

## Summer's End Classic Rules

**GAMES** - 4 game guarantee – 2 or 3 games (exact format will be determined one week prior to tournament) of pool play then single elimination tournament play. Time limit of 75 minutes drop dead. Score will revert to the previous completed inning at the end of the 75-minute time limit. Pool play game times will be posted online at [www.fcnpromotions.com](http://www.fcnpromotions.com) around 1pm on Thursday prior to the tournament.

Rules: All games will be umpired utilizing the rules provided by USA Softball. Highlights and some modifications have been made and listed below.

**EVENT ENTRY FEE** - \$350.00 due 30 days prior to event start

**AWARDS** - Individual and Team Awards given to 1<sup>st</sup> and 2<sup>nd</sup> place teams.

**DAILY GATE FEE** - \$10 per person, 14 and under are free

**CHECK-IN** – Check-in at least one hour prior to your first game. Proof of team insurance is required at check-in.

**ROSTER** - a roster must be provided. We will have blank copies at the field, or you can print a copy from [www.fcnpromotions.com/rosters](http://www.fcnpromotions.com/rosters). Rosters must be turned in PRIOR TO YOUR 1ST GAME OF THE DAY. Players cannot be added to the roster after you have turned it in. If you have a player arriving later in the day, go ahead and list her on the roster when you turn in it. Players can only play on 1 team per tournament.

### TEAM WITHDRAWAL REFUND POLICY

Any team that drops from the tournament prior to 30 days before the tournament date will receive 50% refund. Cancellations after 30 days prior to event will receive no refund.

### WEATHER REFUND POLICY

- 3 games complete - no refund
- 2 games complete - 25% refund
- 1 game complete - 40% refund
- 0 games complete, after to schedule is released, 85% refund
- 0 games complete, before schedule is released, full refund

### BALLS

- Each team must provide two new balls at check-in. future tournaments
- The legal 12" ball must have a red stitch, optic yellow covering, must not exceed .47 max COR, not have a greater compression than 375 lbs max, have a weight between 6 ¼ to 7 ounces, and be between 11 7/8" to 12 1/4 "in circumference. 12U Divisions and older shall use a 12" ball.
- The legal 11" ball must have a red stitch, optic yellow covering, must not exceed .47 COR, not have a greater compression than 375 lbs max, and have a cork core. 10U Divisions and younger shall use an 11" ball.
- A blue stitched ball is permissible for the 2021 Spring/Summer season. Red stitch will be required for the 2021 Fall season.

### BATS

- Non-Approved bat list will follow the USA Softball Rules.

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- A damaged bat is defined as a bat that was once legal, but is broken, cracked, dented, rattles or has sharp edges that might deface the ball (Rules 1-5-1, 7-4-2, 2-4-3).
- A damaged bat is considered an illegal bat, with the penalty being, the bat is simply removed from the game without penalty.
- <https://www.teamusa.org/USA-Softball/Certified-Equipment/Equipment-Bats>

## **ALTERED BATS**

DEFINITION OF AN ALTERED BAT “A bat which has been subjected to change in its physical makeup outside the original manufacturers product.”

At any point, an FCN Promotions representative or UIC may request to inspect a bat that is in use at an FCN Promotions event. If the owner/user refuses to allow the requesting body to inspect the bat the owner/user accepts an automatic three-year suspension from FCN Promotions events. Alternatively, the owner/user can allow the bat to be inspected so a conclusion can be formed as to whether the bat was altered.

The owner/user of the bat have the responsibility of having knowledge whether a bat is altered.

## **DAMAGED, WORN, OR ILLEGAL SUBSTANCE ON BATS**

- Bats that are damaged in any way, including but not limited to cracked, warped, missing a knob/cap, having a rattle, etc. are not legal for FCN Promotions events.
- Bats may not have any certifying markings or graphics worn off the bat. Bats that have certifying or identifying markings worn off the bat shall be removed from play.
- No substance shall be added to the bat barrel. The barrel of the bat and all identifying marks or graphics shall be free of any foreign obstruction. If a foreign substance is discovered as being used or identifying marks on the bat are not visible the bat shall be removed from play.

## **EQUIPMENT**

- Players in the 12U and younger divisions will be prohibited from wearing metal cleats.
- Any player catching must wear all necessary protective gear including a catcher’s helmet with facemask, throat guard (separately attached or built in), and chin/leg guards. Players in 12U and younger divisions must wear a catcher’s helmet that fully covers both ears.

