

2019 NAFA TOURNAMENT RULES

(as of 5/11/2019)

For rainout info: Call 888-852-1115 at 10pm Wednesday, Thursday and Friday night, 6:30 am Saturday morning or 2 hours prior to your first game. For inclement weather, time limits may be shortened at the Director's discretion.

All games will be played using NAFA rulebook with the following exceptions:

1A) Game Run Rule: (12 run rule after 3 innings, 10 run after 4 innings, 7 RUN RULE after 5 or 6 innings for all games and all ages including the championship games.

1B) 10U & 12B & 12C AGE ONLY 5 RUN RULE PER INNING.

1C) Flip-Flop rule. When the last inning is declared, if the visitors are ahead by 3 runs or more, home and visitors will flip-flop with the home team batting at the top of the inning and visitors at the bottom of the inning. FOR ALL AGES - the flip flop will be used in any inning where the visiting team is ahead by the run rule.

2) There is a 80 minute time limit. No new inning can start after 80 minutes. TIED GAMES REMAIN TIED. There is no time limit on the championship game IF there is no game following on the field. Exception: there is a 1:45 time limit on 10u championship games if there is no game following. There is NO Drop Dead.

3) Lag for home team. The team that has traveled furthest shall take the 3rd base dugout unless the team is staying for back to back games then they may stay.

4) Pitching rule. NAFA rule. 3 warm-up pitches are allowed prior to each inning or one minute, whichever comes first. The penalty for an illegal pitch is a ball on the batter and no forced advancement of baserunners. The coach has the option to take the result of the play or the penalty. You MUST start with both feet on the pitching plate and you may take one step with the non-pivot foot toward home plate.

5) Courtesy Runners. The team at bat may use a courtesy runner for both the pitcher and/or the catcher anytime after they reach base, however the courtesy runner will be a player not in the game (if not batting the roster) or the player furthest away in the batting order if batting the roster or if all subs have been used up. The same runner may not be used for both positions. If using DH/FLEX you must use the substitutes not entered in the game to run as the courtesy runner. Once those subs are used up or if you are batting the roster, then you may use the last out.

6) Batting options:

- 1) You may bat 9 and play 9.
- 2) You may also bat your roster with free defensive substitutions.
- 3) You may play 10 using a DP/FLEX using the NAFA rule.

7) Minimum Players to Start or finish. A team may start with 7 or 8 without taking outs. A team may continue a game with less players than it started for any reason, taking outs in the batting order each time they come up. Exception: if a team is batting all their players, regardless of the number, and a player is injured and in the umpire's judgment that player is unable to continue, then no out is taken and that spot in the order is skipped for the remainder of the game. The player who has left the game cannot return to the lineup unless she left due to the blood rule. There is no minimum to finish a game.

8) Unannounced Substitute. There is no penalty for an unannounced legal substitute. Upon notification by either team, the umpire shall announce the legal substitute and make the appropriate lineup card changes. All play prior to the unannounced legal substitute being brought to the umpire's attention shall stand.

9) Metals cleats are allowed for only 14U, 16U & 18U Divisions only on dirt fields

10) Artificial Turf Fields – No metal cleats, no sunflower seeds, no sugary drinks.

11) Tie breaker rules – for pool play – 1) record, 2) head to head, 3) least runs allowed, 4) run differential