

**NATIONAL SOFTBALL FEDERATION ♦  
MINNESOTA GIRLS FASTPITCH ASSOCIATION**  
118 12th Ave. N. • South St. Paul, MN 55075  
(651) 451-3140 • [www.msf1.org](http://www.msf1.org) • [staff@msf1.org](mailto:staff@msf1.org)



Summer '17

**TO:** JO League Directors and Coaches

**FR:** NSF ♦ MGFA Offices  
Perry Coonce  
State Commissioner

**RE: State Tournament Packet/Schedule**

Attached is a tournament packet for the team(s) you have entered in NSF ♦ MGFA State Tournament play. **We would appreciate you forwarding this memo and packet to all your participating teams ASAP.**

Per previous memo the state tournament schedule will be posted on the MSF website no later than 5-7 days prior to the tournament.

Coaches should continue to check the tournament schedule before state tournament play commences for changes made due to forfeits and/or inadvertent errors in the schedule.

Thank you for your participation in the MSF program and **GOOD LUCK!**

Perry Coonce  
State Commissioner

Dan Bradley  
Assistant State  
Commissioner





#### CORPORATE PARTNERS



Dear Head Coach:

Congratulations on qualifying for the **2017 12'S- 14'S- & 16C/D GIRLS FASTPITCH STATE CHAMPIONSHIPS** to be held in the city of **AUSTIN** on **AUGUST 5-6**. Enclosed please find the site map, tournament rules and other pertinent information. Please carefully review the information to avoid any misfortune which may disqualify your team from competition.

**Leagues or teams receiving notice of a forfeit in State Tournaments should verify the authenticity of the forfeit with NSF-MGFA Offices.**

All team managers must report to the tournament headquarters located at **TODD PARK** one-half hour prior to their first scheduled contest. At this time your "official tournament roster" will be checked. Teams without a properly completed roster will not be permitted to play. Teams found to have ineligible players will be immediately disqualified from competition.

Please note admission fees will be charged excluding players, two coaches and one scorekeeper.

**Teams are asked to support the tournament host by purchasing their food and beverages at the concession stands. Coolers or picnic lunches may not be brought into the complex.**

State Tournament Personnel include:

The Host Representative is:

**Jake Solberg** [jakes@ci.austin.mn.us](mailto:jakes@ci.austin.mn.us) 507-438-0409

The MSF Tournament Manager is:

**Helen Jahr** 507-279-1266

The Umpire-in-Chief is:

**Kevin Voltin** [klvoltin@mchsi.com](mailto:klvoltin@mchsi.com) 507-273-1790

If any pre-tournament questions arise, please contact:

**Perry Counce** at [perry@msf1.org](mailto:perry@msf1.org); or

**Dan Bradley** [dan@msf1.org](mailto:dan@msf1.org) 651-451-3140

As a guest of the host community, it is asked that your team conduct itself in a responsible manner during their entire stay in the host city. Your observance of any specials rules that the host has established will assure the tournament's success. As you know, without willing hosts we would have not have postseason competition for the sports enthusiasts in the state of Minnesota. With your assistance, we can all be assured that our sports program will continue to grow and benefit thousands of participants each year.

**In closing, it is the MSF's desire that your team performs to the best of their ability and enjoys the opportunity to participate against teams of their own caliber.**



# \* BULLETIN TO TEAM COACHES \*



## J.O. STATE TOURNAMENT PLAY

IMPORTANT — PLEASE READ

Your ticket to play is to follow the below checklist:

- I Check in with your copy of your NSF ♦ MGFA roster properly completed with all names, signatures and blanks completed. **Important - No Roster - No Play!**
- I No pick up players are allowed - must compete with your regular season roster!
- I Team Eligibility & I.D. Rule

In the team bench area prior to and throughout each game, all players listed on the scorecard must either have the "statement of school official" block completed on the roster and have a "document of age" for players not attending that school **or** possess a designated "document of age". For the designated "documents of age," please see below. Teams will be checked at random during state tournament play and must be prepared to show proof of age when requested by the NSF ♦ MGFA representative.

Players appearing on an official tournament roster must show a copy of one of the following designated documents to verify their age:

1. Birth Certificate
2. Driver's License or Drivers Permit
3. Valid Passport
4. Certificate of Age from School Superintendent or Principal on School letterhead

Also in the team bench area prior to and throughout each game, all players listed on the scorecard must possess designated "picture identification". For designated "picture identification" please see below. Teams will be checked at random during state tournament play and must be prepared to show proof of identification when requested by the NSF ♦ MGFA representative.

