



**FASTPITCH SUPER SERIES
OF AMERICA
RULE BOOK
2019 EDITION**

2019 Edition Rule Book

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FASTPITCH SUPER SERIES OF AMERICA OFFICIAL RULES

The following are the official Fastpitch Super Series of America rules that will be in effect at the World Series. Using 10 defensive players in younger divisions is an option designed to get more girls in the game. This demonstrates the flexibility of Fastpitch Super Series of America. Safety rules are NOT FLEXIBLE. We will adhere to all safety rules in their fullest, including safety rules that are mandated by the governing body of softball. In order to keep the Fastpitch Super Series of America Rulebook as streamlined as possible, we will refer back to the USA Softball rule book for all rules and case studies.

THE INTENT AND PURPOSE OF THE RULES

The restrictions which the rules place upon the players are intended to create a balance of play, to provide equal opportunity between offense and defense, and to create an atmosphere of sporting behavior and fair play. Therefore, it is important to know the intent and purpose of the rules so that it may be intelligently applied in each situation. A player or a team should not be permitted an advantage that is not intended by a rule. Neither should play be permitted to develop which may lead to placing a player or a team at a disadvantage not intended by a rule.

WEATHER POLICY

WEATHER CANCELLATION POLICY

At Fastpitch Super Series of America (FSSA), safety is the most important thing and if any of the threatening weather conditions listed below are present the day of the event, the event may be delayed or cancelled. When weather conditions or other physical conditions present a danger to participants, our officials maintain the right to cancel the event. Less threatening conditions may cause alterations of the format to ensure participant, volunteer, and community safety. Such conditions fall under the label "Acts of God," and will not result in a 100% refund of any entry fees or future event credits, since funds were already spent in preparation for the event.

THREATENING WEATHER CONDITIONS

Fastpitch Super Series of America (with the mandate of the City of Pigeon Forge) events may be cancelled or delayed if any of the following weather conditions exist: Tornado Warning, Tornado Watch, Lightning, Thunderstorm, Heavy Rain, Extreme Cold, Extreme Heat or other major weather conditions. The City utilizes one of the most sophisticated weather monitoring systems in the industry (The Thor Guard System) which detects threats within a 6 mile radius. Following our policy to do our best to provide a safe environment for your players, and to limit possible exposures, the City will instruct us to remove players, fans and personnel from the park at their discretion when the System detects a threat. Following the direction of the City is mandatory for all park visitors.

OTHER EXTREME CONDITIONS

Unhealthy air quality due to fire or other pollution or any Police/Fire emergency in the area, the Tournament Director, in accordance with the City and/or local law enforcement, has the authority to cancel the event, if threatening conditions force the safety of the event.

START OR THE CANCELLATION OF THE EVENT

The start of the event may be delayed from the posted start time if any of the above mentioned conditions exist. The event may then be cancelled if any of the conditions persist.

BROADCAST OF CANCELLATION/DELAYS

If the World Series is cancelled less than 24 hours before start time, we will notify all participants via text to all who agreed to receive text notification messages during the registration process. Additionally, delays and other pertinent information will be relayed to participants via the Text Message program immediately and the Website, Facebook and Twitter on a short delay.

WITHDRAWAL, CANCELLATION & REFUND PROCEDURES FOR FASTPITCH SUPER SERIES OF AMERICA WORLD SERIES

When a softball team withdraws prior to the FSSA World Series:

The withdrawal deadline and the Entry Cutoff deadline (June 7, 2019) are the same. A team will be given a full refund of the entry fee if they withdraw on or before the Entry Cutoff deadline. No refund of the entry fee will be given if a team withdraws after the entry deadline.

Refunds for cancellations or shortening of an event:

While FSSA will make every attempt to play each event, weather and other unforeseen circumstances may prevent an event from being completed or in some cases, even starting. In those cases:

A 75% refund will be given to teams that do not start any game in an event.

A 25% refund will be given to teams starting less than one-half of its scheduled games.

No refund will be given to teams starting one-half or more of its scheduled games.

Fastpitch Super Series of America reserves the right to adjust this policy at any time to accommodate unusual circumstances.

METHODS OF PAYMENT

Pay online at www.fastpitchsuperseries.com (ensures immediate spot in event)

Mail cashier's check, money order or team check payable to:

FASTPITCH SUPER SERIES OF AMERICA
1680 Frank Dawn Road
Dandridge, TN 37725

Bounced checks policy: After bouncing a check, teams will be required to pay by cash or credit card before their first game.

QUICK SUMMARY

Time Limits:

Pool Play: 75 minutes Drop Dead.

Elimination games: No new inning after 1 hour and 20 min with 1 hour 30 Drop Dead.

Championship Games 6 Innings, no time limit. **Exception:** if Championship game is in the middle of the bracket, a 2 hour or modified time limit may be put into place as needed by the Tournament Director to complete the tournament.

TIME LIMITS MAY CHANGE DUE TO WEATHER AND/OR TOURNAMENT FORMAT.

Game Time Start: Official game time begins at the start of the managers Home Plate meeting. Official time will be kept by the umpire's time piece and is the Home Coach's responsibility to make note of game start in their score book.

Tie Scores: Pool games may end in a tie. NOTE: If the visiting team takes a lead and the home team does not finish their last inning, the score will revert to the last completed inning. Elimination games will begin international tie breaker at the expiration of time or after 6 innings, whichever occurs first. All Elimination games MUST be played to a conclusion.

