



****Hosted by the Southern Maryland Ospreys Fastpitch Organization****

March 29-30, 2008
John G. Lancaster Park
21550 Willows Road
Lexington, Maryland 20653
www.MarylandNSA.com
www.VirginiaNSA.com

Check in

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

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

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 2008 NSA Fast Pitch rules apply except as noted

* Time limit for all games- no new inning 1 hour and 20 minutes. No NEW inning can start after that limit. Pool play games may end in a tie. A new inning starts immediately upon the recording of the third out in the bottom of the inning. ITB will only be used in pool play if 7 innings have been completed, there is still time remaining, and the score is tied. Teams should be ready to play 30 minutes prior to the scheduled game time.

Coaches are responsible for checking their schedule at check-in (one hour prior to their first Saturday game), and again before leaving the park on Saturday. **Forfeit time is scheduled game time or umpire's home plate conference, whichever is later.** Forfeits are considered an official game with a final score reported as 7-0.

- * Championship games will play 7 innings. No time limit is imposed.
- * 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. Run Ahead Rules will also apply in the Championship Game!
- * Home team for all games will be determined by a coin flip prior to the start of each game during Pool play, and throughout Championship play.
- * NSA allows 2 Extra Players (EP), as well as a DH. The DH is allowed to play defense (Rule 4, Section 2). A courtesy runner is allowed for the catcher and pitcher at any time. (Rule 4, Section 6)
- * Each team will get one minute between innings and warm up balls are allowed in the infield and outfield.
- * No throwing the ball around the infield or outfield after an out is recorded.
- * All jewelry must be removed except for medical alert bracelets. Medical alert jewelry must be securely taped to the player.
- * **The winner of each game MUST report the score immediately after the game to the Tournament Director or Field Director. If an incorrect score is reported, the Tournament Director may determine the incorrect score as Official**
- ** All protests must be settled before the END of the game in roster situations and BEFORE the next pitch in rule situations. You can NOT protest a judgment call. All protests must be announced to the home plate umpire with a \$75 protest fee in hand.
- * The stoppage of play due to weather is the decision of the umpires and the Tournament Director. The Tournament Director will make adjustments to the schedule to get the tournament played if weather dictates so.
- * 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.

*** Awards**

14U 1st and 2nd place individual trophies & team trophy

Every attempt will be made to honor all games. The Tournament Director will attempt to reschedule games, shorten games, and/or cancel games to complete the tournament if he feels conditions warrant. The Tournament is considered complete when every team has completed at least two official games. **No refunds will be made after the schedule is official and sent to coaches/managers.** Scores of incomplete games will not be taken into consideration.

Tie Breaker Procedures for Seeding : (common # of pool games played)

- 1. Total Points : Win = 2 pts, Tie = 1 pt.**
- 2. Head - to - Head Competition**
- 3. Total Runs Allowed**
- 4. Total Runs Scored (All Elimination Games)**
- 5. Coin Flip**

Procedures for Official order of finish if Tournament Is shortened

- A. If round 2 of elimination is completed, then the two remaining teams will be declared co-champions.**
- B. If only one team successfully completes round 2, then that team will be declared co-champion along with the lower (better) seed from the other incomplete semi-final game.**
- C. If round 1 of elimination is completed, then Seed #1 will be declared champion and Seed #2 Runner Up.**
- D. If round 1 of elimination cannot be started or completed, then the official order of finish will be decided by the Seeding procedures above.**

IMPORTANT

- Poor Sportsmanship will not be tolerated.**
- Let's keep it FUN and PLAY BALL! Teams are responsible for their fans. Should a fan get ejected, representing said team, that team may be subject to forfeiture under the discretion of the Umpire and Tournament Director or Field 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 left by your team in that dugout.**

- **PLEASE NOTE: No soft toss into the fences of the facility is allowed unless they are whiffle balls.**
- **Weather and Scheduling**
- **In the event of inclement weather, a message will be left on the rain line at 703-340-8370. Please have only one member of the team make the call-in, 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 Director or alternate contact.**
- **Kevin Norris (Tournament Director) 571-641-5511.**
- **Cheri Norris (Co-Tournament Director) 540-729-8295**
- **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 entered the tournament is valid. If staying at a hotel, please provide us with contact information after checking in on Friday.**
- **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. Otherwise forfeit may be declared.**
- **NSA National Weather Policy: _**
 - **No games played- refund 75% of registration fee.**
 - **1 game played- refund 50% of registration fee.**
 - **2 games played- No refund**

2008 NON APPROVED BAT COMPANIES

Effective immediately, bats of the following manufacturers and models are **not approved** for use in NSA play.

•CE Composites

•Easton

•Louisville Slugger

•Miken

Last Update: 1/28/2008 (Bats shown in RED have been added since January 1, 2008)

CE Composites

•Lady Virus (VIRSP3)

Easton

•SCX2 Synergy

Louisville Slugger

•SB34 Genesis

Miken

•Ultra

•Ultra (Maxload)

•Ultra II

Please make sure to check the [NSA Approved Bat List](#) to make sure that your bat has been approved for NSA play. There are bats that manufacturers have not requested approval for. This list DOES NOT COVER all Non Approved bats, only the most recent. If your bat is NOT listed here, it must be listed on the [NSA Approved Bat List](#) before it is APPROVED for NSA play.