Players appearing on an official tournament roster must show one of the following designated picture I.D.'s to verify their identification:

1. Close-up team picture with player names and signatures on back, L-R and designated documents of age attached.
2. Picture Driver's License with player's signature.
3. Valid Passport with player's signature.
4. Picture Student Identification Card with player's signature.
5. Photo of player with their signature attached to designated document of age.

Teams found with player(s) not in possession of the required document of age and picture identification will be required to deposit a \$200 bond (cash, check or money order) in order for the team to continue tournament play (teams with illegal players should immediately drop out of the tournament to mitigate harsher penalties). Teams who do not pay the \$200.00 deposit will not be allowed to continue in the tournament. In addition, **each** player(s) without required document of age and picture identification who testifies they are legal and the player is listed on the scorecard and roster, may continue tournament participation by submitting a \$25.00 **non-refundable cash** (no checks) participation fee. (This non-refundable **cash** fee will be divided equally between the state Junior Olympic program and Softball Hall of Fame). Players without the proper document of age and picture identification who do not pay the \$25.00 non-refundable fee will not be allowed to participate. In addition, the player(s) must pose for a photograph and sign a statement of age and identification in order for their team to continue play.

Upon proof of age and identification, either at the tournament site or at NSF ♦ MGFA offices by the first Wednesday following the tournament, the \$200 bond will be returned. Failure to pay the bond and participation fee, pose for a picture and sign the age and identification statement will disqualify the player and team from the game, tournament and advancement to further competition.

Age documentation and picture identification is required for all players on teams participating in national qualifier, state, tournament of champions, Northern national and national championship competition.

Please contact NSF ♦ MGFA offices at least three days prior to the tournament if you have a potential problem with required I.D.'s.

**TEAMS WILL BE CHECKED AT RANDOM - BE PREPARED!!**



**NSF♦MGFA SOFTBALL  
MINNESOTA SPORTS FEDERATION  
JUNIOR OLYMPIC TOURNAMENT  
ROSTER INSTRUCTIONS**



**PLEASE READ CAREFULLY**

Teams must compete with their regular season roster. (No pick ups allowed!) All entries on the official tournament roster must be legible. Under no circumstances shall the softball director place their signature on a roster prior to reviewing the names on the roster and crossing out extra blank spaces. Rosters which are incomplete or not legible will be rejected and the team eliminated from competition. Rosters must be verified and signed by the team coach and softball league director who registered the team/league and submitted the tournament entry.

The softball community, classification, division code and players must identically match the team roster previously submitted on June 15 by your league director.

The roster must contain the residence or school address whichever qualifies the team member for NSF♦MGFA tournament competition. For players claiming eligibility through school attendance provide school name and address. For players claiming eligibility through residence, provide the residence address. The date of birth (D.O.B.) Must be provided for each rostered player. If a minor (under 18), participants parent or guardian must sign the roster in the appropriate space. For complete details on eligibility rules and roster limits, please consult the J.O. Softball Guide and your league rules. In instances where a space (s) that is provided for a players name is not utilized, a line should be drawn through that space.

In the team bench area just prior to and throughout each game, all players listed on the scorecard must either have the "statement of school official" block completed on the roster and have a "document of age" for players not attending that school or possess a designated "document of age" for each rostered player at the tournament bench. For the designated "documents of age", please see the current J.O. softball guide. Teams will be checked at random during state tournament play and must be prepared to show proof of age when requested by the NSF♦MGFA representative.

Also in the team bench area just prior to and throughout each game, all players listed on the scorecard must possess designated "picture identification". For designated "picture identification", please see the current J.O. Softball Guide. Teams will be checked at random during state tournament play and must be prepared to show proof of identification when requested by the NSF♦MGFA representative.

Teams found with player (s) not in possession of the required document of age and picture identification will be required to deposit \$200 bond (cash, check or money order) in order for the team to continue tournament play (teams with illegal players should immediately drop out of the tournament to mitigate harsher penalties). Teams who do not pay the \$200.00 deposit will not be allowed to continue in the tournament. In addition, each player(s) without required document of age and picture identification who testifies they are legal and the player is listed on the scorecard and roster, may continue tournament participation by submitting a \$25.00 non-refundable cash (no checks) participation fee. (This non-refundable \$25 cash fee will be divided equally between the state Junior Olympic program and Softball Hall of Fame). Players without the proper document of age and picture identification who do not pay the \$25.00 non-refundable fee will not be allowed to participate. In addition, the player(s) must pose for a photograph and sign a statement of age and identification in order for their team to continue play.

Upon proof of age and identification, either at the tournament site or at NSF♦MGFA Offices by the first Wednesday following the tournament, the \$200 bond will be returned. Failure to pay the bond and participation fee, pose for a picture and sign the age and identification statement will disqualify the player and team from the game, tournament and advancement to further competition.

