

## **OFFICIAL PLAYING RULES OF PGF Recognize The NFHS Rulebook (National Federation of High Schools)**

**All games will be played by NFHS (National Federation of High Schools) rules,  
with the following exceptions:**

1. Pitchers must start with both feet in contact with the pitching plate.
2. Home team will be the official scorekeeper in all tournament games.
3. Depending on the Event, Game Balls may or may not, need to be provided by the teams. Event by Event basis.
4. Pre-game conference and coin flip between manager and umpires will take place 5 minutes prior to the start of the game.
5. No organized infield practice before the games. Teams may warm up beyond the baselines or in foul territory while infield is being prepared. No live batting practice is allowed on the field or in the complex at any time. Batting nets are allowed.
6. Time limit for all games will be determined by the Event's Director prior to its start. Time Limits will be NO LESS THAN 60 minutes, and not to exceed 90 minutes or 7 innings. Time begins after the pre-game conference. Time limit could change in case of tournament interruptions. All teams should be prepared to start their game up to 10 minutes early in case we are ahead of schedule. (This will help the tournament stay on schedule).
7. Regulation games will be defined by the type of game that it is. There will be three types of games played in the different formats that Southern Pride PGF will be using:
  - A: Pool play: Games will be 7 innings or time limit. All pool games will finish the inning or drop dead once time expires, directors discretion per tournament. If the game is tied at the end of regulation, it will be declared a tie.
  - B: Showcase Games: Games will be 7 innings or time limit. Showcase Games will typically have no score kept at the end of regulation and will end with Drop Dead finish the batter.
  - C: Bracket Play: Games will be 7 innings or time limit. Games that are tied at the end of regulation will use the ITB rule until a winner is declared.Run rules for Pool & Bracket Games: 10 runs after 3 innings; 8 runs after 4 innings; 6 runs after 5 innings. Showcase Games will not have run rules, as no score will typically be kept.
8. Only Head Coaches may consult with the umpires. Players, sponsors and other coaches are to keep out of discussions.
9. No smoking or tobacco use on the field or in the dugouts.
10. METAL CLEATS are allowed in Age Divisions 14U - 18U  
Molded Cleats are required in Ages 10-12

11. Batting Lineups:

A: Pool Play - Teams may bat the entire lineup.

B: Bracket Play - 12 or more players in a batting lineup is NOT allowed. Players that are in the Hitting Lineup, but not playing a defensive position, will be listed as "EP"(Extra Player), on the Lineup Card. To Clarify, Teams can have 9, 10, or 11 hitters in the lineup at the start of a game. This must be declared however with the presentation of the Lineup card at the Pre-Game Conference. Once it is declared, it cannot be changed. These Batting Lineup rules are allowed to provide teams flexibility in their strategies and approach.

C: Showcase Games - Teams are allowed to bat entire lineup. If a batter is walked or hit by pitch they may return to the batters box and take another at bat. A batter can bat more than once only if a college coach asks to see them bat again. Courtesy runners are a sub or the last completed at bat. A runner can run more than once only if a college coach asks to see them run again.

12. DP/Flex Rule: Teams may use Straight Rulebook, with the DP/Flex rule as well in their hitting lineup. It may also be incorporated in the 11 player Hitting Lineup. Examples:

A: 9-Position Players \* Making 9 hitters

B: 9-Position Players \* 2-EP's \* Making 11 hitters

C: 9-Position Players \* 1-DP/Flex and 2-EP \* Making 11 hitters

D: Straight Rulebook of 9 or 9 & DP/Flex.

Whichever a team chooses. It just must be declared at the start of a game.

13. Injury:

A: Batter: If a batter cannot fulfill her time at bat due to injury or illness, that player can be substituted for with a player not in the game. If a batter cannot be replaced by a bench player due to injury or illness, her spot will be skipped in the batting order. Teams will not be required to take an automatic out UNTIL they drop below 9 players.

B: Runner: If a runner cannot continue her time on the bases, that player will be substituted for by first, a player not in the game, or with the last batter not on base if all players were in the game prior to the injury or illness.

Result in either A or B Instance: She will not be allowed to participate in the remainder of the game. The line-up will compress when her spot comes to bat.

14. Ejections: A player ejection while roster batting will result in the team losing that player for the entire game. Her spot in the batting order WILL be an automatic out.

15. Courtesy Runners:

Teams may run for the pitcher and catcher the entire game. IF, there are players on a team not in the game, they must run for the pitcher and or catcher. IF, all players are in the game and on the lineup card, the last batted out will run for the pitcher or catcher. If the last available out is a pitcher or catcher, the next available position player in the lineup will be used.

16. Player Shortages:

Teams may begin a game with 8 players. If the additional players arrive after the start of the game, they will be handled in the following manner: Rulebook batting line-up: Teams may add a 9th player to the line-up. Any additional players will be designated as substitutes.

Page 3 of 3

17. Roster batting line-up (Pool Play Only):

Teams may add any and all players to the END of the line-up. These players must be listed on the line-up card submitted prior to the game. If the players are not present for their time at bat, their spot will be skipped until they arrive with no automatic out being charged (unless below 9 players).

18. Tie Breakers:

The following procedure will be used to determine the seedings after pool play:

- A: Won / Loss Record
- B: Head-to-Head Games
- C: Runs Allowed
- D: Runs Scored
- E: Coin Flip

Once a level of tie-breaker is used, we DO NOT revert back to any steps of the tie-breaking procedure. We will continue on down the list until all ties are broken.

If a team is playing an extra pool game, the runs allowed and the Win/Loss in that game will not count towards your total. However, the result of the game (win/loss) will be used in head-to-head consideration if a tie in pool play occurs.

19. The Tournament Director reserves the right to delay and or change the schedule, and or CHANGE Game Guarantees, Format and Time Limits of any Tournament, in the interest of getting the Event completed. Every effort will be made to complete the event, before it is declared as canceled.

20. RAIN OUT POLICY:

- A: 0 GAMES PLAYED - 100% REFUND
- B: ANY PORTION OF 1 GAME PLAYED - 75% REFUND
- C: 1 GAME PLAYED 50% REFUND & \$25 OFF NEXT EVENT
- D: 1 GAME AND ANY PORTION OF 2ND GAME - 25% REFUND & \$25 OFF NEXT EVENT
- E: 2 GAMES PLAYED - NO REFUND, \$50 OFF NEXT EVENT

21. NO REFUND OF GATE FEES

**UNSPORTSMAN-LIKE CONDUCT WILL NOT BE TOLERATED!**

**THIS INCLUDES EVERYONE, MANAGERS, COACHES, SPECTATORS, OR UMPIRES.**

**ANYONE USING ABUSIVE LANGUAGE OR BEHAVIOR WILL BE SUBJECT TO EJECTION FROM THE PARK AND WILL NOT BE ALLOWED TO RETURN FOR THE DURATION OF THE TOURNAMENT.**