



# FPN INDOOR TOURNAMENT RULES

## USE OF FACILITY RULES:

1. Each team is allocated one batting cage for 90 mins prior to the start of the game except for the first game of the day when you have 1 hour plus use of the outfield. But no practice on the infield.
2. **If you want additional cages, pitching lanes etc. You can rent them at the front desk. Batting cages are \$40/hr and \$25/half hour. Pitching lanes are \$30/hr and \$20/half hr.**
3. Please do not assume that if a cage is open it's free to use. We need to be fair to all teams and to the staff at the front desk is assigning cages to renters and desk staff may not be aware if a team jumps into an unrented cage when they assign to other customers. So please use your assigned FREE cage and rent any other cages you want to use. However, there are a few times when the adjacent team cage may be open as your upcoming opponent will be playing in a game. In those cases the team warming up can use the two tournament cages. See the schedule for your assigned cage times.
4. **PLEASE MAKE SURE YOUR COACHES AND ANY PARENTS HELPING UNDERSTAND THIS POLICY. IT WILL AVOID UNNECESSARY PROBLEMS AMONG TEAMS AND OTHER CUSTOMERS. THANK YOU.**

## PLAYING RULES

1. Tournament Format: Pool play to single elimination.
2. Time limit - All pool games will have a 1:15 time limit. No new inning may start after 1:15. Semi-final games have a 1:30 time limit. No new inning may start after 1:30. The clock begins immediately after the pre-game conference ends. If the time limit is up and the home team is leading and at bat, then the game ends with whatever the score is at that point (ie, the final inning is not completed in this case – this is not the same as the drop dead rule).
3. Championship games will have no time limit. 7 innings will be played (6 innings for 10U).
4. Standard USSSA mercy rules in effect for all games (12 after 3; 10 after 4; 8 after 5).
5. Pool play games that are tied when time limit expires will be recorded as a tie.
6. 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.
7. 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 pool game is tied after seven innings (6 innings 10U) 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. One time expires the inning of the tie breaker will be completed. If still a tie, it remains a tie.
    - b. Elimination tiebreaker — international tiebreaker will be used after seven innings (6 innings 10U). 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.
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 and FPN rosters. Also a photocopy of your rosters forms must be provided at check-in. All teams must have and be able to produce your official USSSA and birth certificates on demand, if needed.
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. The winner and runner-up will receive a berth to any USSSA World Series Tournaments if the event is a qualifier. More berths are awarded based on number of teams in the event. Your state may still have other requirements to play.
20. 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.
21. 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.
22. USSSA requires that pitchers must start with 2 feet on the pitching rubber.
23. Sunday seedings will be sent via email only (no phone calls) to the email address on file at the tournament check-in.
24. The umpires will report the scores.
25. 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.
26. Jewelry that is non-hanging or non-dangling stud type ear or nose piercings only may be worn. Players in the game are prohibited from wearing jewelry such as rings, watches, hanging or dangling earrings, bars or other piercing type jewelry whether covered with tape or not, bracelets, necklaces (including cloth and string type), or other hard decorative items. Unadorned devices with no sharp edges or points, such as bobby pins, barrettes and hair clips, no longer than 2 inches, may be worn to control a player's hair. Medical alert bracelets or necklaces are not considered jewelry. If worn they must be taped to the body, so as to remain visible. Coaches wristbands (play indicators) are legal but must be worn as designed. *Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game*

27. **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 1<sup>st</sup> and 3<sup>rd</sup> 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. ***FPN face guards and chin straps on all batting helmets are mandatory.***
- n. ***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.***
- o. ***If a pitched ball gets caught under the homeplate backstop tarp, runners may advance 1 base but not to home.***
- p. ***If a fair batted ball is hit into the ceiling net and comes down and strikes the batter/runner outside of the batter's box before the ball hits the ground it is ruled a "no pitch". However, if the ball strikes the ground first and then strikes the batter/runner out of the batter's box, the batter/runner is out.***

## 14U Pool Play Schedule

CT Seahawks Futures	CT Diamond Club 14U Blue	11/23/19 Sat	8:00 AM
East Greenbush Xpress	CT Diamond Club 14U Blue	11/23/19 Sat	9:30 AM
CT Seahawks Futures	East Greenbush Xpress	11/23/19 Sat	11:00 AM
East Coast Impact	CT Seahawks Futures	11/23/19 Sat	12:30 PM
CT Diamond Club 14U Blue	East Greenbush Xpress Navy	11/23/19 Sat	2:00 PM
Guilderland Xplosion	East Greenbush Xpress	11/23/19 Sat	3:30 PM
East Coast Impact	East Greenbush Xpress Navy	11/23/19 Sat	5:00 PM
East Coast Impact	Guilderland Xplosion	11/23/19 Sat	6:30 PM
Guilderland Xplosion	East Greenbush Xpress Navy	11/23/19 Sat	8:00 PM

## Single Elimination Play

4 vs 5	Game 1	11/24/19 Sun	9:00 AM
3 vs 6	Game 2	11/24/19 Sun	10:30 AM
1 vs W Game 1	Semi 1	11/24/19 Sun	12:00 PM
2 vs W Game 2	Semi 2	11/24/19 Sun	1:45 PM
Finals	Finals	11/24/19 Sun	3:30 PM

## Warm-up Schedules

Cage 4 (Saturday)		Cage 5 (Saturday)	
CT Seahawks Futures	7:00 AM	CT Diamond Club 14U Blue	7:00 AM
East Greenbush Xpress	8:00 AM	OPEN	8:00 AM
CT Seahawks Futures	9:30 AM	OPEN	9:30 AM
East Coast Impact	11:00 AM	CT Seahawks Futures	11:00 AM
CT Diamond Club 14U Blue	12:30 PM	East Greenbush Xpress Navy	12:30 PM
Guilderland Xplosion	2:00 PM	East Greenbush Xpress	2:00 PM
East Coast Impact	3:30 PM	East Greenbush Xpress Navy	3:30 PM
OPEN	5:00 PM	Guilderland Xplosion	5:00 PM
OPEN	6:30 PM	East Greenbush Xpress Navy	6:30 PM
Cage 4 (Sunday)		Cage 5 (Sunday)	
4 Seed	8:00 AM	5 Seed	8:00 AM
3 Seed	9:00 AM	6 Seed	9:00 AM
1 Seed	10:30 AM	W Game 1	10:30 AM
2 Seed	12:00 PM	W Game 2	12:00 PM
W Semi 1	1:45 PM	Open	OPEN