A copy of your roster must be hand delivered to the NSF♦MGFA representative at the tournament site. **DO NOT MAIL.** Teams without a copy of their NSF♦MGFA official tournament roster and players without document of age and picture identification will not be permitted to participate. Should a team forfeit their first game due to lack of a properly completed team roster, they still may play their second game providing they submit the properly completed roster prior to their second game.

Players appearing on the official tournament roster shall be prepared to prove their eligibility upon request of the NSF♦MGFA representative.

Any team without a properly completed roster (i.e., includes the softball directors/team coaches signature of the parent or legal guardian for each minor player, etc.) or found to have an ineligible player (s) (i.e., player who has illegally participated in two post season tournaments, etc.) shall be immediately disqualified from competition.

# NSF ♦ MGFA SOFTBALL MINNESOTA SPORTS FEDERATION

## Q & A

Q:

What does a player need to play in an NSF ♦ MGFA post-season tournament besides their bat and glove?



A:

Their picture I.D./birth document as listed in the “Bulletin to Managers”, “Roster Instructions” and Softball guidebook.



◆ NOTICE ◆ IMPORTANT ◆ NOTICE ◆ IMPORTANT ◆



**PLEASE DO NOT  
BRING TO THE  
COMPLEX OR SUBMIT  
FOR BAT CHECK ANY  
BATS LISTED AT:**

<http://www.teamusa.org/>

**AS NON-APPROVED!**



**THANK YOU FOR  
YOUR COOPERATION!**

◆ NOTICE ◆ IMPORTANT ◆ NOTICE ◆ IMPORTANT ◆

## Classifications

1. Multiple classes of competition will be conducted within the girls' fastpitch divisions. For your softball leagues class designation, please see the class designation lists distributed with your registration materials. Tier or a single class of competition will be conducted in girls' slowpitch.
2. NSF ♦ MGFA reserves the right to combine two or more classes of competition when an insufficient number of tournament entries exist to conduct a specific class of play.
3. Softball leagues/teams may not move down without permission of the NSF ♦ MGFA.
4. Softball leagues and team classifications are reviewed annually by the NSF ♦ MGFA and a classification committee. Communities/teams may be raised or lowered at the discretion of these ruling parties.
5. Softball leagues/teams found in violation of NSF ♦ MGFA classification rules shall be immediately disqualified from competition.
6. Teams that are classified higher by another organization in the state and wish to be classified lower in the NSF ♦ MGFA of Minnesota program, must petition the applicable NSF ♦ MGFA of Minnesota classification committee for their classification status in the NSF ♦ MGFA of Minnesota program by March 1 of the current year.
7. A team that wins a state championship, returns 10 or more rostered players and remains in the same age division the following year, must move up one class. (Exception: Class A)

## Classification Procedures

Leagues must classify and advance the minimum number of teams designated by the NSF ♦ MGFA to post-season competition. These teams must be the top teams in descending order from their community. Classification must be determined by league won-loss records or a league play-off. In divisions where only one class of competition is held a class designation is not necessary.

# PLAYING RULES

NSF ♦ MGFA Softball—Minnesota Sports Federation

## GENERAL SPRING/SUMMER RULES

1. Except where modified by these rules, all NSF ♦ MGFA play shall be governed by the National Softball Federation softball rules which govern that specific division of play.
  2. Protests on the interpretation of game rules shall be decided on the playing field and must be made before the next pitch is thrown. The tournament UIC shall be summoned immediately. Decisions of the tournament NSF ♦ MGFA Umpire-In-Chief are final. Judgment plays may not be protested.
  3. Protests on eligibility may be made before or during, but not after, a game has been officially completed. The NSF ♦ MGFA reserves the right to investigate eligibility matters at any time including after a game or tournament has been completed. The NSF ♦ MGFA has the right to take action deemed appropriate.
  4. Home team shall be determined by coin toss.
  5. The following run rules apply:  
Slowpitch: 20 after 4 innings, 12 after 5 innings.  
Fastpitch: 15 after 3 innings, 12 after 4 innings or 8 after 5 innings.
  6. Fastpitch/Slowpitch Tie Breaker: In the event the game is tied after seven innings, a runner (the player who is scheduled to bat last in that respective half inning) shall be placed on second base at the start of each half inning. If a game is tied after the time limit has expired, the international tie break rule shall go into effect at the top of the next inning.
  7. Slowpitch: 3/2 count with one courtesy foul shall apply.
  8. Slowpitch - No new inning shall begin after one hour and 10 minutes of play.  
Fastpitch - No new inning shall begin after **one hour and 30 minutes** of play.  
If a game is tied after time limit has expired, the tie breaker shall go into effect at the top of the next inning.
- In all youth play, umpires shall announce the starting game time to the team coaches. Time limits begin with the first pitch of the game. **Time limits in slowpitch and fastpitch are waived in the championship game.**
9. In youth slowpitch & REC Fastpitch state tournament play it is optional (not mandatory) to bat the entire roster of players in attendance. This option, if invoked, must be declared at the start of the game. If a team is batting their entire roster and a player is removed from their offensive position at any time, they cannot re-enter the game offensively or defensively. If a player is injured while batting or running and cannot continue, the previous out substitutes for them. Teams may start a game or be reduced to nine players without penalty (No automatic out in batting order for missing player). If a team is reduced to less than nine players, they must forfeit. A catcher must be used in the defensive line-up. **EXCEPTION:** Teams reduced to less than ten players due to unsportsmanlike conduct will not be allowed to continue play.



