

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. PGF Pitching Rule Change * (Start Back Rule)
The stride (non-pivot) foot may be on or behind the pitching plate as far back as desired. Once the pitcher initially sets the toe of her stride foot, she may not step, drag or slide it back any farther. Pitcher must take or simulate taking the pitching signal from the required pitching position (on the pitcher's plate, hands apart). Pitcher may NOT take a sign from the coach or catcher or look at wristband prior to stepping on the pitching plate. An illegal pitch will be called.
2. Home team will be the official scorekeeper in all tournament games.
3. Teams will supply balls unless otherwise noted. Balls must be Cor 47 and 375 compression.
4. Pre-game conference and coin flip between manager and umpires will take place prior to the start of ALL games. Official Game Time starts when the pre-game conference ends at home plate.
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 30 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 North Georgia PGF Softball 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, director's 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, spectators, 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
METAL CLEATS are NOT allowed in Ages 8U – 10U – 12U.
11. Batting Lineups:
- A: Pool Play - Teams may bat the entire lineup.
 - B: Bracket Play - 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 batter’s 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. Teams must have 8 players to continue a game.
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 unless teams have an available substitute. Players/Coaches/Spectators may return for the next game unless judged/ruled otherwise.
15. Courtesy Runners: Teams may run for the pitcher and catcher the entire game. Courtesy Runner may be an available substitute or last completed at bat. In ITB pitchers/catchers are not eligible for a courtesy runner if they were the last completed at bat the inning prior. They must earn their way on base. A player may NOT run for the pitcher and catcher in the same inning.

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.
17. 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 (Maximum of 7 per game)
E: Coin Flip
Once a level of tie-breaker is used or skipped, 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.
18. 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.
19. NO REFUND OF GATE FEES
20. On Deck Batters must remain in the on deck batter's circle nearest their own dugout.
21. Jewelry May be worn as long as approved by Home Plate Umpire or UIC.
22. During Non-charged defensive conference (players only) Base runners must remain on base.
23. Batter may be intentional walked. You are not required to pitch to the batter. Ball is dead.

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.

ANY PLAYER / COACH / SPECTATOR EJECTED MUST RECEIVE APPROVAL FROM THE UIC AND/OR TOURNAMENT DIRECTOR BEFORE RETURNING FOR NEXT GAME(S).