



FPN MIDNIGHT MADNESS RULES

PLAYING RULES

1. Tournament Format: Pool play to single elimination.
2. **Time limit - All games will have a 1:00 drop dead time limit.** After 1:00 the at-bat completes and the game is over. The final score will be the score at the end of the last completed inning. If the home team is up to bat when time expires, any runs they have scored during that half inning will be counted. The home team can win with the runs they score in their half of the inning but cannot lose or tie in their half of the inning if the away team took the lead or tied in their last at-bat since the home team did not also get a full 3 outs in the same inning. In this case we revert back to the last completed inning. In pool play if we revert back to the last completed inning and it's a tie it remains a tie. In elimination play if we revert back to the last completed inning and it's a tie the higher seed is the winner. There is no international tie breaker after time expires since the entire tournament is on a strict time schedule and cannot run long. **The championship game will have a 1:00 time limit and no new inning may start after 1:00 but we will complete the inning. If the game ends in a tie the higher seed will be declared the winner.** Standard USSSA mercy rules in effect for all games (12 after 3; 10 after 4; 8 after 5).
3. Standard USSSA mercy rules in effect for all games (12 after 3; 10 after 4; 8 after 5).
4. Pool play games that are tied when time limit expires will be recorded as a tie.
5. In pool play, the winner of a coin toss prior to the start of a game will have choice of being home or visitors. In championship play the higher seeded team will have the choice. If both teams are equally seeded in championship play then a coin toss will be used.
6. All games are seven innings (6 innings 10U) when time permits.
8. Once pool play is completed, the order of finish is set by the USSSA national system. This is the system used at all USSSA World Series and national events. As long as scores are entered correctly, the results are correct and there is no challenging the results or altering its seedings. Seeding is determined by the following criteria.
 - Winning Percentage - Descending
 - Number Wins - Descending
 - Number Loses - Ascending
 - Tied Teams (vs. each other) Winning Pct - Descending (Not valid if all tied teams have not played each other)
 - Avg Points Allowed - Ascending
 - Avg Points Differential with a maximum of (8) - Descending
 - Ranking Points - Descending
 - Date Team Entered USSSA Database
 - Once past a tie breaker do not return to previous
 - Head-to-head (if applicable) is used to break ties when only 2 teams are tied.
 - If a team volunteers to play an extra planned pool game due to an uneven number of teams win the division, the worst result will be dropped for that team and will not count toward their point total or run averages, although it does count for their opposing team.
 - Tie breakers.
 - a. If the game is tied after seven innings and there is still time left, the international tiebreaker will go into effect. A base runner will start at second base with no outs. The runner will be the batter who made the last out in the previous inning. Once time expires we use the same rules as in rule # 2.
9. Coaches and rostered players are the only ones allowed to be in the dugout or bench area during the games.
10. Team and individual trophies will be awarded to the first and second place teams. Trophies will be presented after the championship game is completed.
12. Protests of an umpire's judgment will not be allowed. Protests on rule or procedural interpretations during a game must be made before the next pitch and will be decided upon before the game is allowed to continue. Protests on rule/procedures that occur at the end of the game must be made before the next game begins on that field. Protests on player eligibility must be made before either team starts their next game .
13. Game time is under the control of the umpires on the field.
14. APs- Up to 2 APs (additional players) may be used unless you are doing roster batting than all the extra batters are considered APs. They must be on the lineup card and only hit. When using a traditional lineup (not roster batting) APs may be substituted for defensive players. The DP/Flex may also be used but still only 11 players max can hit.
15. Courtesy runners will be allowed for the catcher and pitcher at any time by a legal courtesy runner. If a team does not have a legal courtesy runner remaining they can use the Last Completed At-Bat as a courtesy runner subject to the same rules and restrictions as regular courtesy runners.
16. Roster batting may be used and must be declared prior to the start of the game. This means all players in the lineup will bat. The team must use roster batting for the full duration of the game. APs and DP/Flex can still be used.
17. All teams must report to the check-in person at least 1 hour before their first game. You will need the following: Proof of insurance and original signed USSSA rosters. All teams must have and be able to produce your official USSSA and birth certificates on demand, if needed. **You will also need your FPN waiver/roster form filled out online only.**

18. If an ineligible player participates at any time during the tournament, the player and team manager will be ejected from the remainder of the tournament and all games in which that player participated will be forfeited. Participation is defined as either actively playing in the game or appearing anywhere on the official lineup that's presented prior to the start of a game. Examples of ineligible players include, but are not limited to, playing on two teams in the same event, not being listed on the team roster that was presented prior to the tournament, violating the age requirement, playing under an assumed identity, use of a fraudulent birth certificate, not presenting a birth certificate when requested to do so, etc.