## 10. Courtesy Runners

- A) Only one courtesy runner may be used per half inning
- B) The courtesy runner shall be the last person of the same gender to make an out **OR** the person of the same gender farthest from being due up to bat that is not currently on base (team's choice).
- C) When announced by a team rep, the courtesy runner is officially in the game.
- D) If a courtesy runner's time at bat comes while they are on base they will be called out as a base runner, be removed from base and allowed to take their turn at bat.

**PENALTY (for violating a through d):** An out is declared and runner is removed from base.

**Note:** In Men's FP & Girls FP, courtesy runner will be allowed for pitchers and catchers only. The runner shall be a bench player or player in the lineup that is farthest in the batting order from the pitcher or catcher being run for.

- 11. In girls slowpitch & REC Fastpitch state tournament play, teams are allowed unlimited defensive substitutions.
- 12. In girls fastpitch state tournament play teams are allowed to start a game or be reduced to eight players without penalty (No automatic out in batting order for missing player). If a team is reduced to less than eight players, they must forfeit. A catcher must be used in the defensive line-up. **EXCEPTION:** Teams which are reduced to less than 9, or when using the DP 10, due to a player ejection as a result of unsportsmanlike conduct will not be allowed to continue play.
- 13. **In Girls 10-REC and 12-REC fastpitch state tournament play there is no stealing allowed:**
  - a) Wild pitch or passed ball runner(s) may not advance
  - b) Dropped third strike, batter is out and runners may not advance
  - c) Batter/runner(s) may not attempt to take second base or an additional base on a walk
  - d) Base runners may be put out on a pick off attempt at any base by any defensive player, but may not advance

## 14. Pitching distances are:

Division	Girl's SP	Girl's FP	Boy's SP	Boy's FP
10-under	40'	35'	40'	35'
12-under	46'	40'	46'	40'
14-under	50'	43'	50'	46'
16-under	50'	43'	50'	46'
18-under	50'	43'	50'	46'

## 15. Base distances are:

Division	Girl's SP	Girl's FP	Boy's SP	Boy's FP
10-under	60'	60'	60'	60'
12-under	60'	60'	60'	60'
14-under	65'	60'	65'	60'
16-under	65'	60'	65'	60'
18-under	65'	60'	65'	60'

- 16. **Score/Line-Up Card:** Once a player is listed on the NSF ♦ MGFA official score/line-up card (that is given to the NSF ♦ MGFA manager, UIC or game official) as a starter or substitute, they are considered officially in the game and are subject to all NSF ♦ MGFA eligibility rules including subjecting their team to tournament disqualification if their name is not found on the regular season and post-season tournament roster. Once an eligibility check has been completed and/or the scorecard has been presented to the game umpire, no names can be added to score/line-up card.
- 17. The balls which will be used are:
  - Girl's Slowpitch - 11" Dudley - SB-11RLF FP YF-.44
  - Girl's and Boy's Fastpitch - 12" Dudley SB-12RLF FP YF -.47
  - Girl's and Boy's Fastpitch - 10-Under - 11" Dudley - SB 11RLF FP YF -.47
- 18. A ten minute grace period shall be allowed on the team's first scheduled game before a forfeit is declared. Game time is forfeit time for succeeding games. Teams which forfeit their first game in state tournament play shall have one hour and fifteen minutes from their initial game time to contact the NSF ♦ MGFA tournament representative regarding their second game. Should no contact be made the second game shall be declared a forfeit.
- 19. In the event of a double forfeit in the winners' bracket, a coin toss shall determine which team drops to the losers' bracket (neither team advances in the winners' bracket).
- 20. NSF ♦ MGFA reserves the right to adjust a bracket prior to tournament play due to forfeits, inclement weather or other conflicts.
- 21. A game which is suspended due to inclement weather or any other reason, shall be resumed from the exact point of suspension. Affected teams should report to the tournament headquarters site manager before departing the site to ascertain any changes.



