

SOUTHERN CALIFORNIA INDEPENDENT FASTPITCH LEAGUE

OFFICIAL "ALLIANCE" TOURNAMENT RULES

1. Teams must check-in with the Tournament Director at least 45 minutes prior to first game. Teams must provide completed roster by the end of their first game. No changes to rosters are permitted after check-in.
2. Line-ups must be submitted to game official's fifteen (15) minutes prior to game time. Line-up sheets will be provided at check-in and are available from the tournament director during the tournament. Uniform number, position, first and last names are required. Game balls will be furnished by the Tournament.
3. Teams may utilize a Designated Player (DP), Defensive Specialist (DS), and Extra Hitter (EH). These players must be listed on the official line-up card as submitted to the Home Plate Umpire. Players designated as the DP/DS or EH can be freely substituted on defense; however, the umpire must be notified of the changes. These changes do not count towards a player's re-entry. The player designated to play "defense only" must be listed at the bottom of the batting order and marked as Defensive Specialist (DS).
4. Runners - teams are allowed a Designated Runner (DR). The DR must be designated at the beginning of the game and may run once per inning; the DR may enter the game as a substitution for any player, however, you will lose the use of the DR for the remainder of the game. A Courtesy Runner (CR) is allowed for the pitcher or catcher **ONLY** and must be the last recorded out, unless it is the DR who can only run once per inning.
5. Team listed on top of bracket shall sit in third base dugout, unless a team has back-to-back games, in which case they shall remain in the same dugout. Teams are required to have nine players; however, a team may start/end a game with eight players (*Short-handed Rule*). If a team starts/ends a game with eight players, an out shall be recorded each time the ninth batting position is due to bat. Note: A team may not play "Short-handed" as a result of an ejection. The game will end in a forfeit.
6. A 10 minute grace time will be allowed for the 9:00 a.m. game on Saturday only.
7. Home team for all games shall be determined by a coin toss prior to each game. With the exception of Single Elimination Bracket where the home team is the higher seed.
8. All games shall be one hour twenty minutes. No new inning shall start after one hour twenty minutes; any inning started shall be completed, unless the home team is leading. The time limit shall not be in effect for the Championship games.
9. Games that are tied after the time limit, in a Round Robin format, will end in a Tie and the score will revert to the last full inning. In Single Elimination, the Tie Breaker will be used.
10. Any team leading by 10 after 4 innings or 7 runs after five innings shall be declared the winner, including the Championship game.
11. NAFA rules shall be used, except as noted within these rules. Bats will receive a tamper proof decal sticker once it meets the [USA Softball Bat Testing & Certification Program](#) by having 1) the [ASA, USA Softball, or WBSC certification mark](#), 2) is not on the [Non-Approved Bat List](#), and 3) passes compression. It is the batter's responsibility to ensure the bat has the approved decal sticker before going to the plate because if it is discovered that a batter has entered the batter's box or completed his turn at bat without a certified approved decal sticker, it will result in the batter being called out.
12. **HELMETS ARE REQUIRED.**
13. Protests- All protests must be made in accordance with NAFA rules. A \$50.00 (cash) fee is required for any rule interpretation protest. The fee will be refunded if the protest is found to be valid. The Tournament Director and/or UIC will handle protests on site.
14. Players ejected from a game for unsportsmanlike conduct prior to the 6th or last inning of the game are only ejected for the remainder of that game. If the player is ejected in or after the 6th or last inning, they will be ejected for the next game as well as the remainder of the game in which they were ejected.
15. Any and all players involved in a fight will be ejected from the game in progress and their team's next game. Depending on the severity of the fight, the tournament director and game officials have the authority to eject players and/or teams from the tournament for fighting. No refunds will be provided to teams who are excluded from the tournament for violations of tournament and/or NAFA rules.
16. Tournament Director reserves the right to shorten, move or reschedule games as the need may arise.