## **LINE UP**

- A team’s lineup card must include first name, last name, jersey number, position, and batting order of each starting player and substitute. Printable line up cards that meet these requirements is available at [www.fcnpromotions.com/lineupcard](http://www.fcnpromotions.com/lineupcard)
- Name shall supersede number regarding lineup errors. Incorrect lineup numbers are correctable without penalty.
- Roster Batting Option: Teams may utilize additional EP’S (Extra Players) to bat their entire roster during pool play only. Roster batting must be declared at the pre-game conference. Eligible substitutes may be added to the lineup as they arrive.
- Traditional Batting Option: A traditional line up can be batting a lineup of one EP (Extra Player) with or without the incorporation of a DP/FLEX.
  - EX: Batting straight 9 or 10
  - EX: Using a DP/FLEX with up to two EP’s (up to 10 batters)

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- Any eligible players not present at the start of the game can be:
  - Roster batting: added to the bottom of the order
  - Traditional batting: added as a legal substitute

## **PLAYING SHORTHANDED**

- Roster Batting Option: If any player becomes sick or injured throughout the contest, they may be removed from the line up and the lineup condensed. No penalty will be recorded until falling below 9 batters. If any player is ejected an out will be recorded each time the ejected player would be due to bat.
- Traditional Batting Option: A team may play with only one batting position unfilled. If a team falls to more than one batting position unfilled for any reason and no eligible substitute is available a forfeit shall be declared. If any player is ejected an eligible substitute may be inserted into their position in the lineup and an out for future at bats will not be recorded. However, if there are no eligible substitutes the team will take an out each time the ejected player would be due to bat.
- In both batting options playing shorthanded if the injured/sick player is a batter-runner or runner the player may be replaced by the LCAB (Last Completed At Bat) to fulfill baserunning responsibility however, this does not apply to any future at bat. The injured/sick player may not return to the lineup unless they left due to blood.
- A team may not start a game with less than 8 players. Also, a team that falls below 8 players during a contest will forfeit the game.

## **COURTESY RUNNER**

Roster Batting: The courtesy runner for the pitcher and catcher will be the LCAB (Last Completed At Bat). The same Courtesy Runner cannot be utilized for both the pitcher & catcher in the same half inning.

Traditional: Any eligible substitute. The same Courtesy Runner cannot be utilized for both the pitcher & catcher at any point during the game. Section 10 USA Softball. The same Courtesy Runner cannot be utilized for both the Pitcher & Catcher at any point during the game. Section 10 USA Softball. .

## **REGULATION GAME**

- Regulation called game will consist of a minimum of 3 innings.
- Pre-game meeting shall take place 5 minutes prior to game time and the head coach must be identified however not required to attend.
- Game time will begin at the conclusion of the pre-game meeting.
- Run spreads will be: 12 runs after the 3rd, 10 runs after the 4th, 8 runs after the 5th inning.
- Tie Breaker shall be utilized in bracket games in games tied after regulation time limit or after 7 innings. The player who had the last completed at bat shall be placed at 2nd base. A substitute may be inserted for any player or a courtesy runner for the pitcher/catcher. This will be repeated until a winner is declared. Ties may occur during pool play.

## **CONDUCT**

- The rulebook is prohibited on the playing field.

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- Any ejection of a coach, (*Exception: For an illegal bat*) shall result in a suspension from their next played contest.
- Addition of the Post-Game Ejection. A Post-Game Ejection is determined by game officials to be in effect after a member of one of the playing teams exhibits conduct that would normally result in an ejection if the game had not ended. A Post-Game Ejection results in the offender being ejected until their next played game is completed.
- Coach ejections resulting in the final game of a tournament will carry a suspension into the succeeding first game of their next FCN Promotions event.
- The UIC (Umpire In Charge) and EM (Event Manager) of the site have the ability to levy game suspensions for coaches/fans as the result of poor conduct.
- Appeals can be made to ask officials to together on a call, the UIC may be called to the field to rule on rule discrepancies.
- Protests are to be allowed for player eligibility only. The team protesting must make a cash payment of \$100 to the EM at the time of the protest. If the protest is ruled in the protesting team's favor the \$100 will be refunded. Protests must be filed and ruled on before the next pitch if during a game, or before umpires leave the field if after a game.
- If ejected personnel refuse to leave the vicinity of the playing field or ballpark in a reasonable amount of time after being ejected the contest may be forfeited. Ejected personnel should leave expediently to the parking lot (out of sight and sound).
- The site EM has the final say regarding the fitness of the playing field to play.

**BATTER HIT BY PITCH** - The batter has no requirement to avoid being hit by pitch. The batter must not move in an attempt to intentionally get hit by a pitch. If the batter moves intentionally to get hit by a pitch a "Dead Ball" shall be declared and the pitch is a strike or ball depending on location.

**CLARIFICATION OF LYING ON THE GROUND** - The definition of "Lying on the Ground" shall be: A player whose physical position is no longer upright, and their front/back plane of the body is in contact flat with the ground. (Front Plane: Chest, Stomach, or Legs. Back Plane: Shoulder blades, back, glute, or legs.).

**OFFICIALS** - shall utilize officials who are registered with FCN Promotions and administer the contest in accordance with event rules and expectations.

**PARK RULES** - Animals must be leashed. Parking is allowed in authorized areas only. Vehicles parked in unauthorized areas will be subject to towing and penalties. The following are prohibited inside the park: alcoholic beverages, smoking, grills, crock pots, extension cords, bicycles, skates, scooters, roller blades, generators, propane heaters or anything else the tournament staff deems inappropriate.