22. In the event of inclement weather which causes a significant delay of the tournament the NSF ♦ MGFA reserves the right to:
    - a. Shorten the length of games to five innings with a 60 minute time limit. No new inning shall begin after 60 minutes of play. If a game is tied after 60 minutes and the number of innings played is equal for both teams, the international tie breaker will be utilized and teams will be reduced to two outs per inning. Once the tournament is within one hour of being back on schedule and at an even point in the bracket (end of round) revert back to standard schedule.
    - b. Drop courtesy foul (slowpitch only).
    - c. Play the **remainder** of the tournament on a single elimination basis. Teams possessing one loss at the time the tournament is placed on a single elimination basis shall be dropped from tournament play.
    - d. In the case of a one day Saturday tournament, postpone the tournament until the next day (Sunday).
  23. In the event of inclement weather which causes postponement or cancellation of the tournament the NSF ♦ MGFA tournament staff (after consultation with NSF ♦ MGFA Administrative Staff) reserves the right to:
    - a. Complete the remaining portion of the tournament during a weeknight(s) or if possible, on the succeeding weekend.
    - b. In the case of a one day Saturday tournament, postpone the tournament until the next day (Sunday).
    - c. Determine the site based upon the remaining teams.
    - d. Cancel the remainder of the tournament. Seeding and determination of awards will be accomplished by tie breaking procedures (see rule #35). Make a partial refund of surplus umpire fees to teams that did not receive a minimum of three games.
  24. In the event a team is disqualified from tournament competition it only affects the status of the last team the disqualified team played, and then only, if a protest had been filed by the team prior to the completion of the game. The NSF ♦ MGFA reserves the right to investigate eligibility matters at any time including after a game or tournament has been completed. The NSF ♦ MGFA has the right to take action deemed appropriate.
  25. Any player, coach or manager ejected from a game for an act of inappropriate conduct shall be prohibited from participating in any remaining contests in the tournament (subject to appeal) and must leave the tournament site. If reinstated must sit out a minimum of one game. NSF ♦ MGFA tournament managers, UIC's and district/state staff have the authority to eject unsportsmanlike players, coaches, managers or fans prior to, during and after a game has been officially completed.
  26. Teams must be accompanied by a responsible adult (18 years of age or older).
  27. The sale or use of tobacco or alcohol is prohibited at J.O. activities/tournaments (**Violation:** Tournament banishment of violating person).
  28. Only individuals listed on the tournament roster (including coaches) may occupy a position on the team bench.
  29. Teams are asked to support the tournament host by purchasing their food and beverages at the concessions stand. Coolers or picnic lunches may not be brought into the complex where concessions are present. (**Violation:** Tournament disqualification of violating team).
  30. Teams are asked to form a line and shake hands following the conclusion of each game.
  31. A minimum of three minutes shall be allowed for warm-up prior to games.
  32. Following completion of the first round of tournament play the official tournament schedule becomes the bracket board posted at tournament headquarters. Coaches/players must check it after each game they play.
  33. Questions regarding eligibility, tournament schedule and other non-playing rules must be directed to the tournament manager. Do not consult the field umpires on these issues.
  34. When tournaments are conducted in a pool play format, games cannot end in a tie.
  35. When two or more teams are tied for a place or an advancing position and playoff games are unnecessary or not possible; or the tournament is cancelled due to inclement weather the below tie breaking criteria shall apply in the order shown (order winners' bracket teams first, then losers').
    - 1) Head to head competition in the tourney (when only two teams are tied)
    - 2) Fewest runs allowed (average per game)
    - 3) Best run differential (average per game)
    - 4) Most runs scored (average per game)
    - 5) Coin flip
- Note: Games won or lost by forfeit are not included in the totals for #'s 2-4.
36. Unless amended, the number of teams designated in the J.O. Guide as advancing teams, shall receive berths into NSF ♦ MGFA regional tournament play when available.
  37. If a team qualifies to advance to the next level of tournament play (i.e. regional national tournament) and then forfeits succeeding games in the tournament they are currently playing in, they shall also forfeit their advancing position to regional national tournament, etc.
  38. NSF ♦ MGFA tournament managers and umpire in chief have the authority to eject belligerent players, coaches or managers prior to and after a game has been officially completed.

