

# **NSA Summer Finale**

## **August 8-9, 2009**

### Check in

All teams must check in with the Tournament Director at YOUR SITE at least one hour prior to your 1<sup>st</sup> game. Please provide the following:

1. Copy of your Official NSA roster - must be accurate and complete.
2. Copies of all players birth certificates. (Please highlight the names and birth date)
3. A copy of the team's insurance policy

As a precaution, you as the COACH of your team should have a Medical RELEASE Form on all your players, so they could be treated in case of an accident WHILE their parent was unavailable. Most will have parents with them, but that one time they don't and your player gets hurt, you should have a release form for your protection and the player's safety.

**Check in Locations: Botetourt Sports Complex – Tower, Northside Complex – Tower, Burton Fields – at Picnic Pavilion;**

### Tournament Team Managers

Managers or designee must carry with them proper birth certificates or other legal certification of birth, or legible photo static copies of same, medical release forms bearing the signature of the player's parent or legal Guardian, documentary evidence of accident insurance, preferably in the form of a certificate of insurance.

### Official 2009 NSA Fast Pitch rules apply except as noted

1. Time limit for all pool games will no new inning after 1 hour and 15 minute time limit. A new inning starts immediately upon the recording of the third out in the bottom of the inning. Forfeit time is the scheduled game time unless playing conditions, weather, or other compelling conditions cause a delay or hastening of tournament play. All forfeits must be declared by the tournament director before becoming officially recorded. Note have your team ready to play 30 minutes prior to the scheduled game time. Pool play games that end in a tie after 7 innings, 6 innings for 10U or the time limit being reached, will be recorded as such No ITB for pool play games.
2. All Sunday bracket games (with the exception of the Championship game) will have a 1 hour and 20 minute time limit. If a game is tied after 7 innings, or the time has expired, each additional inning will be played using the ITB (International Tie Breaker). The last completed "at bat" from the previous inning will be the runner placed at 2nd base to start the inning. A 1 hour and 30 minute time limit is imposed on the Championship Game.
3. All games will be subject to the Run Ahead Rule. **Twelve (12) runs after 3 innings, ten (10) runs after 4 innings, and eight (8) after 5 innings.** Losing team must bat in the inning in which the rule is invoked.
4. Home team for all games will be determined by a coin flip prior to the start of each game.
5. A courtesy runner is allowed for the catcher and pitcher at any time.
6. Each team will get one minute between innings and warm up balls are allowed in the infield and outfield. No team huddles after outs. Hustle on and off the field and 6-7 innings can be played.
7. Free Defensive substitutions
8. No throwing the ball around the infield or outfield after an out is recorded.
9. All jewelry must be removed except for Med. alert bracelets. Med. alert jewelry must be securely taped.
10. **The winner of each game MUST make SURE the score is recorded correctly to the umpires AND on the Official Bracket Board. If an error is found, please report it to the Tournament Director or Field Director. If an incorrect score is reported and seeding completed, the incorrect score is Official. Managers are NOT to write the scores on boards.**
11. NSA allows 2 Extra Players (EP), as well as a DH. The new DH rule allows the DH to play defense.
12. No protests are allowed on an umpire's judgment call. All protests on rule interpretations will be settled by the Umpire in Chief and/or Tournament Director. A \$150.00 cash fee is required immediately upon request for the protest.
13. The stoppage of play due to weather is the decision of the umpires and the Directors. The Directors will make adjustments to get the tournament played if possible. Some sites, a Lightning Detector will determine stoppage.
14. Each team is responsible for inspection of their equipment for safety. An umpire at any time may request to look at the equipment, should there be a concern. Please keep the girl's safety in mind at all times. Teams are required to be sure all their equipment is legal. If found illegal during course of the game, appropriate rules action will be team's liability. Approved equipment list can be found on [www.playnsa.com](http://www.playnsa.com)

## Order of Finish after Pool Play

Upon completion of pool play, the order for determining Sunday bracket positions:

- 1) Total number of wins within your pool
- 2) Head to head (only applies when two teams are tied)
- 3) Runs allowed per game played (10 Runs Max)
- 4) Runs scored per game played (10 Runs Max)
- 5) Coin toss

Awards - 1st and 2nd place individual & team trophies

Every attempt will be made to honor the indicated game format, however if a situation develops and teams forfeit or the weather does not cooperate the Tournament Director will attempt to reschedule games, shorten games, and/or cancel games to complete the tournament. The Tournament is considered complete when 40% of the games have been played and trophies will be awarded to the winners based on the rule for breaking ties. No refunds will be made after the schedule is official and sent to coaches/managers.

## IMPORTANT

- Poor Sportsmanship will NOT be tolerated by coaches/players/fans! Please help keep this a GAME for the girls!
- Let's keep it FUN and PLAY BALL! Teams are responsible for their fans. Should a fan get ejected, representing said team, the team may be subject to forfeiture under the discretion of the Tournament Director or Site Director.
- Teams could face forfeiture of game or possible ejection from the tournament for any flagrant act or improper sportsmanship by a player, coach, fan, or parent associated with that team, with NO REFUND.
- Team Dugouts: During the game, only coaches and players are allowed in the dugouts.
- Please help us keep the dugouts clean upon your team finishing the game by picking up any trash in the dugout.
- PLEASE NOTE: No soft toss into the fences of the facility is allowed unless they are whiffle balls.
- Any equipment found, please turn in to the tournament or site director.

## Weather and Scheduling

- **In the event of inclement weather, Contact John Counts. PLEASE have ONLY one member of the team call so the phones lines will not completely get tied up. In the event that the message is unclear as to your team's situation you may call the Tournament Directors or alternate contacts.  
John Counts (Tournament Director – Botetourt / Burton) 540-309-6160.  
Donna Wooldridge (Tournament Director – Northside/Roaming) 540-397-1380**
- **Please check your email frequently and the night before, in the event information needs to be passed on: (ie... schedule changes, weather conditions, or conflicts.) Email will be the primary attempt to contact teams as quickly as possible.**
- Make sure that the email address that you provided when you registered is valid.
- Please provide us with contact information upon check-in. Cell Numbers AND Hotel Info.
- Forfeit time is game time; however the Tournament Director's discretion may be used if unique circumstances warrant otherwise.
- Teams must be prepared to play 30 minutes prior to the start time of the game. Forfeit may be declared.

**As always, we appreciate you playing NSA and in our local tournament. Please let us know how we can make it better for the GIRLS. We value your friendship, sportsmanship and foremost, your time in coaching your KIDS. Please remember they are kids and that is what ALL of us are out here for, not ourselves.**

**THANK YOU!  
NSA of Virginia**

**Mike Walthall  
John Counts  
Donna Wooldridge  
Glenn Byrd - UIC  
NSA UMPIRES**