19. Game time is forfeit time. However, the director's discretion may be used if unique circumstances warrant. Forfeits will be entered as no score (0-0). But the winner will receive the 2 points for the win during pool play.

20. Teams must be prepared to play 30 minutes prior to the scheduled start time of a game, due to mercy games. The tournament director will decide if games start early.

21. Sunday seedings will be sent via email only (no phone calls) to the email address on file at the tournament check-in.

22. The umpires will report the scores.

23. For pitchers no tacky or sticky substances (such as Gorilla Gold towels or rock rosin) may be used as a substitute for a powdered drying agent such as regular rosin bags which are legal.

24. Special On Field Rules for Fastpitch Nation's Indoor Field.

a. All fly balls that hit the white ceiling net are playable off the net for an out or a hit. The umpire can rule it a foul ball if in foul territory on the infield and not caught and hence a deadball.

b. Any ball that exits the netting will be ruled a dead ball and the pitch will be re-thrown. However, a ball that exits the netting in fair territory in the outfield, in the judgment of the umpire, will be ruled a ground rule single.

c. All fly balls that hit the outfield fences and nets are a hit and players will play them off the fences and nets and runners advance at their own risk.

d. All fly balls that hit fences and nets on the 1st and 3rd base lines are foul balls.

e. Regular fair/foul rules apply for any ground ball that hits the infield dirt.

f. Any ball in the air that hits the outfield artificial grass is fair. There is no foul territory in the outfield for fly balls that hit the grass first.

g. No batter/runner may be thrown out at first base by an outfielder or an infielder that fields the ball in the outfield.

h. No outfielders are permitted to play on the infield until the ball is pitched.

i. No infield fly rule will be in effect.

j. Any ball that hits above the green on the upper deck fence but below the yellow rope in left field without hitting the roof net will be ruled a ground rule double. A ball that hits the yellow rope or above in left field without hitting the roof net is ruled a homerun.

k. Outfielders cannot cover the bases on a steal. They can cover on a hit or other play but they cannot take the throws on the steal. They are allowed to back up the steal.

l. Rubber cleats only are allowed. No metal cleats.

m. No jewelry other than medical alert bracelet or necklace is allowed. Taping over ears etc. is not allowed.

n. Face guards on all batting helmets are mandatory.

o. All catchers must wear a catcher's mask to warm up pitchers on the field, in the cages and in the bullpen. We have them to loan at the front desk.

p. Each team must provide a volunteer to run the electronic scoreboard for their game. It's easy.

Pool Play Schedule

Hurricanes 12U Blue	EM Fillies	3/7/20 Sat	9:30 PM
Vermont Storm 12U White	Beacon Xtreme	3/7/20 Sat	10:40 PM
Montgomery Devils	EM Fillies	3/7/20 Sat	11:50 PM
Hurricanes 12U Blue	Beacon Xtreme	3/8/20 Sun	1:00 AM

CLOCKS MOVE AHEAD AT 2AM 1 HR FOR DST

Vermont Storm 12U White	Montgomery Devils	3/8/20 Sun	3:10 AM
-------------------------	-------------------	------------	---------

Single Elimination Play

4 vs 5	Game 1	3/8/20 Sun	4:30 AM
2 vs 3	Semi 1	3/8/20 Sun	5:40 AM
1 vs W Game 1	Semi 2	3/8/20 Sun	6:50 AM
W Semis 1 and 2	Finals	3/8/20 Sun	8:10 AM

Warm-up Schedules

Cage 1, Any Pitching Lane		Cage 2, Any Pitching Lane	
Hurricanes 12U Blue	8:30 PM	EM Fillies	8:30 PM
Vermont Storm 12U White	9:30 PM	Beacon Xtreme	9:30 PM
Montgomery Devils	10:40 PM	EM Fillies	10:40 PM
Hurricanes 12U Blue	11:50 PM	Beacon Xtreme	11:50 PM
Vermont Storm 12U White	1:00 AM	Montgomery Devils	1:00 AM

Cage 1, Any Pitching Lane		Cage 2, Any Pitching Lane	
4 Seed	Game 1	5 Seed	3:10 AM
2 Seed	Semi 1	3 Seed	4:30 AM
1 Seed	Semi 2	OPEN	5:40 AM
W Semi 1	Finals	OPEN	6:50 AM