39. **Infectious Disease Control Rule:** A player, coach or official who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment has been administered. Appropriate treatment is:
1. Bleeding has stopped
  2. Injury is covered
  3. Uniform changed (color difference will be allowed) or disinfected with acceptable disinfectant
  4. Competition area/equipment disinfected with acceptable disinfectant If treatment can be administered within three minutes, the individual would not have to leave the game. Otherwise, substitution of the individual must take place.
- \*Acceptable disinfectants are:
1. A solution of 1/4 cup of sodium hypochlorite and one gallon of water
  2. A solution of 1/4 cup of 70% isopropyl alcohol one gallon of water
  3. A commercially produced infectious disease spray
40. **Concussion Management**  
Standard concussion management protocol shall be followed. See page 4 of the current NSF rulebook.
41. In case of an injury to a player the game official shall allow an individual(s) identifying themselves as a coach, relative or qualified medical person on the playing area to help provide medical assistance. The game official shall record the name of the individual(s) allowed on the playing area on the scorecard. **Note:** If a qualified medical person has been provided by the NSF ♦ MGFA or tournament host, this shall be the only medical person allowed on the playing area unless the medical person provided requests or authorizes the assistance of another medically qualified person. (Coaches or relative(s) shall always be permitted on.)
42. **Casual Profanity Family Atmosphere Rule**  
Casual profanity pertains to expletives **not directed at umpires or opposing players**, but uttered by a player, manager/coach frustrated with themselves, a teammate or fan.  
Examples include: A player/coach/manager swearing after a pop out, strike out, boot of a ball, or at a belligerent fan. This type of "casual" profanity is penalized by "outs" being declared against the offending team.

### Penalty

If the offending team is at bat and profanity is used, the player is out unless the result of the play is an out in which case the next batter will be declared out.

If the offending team is in the field, the first player(s) to bat in their half of the inning will be declared out. It is possible for a team to come to bat with one or more outs already recorded or lose their at bat altogether.

Outs will be treated as Delayed Dead Ball situations which means all play stands except for the batter/runner.

**Play:** Batter runner hits a homerun (or base clearing hit) with the bases loaded and two outs in the bottom of the ninth and is ruled out (**delayed dead ball**) for profanity. **Result:** The three runners on base score, batter/runner is ruled out and the homerun does not count.

**NOTE:** Profanity directed at opposing players or umpires must always be penalized by ejection (an out is not declared).

### Rational

The "**Casual Profanity Rule**" provides a lesser penalty for the gray area between accepted conduct and those situations where the offender must be ejected. This rule is meant to sensitize players and discourage them from using words that are considered offensive/obscene.

### Class B 10-Under Fastpitch Rules Addendum

The above Spring/Summer Playing Rules are in effect with the following modifications:

1. Mandatory continuous batting of entire roster of players in attendance. Once a player is removed from their offensive position at any time, they cannot re-enter the game offensively or defensively. If a player is injured while batting or running and cannot continue, the previous out substitutes for them. Teams may start a game or be reduced to eight players without penalty. (No automatic out in batting order for missing player). If a team is reduced to less than eight players, they must forfeit. A catcher must be used in the defensive line-up. **EXCEPTION:** Teams which are reduced to less than 9 or when using the DP 10 due to a player ejection as a result of unsportsmanlike conduct will not be allowed to continue play. Failure to bat the bench will result in a forfeit by the offending team.
2. Unlimited defensive substitutions allowed.

## Equipment

1. Except where modified by these rules all NSF ♦ MGFA game equipment shall be in accordance with the NSF ♦ MGFA rules specifications and approved for use by the tournament Umpire-In-Chief.
2. Game balls shall be supplied by the NSF ♦ MGFA. One new and one good used ball shall be utilized in each game.
3. Pitchers, catchers, infielders and baserunners are permitted to wear helmets, helmet/face shield protection. If a lexan/face shield is worn it may not be reflective/have more than a 50% tint. The player's eyes must be visible to prevent deception/intimidation. **PENALTY:** Removal of equipment from game.
4. The **only** state tournament uniform rule is, all teams must supply and wear jerseys which have at least four inch legible non-duplicate numbers between 0 and 99 and in which the shirt bodies are of identical color (**duplicate numbers or tape numbers are not acceptable**). **NOTE:** Numbers on game shorts meet the number requirement. Matching pants/shorts, caps/visors are not required in NSF ♦ MGFA state tournament competition.
5. Jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. Medical alert bracelets or necklaces may be worn but must be taped to the body so the medical alert information remains visible.  
**Note:** If a player is requested by the official to remove jewelry or illegal parts of the uniform and they refuse, the player will not be allowed to play.

