

Playing Rules 12U-14U-16U-18U

2021 Kansas NCS/IFA Fastpitch “Open” Division



- Rules:** The 2020-21 NCS/IFA Fastpitch Rule Book will govern ALL games; with exceptions listed below and decided by Tournament Director during the tournament.
- Format:** Pool play to a single elimination bracket. *After pool play is complete, bracket seeding will be set according to the Pool Records, as listed on the NCS Fastpitch Softball website. The pool standings on the NCS Fastpitch Softball website are based on; 1st pool record, 2nd runs allowed, 3rd run differential.*
- Time Limits:** **12's thru 18's: Pool games:** 7 innings or **70 minutes**, finish the inning. Pool games can end in a tie. **Bracket games:** 7 innings or **70 minutes**, finish the inning. **12's thru 18's: Time limit applies to all Championship games.** ITB will apply to any bracket game that ends tied after innings or time has expired. Bracket play needs a winner. **Game time begins with the 1st warm up pitch. No more than 1 minute may be used to deliver no more than 5 warm up pitches between half innings.**
- Game Run Limits:** **12's thru 18's:** 12 after 3, 10 after 4, 8 after 5
- Runs Per Inning:** **12's thru 18's:** Unlimited.
- Home Team:** Home team will be decided by coin flip for each game except championship game. **Championship game:** The higher seed of the 2 teams playing will be the Home team.
- Line-ups:** Home team will be the official scorebook. **12', 14's, 16's, 18's: Bat choice of either full roster, straight 9 or 9/DP Flex each game, declared at pre-game before each game.** Courtesy runners for pitchers and catchers can be any player on the roster and that one courtesy runner can only be used once per inning. If the used player is on base at the time of their at bat, they will be called out as a runner and take their turn at bat.
- Check-in:** Only as needed, Tournament Director/UIC, Loren Fisher & Chuck Vogan.
- Official Game Balls:** **12's thru 18'':** Red-stitch ASA or NFHS Stamped 12" Optic Yellow .47 COR/375 Ball (No USSSA Blue-stitch balls will be used)

