

SOUTHERN CALIFORNIA INDEPENDENT FASTPITCH LEAGUE

OFFICIAL “MASTERS LEAGUE” 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 play defense (for any player), however, you will lose the use of the DR for the remainder of the game. A Courtesy Runner (CR) is allowed but must be the last recorded out.
5. 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 only.
7. Home team for all games shall be determined by a coin toss prior to each game.
8. All games shall be one hour twenty minutes, drop dead. In a Modified 2-day Tournament, no new inning shall start after one hour twenty minutes; any inning started shall be completed, unless the home team is leading on the 2-day. After the time limit, the Tie Breaker will be used.
9. There is no run rule. Games will complete as soon as the time limit has lapsed.
10. Bats will receive a tamper proof decal sticker once it meets the [USA Softball Bat Testing & Certification Program](#) by having 1) the ASA certification mark, 2) is not on the [Non-Approved Bat List](#), and 3) passes compression. If it is discovered that a batter has entered the batter's box, or completed his turn at bat with a bat that has not been *tested and certified* it will result in the batter being called out. **HELMETS ARE REQUIRED.**
11. Protests- All protests must be made in accordance with NAFA rules. The Tournament Director and/or UIC will handle protests on site.
12. 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.
13. 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.
14. Tournament Director reserves the right to shorten, move or reschedule games as the need may arise.