### **\*VIOLATION\***

**Illegally uniformed player(s) shall be withheld from competition by their team until they become legal. If a player(s) violates this rule by entering the game prior to becoming legal the umpire shall not permit the game to proceed and a forfeit shall be declared if sufficient legally uniformed players are not present. (Note: If the umpire fails to note an illegally uniformed player until it is brought to their attention, the player(s) shall then be withheld from the game until they become legal. If they cannot become immediately legal and sufficient properly uniformed players are not present a forfeit shall be declared.**

6. Caps and visors are optional, but if worn, must be worn properly with the bill forward. When a mask is worn, the catcher may wear their cap/visor backwards. Handkerchiefs are not allowed to be worn on a players head or neck.
7. Teams are responsible to supply their own first aid equipment which must include infectious disease control solution. Teams must also supply their own athletic training staff.
8. J.O. players or anyone under 18 years of age must wear the appropriate catcher helmet and mask when warming up the pitcher. (**Violation:** Tournament disqualification of violating person).
9. No metal spikes are allowed in any division of youth play. **Exception:** Metal cleats are permissible in all classes of 18, 16U and 14U JO Fastpitch. No shoes with detachable cleats that leave a metal post exposed when removed are allowed; however, shoes with detachable cleats that screw into the shoe are allowed, provided they have no metal on them (**Violation:** Game disqualification of violating player).
10. Helmet and body protection rules are in accordance with NSF ♦ MGFA rules. Players must wear properly fitting helmets and use a chin strap. **All J.O. Fastpitch batting helmets shall be equipped with a securely fastened NOCSAE approved face mask/guard.** Players/teams not complying with the above rule will not be allowed to participate. The first violation (deliberate or not) during a game, warning will be given to both teams and coaches. Future violations in the game will result in an out being declared against the violating player.
11. Use of the weighted bat donut for warm-up purposes is prohibited (**Violation:** Tournament disqualification of violating player).
12. All casts and splints must be padded. Prostheses may be worn. Braces with exposed hard surfaces must be padded. Any of this equipment judged by the umpire to be potentially dangerous is illegal. **NOTE:** Any decision by the umpire should be based on whether or not a device worn or used by an individual with a disability changes the fundamental nature of the game or poses a significant risk to the safety of other players.
13. Players presenting or caught using banned, illegal or altered bats will be disqualified from tournament play. Players who use an altered bat must also appear for a hearing due to their unsportsmanlike conduct.
14. Bats are legal regardless of type of metal, provided they conform to the bat performance standard. For a complete list of legal bats visit <http://www.teamusa.org>.
15. No team shall possess an artificial means of cooling softballs or warming bats for the purpose of gaining an advantage over their opponent. This includes but is not limited to ice, coolers or bat warming devices. **Violation:** Game disqualification of the team manager. Second offense is game/tournament disqualification of the violating team.

**A AmericInn** 800-634-3444  
1700 8 St NW 507-437-7337  
Exit 178A off I-90 [www.americinn.com](http://www.americinn.com)

**B Austin Motel** 800-433-9254  
805 21 St NE 507-433-9254  
Exit 180B off I-90 [www.motelsreosely/austinthemotel.com](http://www.motelsreosely/austinthemotel.com)

**D** **Countryside Inn** 800-277-7579  
3303 W Oakland Ave 507-437-7774  
Exit 175 off I-90

**E Days Inn** 877-340-2900  
700 16 Ave NW 507-433-8600  
Exit 178A off I-90 [www.daysinnseattle.com](http://www.daysinnseattle.com)

**F Holiday Inn** 800-985-8850  
1701 4 St NW 507-433-1000  
Exit 178A off I-90 [www.holiday.com](http://www.holiday.com)

**G Sterling Motel** 507-433-1858  
1507 W Oakland Ave  
Exit 175 or 177 off I-90

**H Super 8 Motel** 800-800-8000  
1401 14 St NW 507-433-1801  
Exit 177 off I-90 [www.super8.com](http://www.super8.com)

