is to question balls and strikes. If the head coach would like to ask for a review on a call made in the field of play, he or she is to ask for timeout and go speak with the umpire that made the call. A coach, player or spectator ejected during a game will not be allowed to participate in the next game if the ejection does not happen during the team's last game.
- 11) **Umpires:** Professional umpires have been assigned to each game. Coaches and parents should treat them with respect. Regarding on-field calls, the decision of the umpires shall be final.
- 12) **Rosters:** All teams must submit a roster as directed by TOURNAMENT Management. All teams must check in upon arrival to verify and approve their Official Roster and receive an information packet. Once a roster is verified, it is frozen for that tournament. Teams cannot begin tournament play until their roster is submitted and verified. Teams who fail to submit a roster may be subject to a forfeit. **No team will be allowed to play unless the team roster is submitted to the Franklin Fury organization with a copy of team insurance.**
 - a. Players cannot play on multiple teams in this event regardless of age and division.
 - b. While we encourage teams to have matching player uniforms, there is no penalty for players on a roster that participate with a different jersey and/or different numbers than listed on the roster. A fielding mask is required for all infield players.
 - c. The birthday age cutoff is **September 1st**.
 - d. Teams can start and finish games with 8 uniformed and rostered players. If a team plays with 8 players, the 9th spot in the batting order will be an out. A team with 7 or fewer players will forfeit to the score of 7-0
 - e. The **entire rostered** team must bat.
- 13) **Home/Away:** The home team for pool games shall be determined by a coin flip. The team that has traveled the greatest distance will call the flip. Either an umpire or a member of tournament management must be present for the flip. Home team in championship rounds play will be the higher seed.
- 14) **Dugouts:** Teams should fill first and third base dugouts on a first come, first served basis, irrespective of home and away designation. Teams should clear the dugout as soon as the game is finished, removing all trash and debris. If a team has back-to-back games on the same field, they should always remain in the same dugout, to avoid the extra time involved in moving bags, equipment, etc. The dugouts team bench area is strictly for coaches and players. Coaches are asked to please not allow parents and siblings onto the field area with their team.
- 15) **Practice:** There will be no infield practice. Teams can play catch and warm-up in the outfield area if the time allows. Never do flip drills into fences or step on foul lines.
- 16) **Scores/Results:** Please verify your GameChanger scores immediately after each game. The Tournament Director and/or their designee will confirm and record final scores after each game. If both teams' scores match, the result is final. Since tiebreakers

often come into play, accurate score reporting is critical. Teams who fail to turn in a scorecard within 2 hours from the conclusion of a game (or prior to the end of the last game of any given day) may be subject to the score turned in by the opposing team. TOURNAMENT reserves the right to request scores to be text messaged to the onsite scoring records keeper. The HOME team is the official scorebook, so please verify accuracy before submitting and indicate the home team. Scores and Results will be posted online throughout the event. Teams should check regularly in case changes are made that impact standings, seeds, or brackets. If an error is identified, please notify our volunteers, POLITELY, so that it can be resolved appropriately.

