



OFFICIAL FASTPITCH PLAYING RULES

TOURNAMENT REGULATIONS & PLAYING STANDARDS

Premier One Fastpitch is committed to competitive, professional, and well-run events. These rules establish the playing standards used at Premier One tournaments and are supplemented by event-specific instructions when applicable.

1. AGE ELIGIBILITY

Premier One Fastpitch will use the published age calendar for tournament eligibility. Birthdate or grade-based exemptions are not permitted. Premier One Fastpitch uses the September 1st cut off.

2. TEAM ROSTERS

Teams must submit an official roster through the Premier One team profile system or provide an approved paper roster at tournament check-in. Players may not be added after tournament play has begun. Failure to submit a roster may result in forfeiture.

A player may not participate on two different team rosters in the same tournament.

3. OFFICIAL SOFTBALL

8U/10U: Yellow cover, 11-inch softballs provided by Premier One Fastpitch.

12U/14U/16U/18U: 12-inch softballs provided by Premier One Fastpitch.

4. PITCHING DISTANCES

8U: Governed by the event's published 8U-specific rules.

10U: 35 feet.

12U: 40 feet.

14U/16U/18U: 43 feet.

5. REGULATION GAME / TIED GAMES

A regulation game consists of seven innings for all divisions except 8U which uses five innings and 10U which uses six innings. When a game is tied at the completion of regulation play or when the applicable time limit expires, play will continue under the International Tie Breaker (ITB) procedure unless the tournament format states otherwise.

6. SHORT-HANDED RULE

A team may begin a game with eight players. When starting with eight, an out must be recorded in the ninth batting position each time that position is due to bat. A team may not continue a game if it falls below seven eligible players.

7. UNIFORMS & PLAYER NUMBERS

Team jerseys must be of a similar color and appearance. Duplicate uniform numbers are not permitted; If a duplicate-number issue is discovered after play begins, the issue should be corrected without an additional game penalty.

Play-call wristbands may not be attached to the belt.

8. CLEATS / SPIKES

Metal spikes are permitted only in 14U, 16u, 18u divisions.

9. BATTING LINEUP

Teams may bat up to their full roster in both pool play and bracket play. Any player batting beyond the nine defensive positions must be identified as an Extra Player (EP). The DP/FLEX rule is permitted. The pitcher and catcher must be identified on the lineup card.

10. COURTESY RUNNER

Any eligible player listed on the roster may serve as a courtesy runner for the pitcher or catcher; the runner does not have to be a substitute or the last completed out.

If the courtesy runner's turn at bat occurs while she is on base, the base she occupies is declared out and the player resumes her proper position in the batting order.

11. DEFENSIVE FREE SUBSTITUTION

Premier One Fastpitch permits free defensive substitution. A player entering or changing a position on defense may do so without affecting the batting order. Any substitute entering the offensive batting lineup must be properly reported.

12. RUN-AHEAD RULE

A game ends under the run-ahead rule when a team leads by **15 runs after 2 innings, 12 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings**, provided the trailing team has completed the required opportunity to bat.

13. DEFENSIVE CONFERENCES

A team is allowed three charged defensive conferences during a seven-inning game without penalty. For each inning beyond the seventh, one charged conference is allowed per inning. Beginning with the fourth charged conference in regulation, and for each additional conference beyond the permitted limit, the pitcher must be removed from the pitching position in accordance with applicable playing rules.

14. ELECTRONIC COMMUNICATION DEVICES

Defense: A one-way device may transmit a pitch or defensive play from the dugout to players on the field. An in-ear audio receiver may be worn only by the catcher. Digital watch or wristband-style receiving devices may be worn by any defensive player.

Offense: One-way electronic communication may be used to relay offensive plays or signals. Only wristband-style receiving devices are permitted for offensive players. In-ear or in-helmet receiving devices are not permitted. An offensive coach may use an approved device while coaching first or third base.

Devices do not require advance approval from the Tournament Director, but all use must comply with Premier One rules. A player being mic'd for legitimate event/media purposes is acceptable. Any team found intentionally misusing electronic communication for cheating may have its Head Coach disqualified for the remainder of the tournament.

15. TOURNAMENT EJECTIONS

An ejected participant is prohibited from contact with the team and is suspended for the team's next game. The participant may not remain in the stands, dugout, or immediate vicinity of that next game. A second ejection during the same tournament may result in removal from the tournament.

16. MALICIOUS CONTACT

A player ejected for malicious contact against another player may also be removed from the tournament. The player will be placed on probation for the remainder of the calendar year. A second malicious-contact ejection during the probationary period may result in a one-calendar-year suspension beginning on the date of the second occurrence.

17. ARTIFICIAL NOISE & MUSIC

Artificial noisemakers - are not permitted during live play. One warning may be issued before further action is taken.

Music speakers are permitted between innings and for walk-up music, provided the sound is kept to the team's field and does not interfere with another game. Explicit music is prohibited. Enforcement remains subject to the Tournament Director's discretion.

18. PROTESTS

A protest must be declared verbally to the Home Plate Umpire before the game is completed and must be accompanied by a \$100 cash protest fee. The Head Coach must state the basis for the protest, and the Tournament Director will be notified.

If the protest is upheld, the \$100 fee will be returned. Decisions of the Premier One protest committee are final. An umpire's judgment call is not protestable.

19. UMPIRE ABUSE - ZERO TOLERANCE

Premier One Fastpitch maintains a zero-tolerance policy for verbal or physical abuse of umpires and tournament officials. Derogatory, threatening, intimidating, or abusive comments or conduct directed toward an official may result in immediate ejection and additional tournament discipline.

20. RULES NOT SPECIFICALLY COVERED

Any playing situation not specifically addressed in these Premier One Fastpitch rules will be governed by the current NFHS Softball Rules Book, unless Premier One publishes an event-specific modification before or during the tournament.

ONE STANDARD. PREMIER COMPETITION.

Tournament Authority: The Tournament Director retains authority to administer the event, address circumstances not reasonably anticipated by these rules, and take action necessary to protect player safety, sportsmanship, and tournament integrity.