### Riverland BB Complex

Diamonds  
1, 2, 3, 4  
after on 8 Ave NW

South Todd

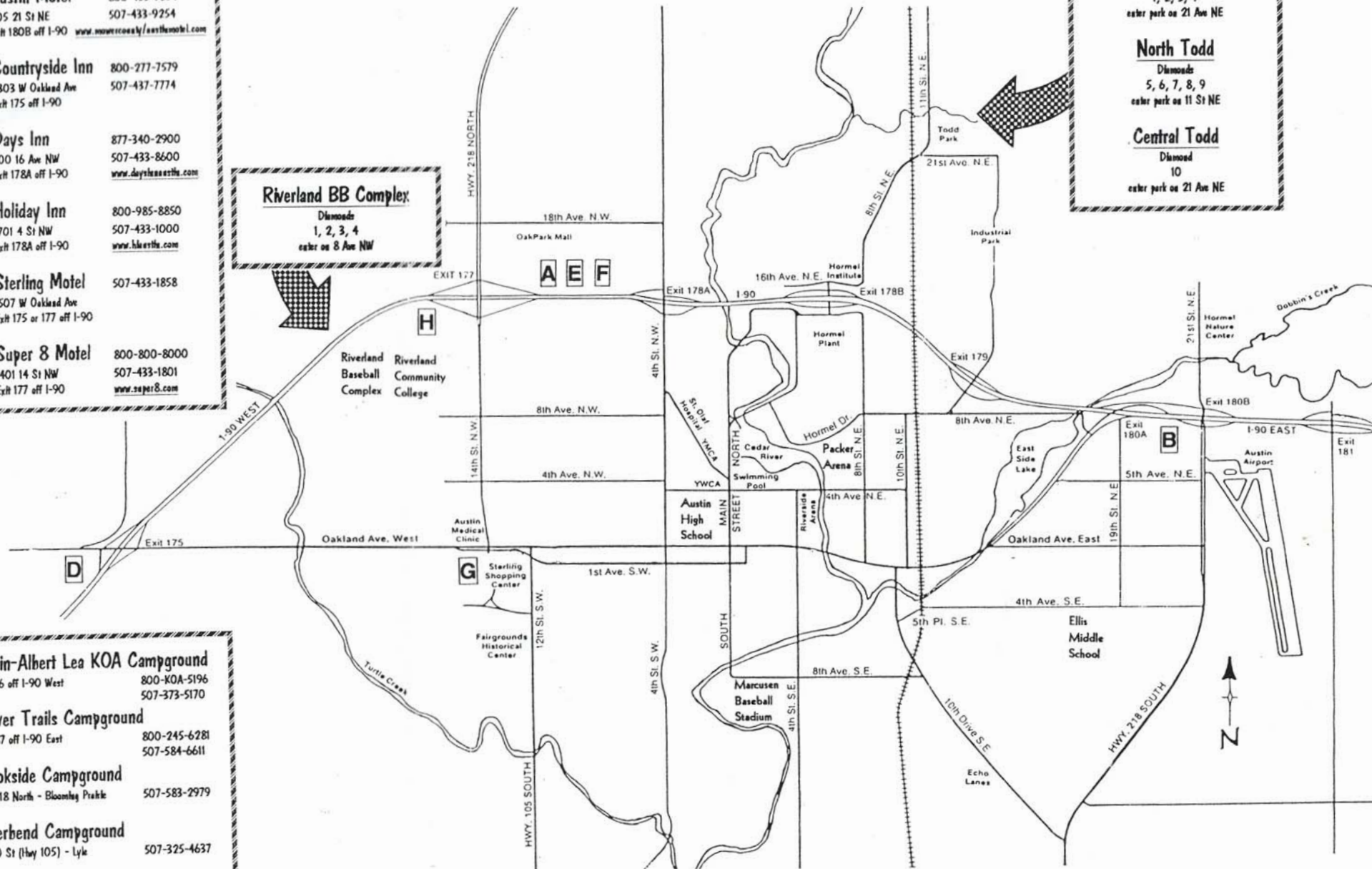
Diamonds  
1, 2, 3, 4  
enter park on 21 Ave NE

North Todd

Diamonds  
5, 6, 7, 8, 9  
enter park on 11 St NE

Central Todd

Diamond  
10  
enter park on 21 Ave NE



**Austin-Albert Lea KOA Campground**  
Exit 166 off I-90 West 800-KOA-5196  
507-373-5170

**Beaver Trails Campground**  
Exit 187 off I-90 East 800-245-6281  
507-584-6611

**Brookside Campground**  
 Hwy 218 North - Blooming Prairie 507-583-2979

**Riverbend Campground**  
13380 St Hwy 105 - Lyle 507-325-4637

**Ice Haus Bed & Breakfast**  
Exit 189 off I-90 East - Dexter 888-ICE-HAUS  
507-584-0101  
[www.icehaus.com](http://www.icehaus.com)

**NO ANIMALS OR GLASS ALLOWED IN CITY PARKS, COMPLEXES, OR ARENAS.**

# City of Austin Lodging

## **American Motel and Suites**

1700 8<sup>th</sup> St NW  
800-634-3444  
507/437-7337  
[www.americinn.com](http://www.americinn.com)

## **Austin Motel**

805 21<sup>st</sup> St. NE  
800-433-9254  
507/733-9254  
[www.mowercounty.com/austinmotel](http://www.mowercounty.com/austinmotel)

## **Countryside Inn**

3303 Oakland Ave W  
507/437-7774  
[www.countrysideinaustin.com](http://www.countrysideinaustin.com)

## **Days Inn**

700 16<sup>th</sup> Ave NW  
877-340-2900  
507/433-8600  
[www.daysinnaustin.com](http://www.daysinnaustin.com)

## **Holiday Inn and Conference Center**

1701 4<sup>th</sup> St. NW  
800-985-8850  
507/433-1000  
[www.hiaustin.com](http://www.hiaustin.com)

## **Super 8**

1401 14<sup>th</sup> St. NW  
800-800-8000  
507/433-1801  
[www.super8.com](http://www.super8.com)