- 17) **Format:** Each team will play pool games to meet minimum guaranteed games and there will be a championship round game to finish the tournament between the top team in each pool. Reminder this is a 3-game guarantee. All bracket seedings are determined in accordance with the tournament Tie Breaker below.
- 18) **Tiebreaker:** If a tiebreaker is needed to determine the championship teams, the following tiebreakers shall be used:
 - i. Head-to-head
 - ii. Runs Allowed
 - iii. Run Differential
 - iv. Runs Scored
 - v. Coin Flip
- 19) **Time Limits:** 1 hour and 15 minutes (DROP DEAD) for pool games. Time will be kept by the home plate umpire. If the game ends within the inning, the score reverts to the previous end of the inning score if the home team is unable to complete their bat before time expires. The home team wins if they are up to bat and leading when time expires. Pool games may end in a tie. Time between games will be 10 minutes so please have your lineup cards or GameChanger prepared in advance if you have back-to-back games. 1 hour and 30 minutes (FINISH INNING) for championship games. Tie-Breaker. If the game time expires during an inning and the score is tied at the end of the inning, the following inning will go into International Tie-Breaker.
- 20) **Run-Cap/Mercy Rule:**
 - a. 6 runs per inning in pool play, unlimited runs in championship games.
 - b. Mercy Rule: 12-run lead after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.
- 21) **Game Called Due to Weather or Field Conditions:** A game will be considered complete if weather, darkness, or field conditions prevent the game from being completed:
 - a. 6-inning games = 3 innings or 2 ½ if home team is leading
 - b. Should a bracket (seeded) game be interrupted by weather, darkness, or unplayable field conditions, and is not a completed game as described above, the winning team will be determined by the score at the end of the last full completed inning. If the score was tied at the end of the last completed inning or if the first inning of the game is not complete, the higher seed shall advance.
 - c. Should a Championship game be interrupted by weather, darkness, or unplayable field conditions, and is not an official game per the above Rule, then the Championship team will be determined by the score at the end of the last full completed inning. If score was tied at end of last completed inning or if the first inning of the game is not completed, the higher seed shall be named Champion unless other reasonable reschedule can be agreed upon.
- 22) **Contact/Interference:** Players must attempt to avoid contact with other players in tag-out situations. If, in an umpire's judgement, there is intentional contact, that umpire may call the runner out on that play. If the contact is judged as intentional and malicious, that umpire may also eject the player from the game. On force out situations, if the runner slides, they must slide directly into the base. A slide that is not directly into the base is grounds for an interference call (umpire's judgment) and

the runner could be declared out. In this instance, the batter/runner could also be declared out if the fielder was attempting to make a play on that batter/runner. It is important to note that if the runner makes a legal slide directly into the base and contact is made with the fielder, interference will not be called.

23) **Ejections:** In the event that the umpire ejects a player or a coach from a game, they will not be allowed to coach or play in the next game. A spectator that is ejected shall be removed from the park for the remainder of the day and may return the following day. If a team is batting their entire lineup and/or no substitutes are available, the name of the ejected player will remain in the batting order and count as an out when the batting order reaches that player.

24) **Rulings:** No Protests – Umpire ruling will stand. The tournament director(s) shall have final decision on all tournament questions. The tournament committee's interpretation of the rules and regulations shall be final. The tournament committee reserves the right to decide all tournament matters

25) **Courtesy Runners:** Courtesy runners are optional at any time for the pitcher and catcher. The pitcher or catcher for this rule, is the pitcher or catcher of the previous inning. Courtesy runner will be the last batted out. If this situation arises in the first inning and no outs have been recorded, the pitcher or catcher shall remain on base until an out is recorded.

26) **Injuries and Early Departures:** If a player becomes injured (as ruled by the umpire) and is unable to continue playing, her spot in the batting order shall be skipped with no penalty. Once an injured player leaves the batting order, she is done for the remainder of that game. A player departing for any other reason beside illness or injury will result in an out for that player's place in the lineup.

27) **Pitching:**

- a. A pitcher removed from the circle or withdrawn defensively from the game can return once during the game they were removed from. A new pitcher mid-inning will receive one warm up pitch.
- b. Pitchers will be given five (5) warmup pitches for the 1st inning and three warmup pitches every inning after that. Relief pitchers may have five (5) warmup pitches when they first enter the game.
- c. A manager or coach may come out once in one inning to visit the pitcher, but the second time out, the player must be removed as a pitcher. The manager or coach may come out twice in a game to visit with the pitcher, but the third time out, the player must be removed as a pitcher. The rule applies to each pitcher who enters a game.

28) **Time Out/Huddles:**

- a. Calling Time Out (defensive and offensive) is NOT ALLOWED with 5 minutes or less left in the game.
- b. No team huddles (defensive and offensive) are allowed between innings. Please hustle on and off the field and have team discussions in your dugout.