Coin toss for home/visitors: will be at home plate before the game begins. Teams are not designated dugouts based on home or away. First team at the field simply picks a dugout. Teams playing back to back game will not change dugouts to keep games on schedule.

Official scorekeeper: Home Team, is considered to be the official score keeper.

Reminder: the scorekeeper is by rule, an unbiased game official whose conduct is governed by that very definition.

Seeding & Tie Breakers:

- (1) Head to Head Competition (Moves onto Runs Allowed with 3 teams tied)
- (2) Least Runs Allowed
- (3) Most Runs Scored
- (4) Coin Flip

Note: It will be YOUR responsibility to check on your FIRST elimination game time. A completed bracket will be posted on fastpitchsuperseries.com.

Line Ups: Flex/DP and an Extra Hitter are optional. Extra Hitter is a free substituting player that can hit anywhere in the lineup. Flex must be designated before the start of the game and placed in the 11th hole if the EH is being used; if not, place in the 10th spot in the line-up.

If a team uses more than one EH than the teams must bat their entire line up. Teams do not have the option to bat two EH's and have one bench substitute. However if all players are batting and a player gets injured and cannot play it will result in an out the first time the batter hits and then the lineup will collapse. If you bat the entire line up the last batted out will run for the pitcher or catcher otherwise courtesy runners need to be bench players and will be married to the catcher or pitcher.

Coaches must name all players on the lineup card to be game eligible. Ex: If a player comes late and is not listed as a substitute, the player is not an eligible player to be in that game.

All players must be on the tournament roster turned in before the tournament starts to be eligible to play in the tournament. Ex: A player does not show on Saturday but shows on Sunday and is on the tournament roster, is eligible to play.

Rosters: MUST be submitted at time of check-in (No later than 1 hour prior to first game).

Roster may not exceed 20 players during the tournament and players may not be added to during the tournament. Coaches should have copies of players birth certificates on-hand in case of roster dispute.

Insurance: Proof of team insurance **MUST** be presented at time of check in.

Managers responsible for players, fans and team conduct: Managers are held responsible for the conduct of their players, coaches and fans. Game personnel (including spectators) shall not use language or gestures that will, in any manner, refer to, or reflect negatively toward opposing players, coaches, umpires, or spectators.

PENALTY: In the case of unruly fans or unsportsmanlike conduct from fan(s) the team's manager will be given the opportunity to inform fan(s) that their behavior is subject to that fan(s) being ejected from the game and from the park. If once fan(s) is warned by manager and behavior persists fan(s) will be ejected from park. If manager does not warn fan and behavior continues both manager and fan will be ejected.

Managers are responsible for the conduct of his players and fans at all times. Managers are subject to ejection if his players or fans are out of control. Players ejected during game must remain in dugout for remainder of game. Ejected player must sit out remainder of game

quietly and without incident. Penalty: Failure of player to act without further incident in dugout will result in up to and including additional and immediate 1 game suspension or even disqualification for remainder of tournament.

Post-Game Misconduct: If a team, coach or player displays misconduct or poor sportsmanship AFTER a game has concluded, the player or coach may be ejected from the next game – the team may forfeit the next game or may be suspended at the discretion of the XDS tournament director.

Game Misconduct: No coach, player, or team shall, at any time, whether from the bench, coaching box, or playing field, attempt to incite by word or sign, any unsportsmanlike conduct or demonstration by spectators.

PENALTY: Offending team member is subject to immediate ejection from game. (Profanity of any sort is strictly prohibited and is grounds for immediate ejection)

Failure to leave park after being ejected from game: If any manager, coach or fan, upon being ejected during game, refuses to leave the park in a timely manner determined by the tournament director the game shall be deemed a forfeit.

Tournament Director reserves the right to: alter format of any tournament event in order to finish tournament event in a timely manner. This includes shortening minimum game guarantees, modifying game schedules, time limits and innings per game if necessary. Additionally, every effort will be made to finish tournament but in case of rain, darkness, park conditions or other acts of nature, Director reserves the right to shorten games or modify schedules in order to finish event.

Ball buckets or chairs: No ball buckets or coaches chairs on the playing field.

Blood-Borne Pathogens: Blood-Borne pathogens are microorganisms that can be transmitted through contact with blood and body fluids. These include, but are not limited to, hepatitis B (HBV), hepatitis C (HCV), human immunodeficiency virus (HIV) and AIDS. The increase of blood-borne diseases has demanded an increase in precautions during athletic events. Procedures for reducing the potential for transmission of infectious disease shall be followed, but are not limited to, the following:

1. A player that has flowing blood from an open wound shall NOT participate until the bleeding has stopped and the wound covered. If there is an excessive amount of blood on the clothing or bandage, the clothing or bandage must be changed before the player may participate.
2. Injured players should be replaced so that their wounds may be treated properly. In the event no substitutes are available, teams will be given a reasonable amount of time to attend to injured players. The amount of time allowed will be at the umpire's discretion and will be no more than five minutes.
3. Teams should have first aid kits and rubber gloves for treating injured players. This will help in reducing the amount of delay when a player is injured.
4. The following precautions should be used while attending injured players but are not limited to the following:

- a. Use rubber gloves to prevent contact with body fluids.
- b. Wash hands and other skin surfaces contacted by body fluids thoroughly.
- c. Clean all contaminated surfaces with a solution made from household bleaches (The Centers for Disease Control recommends 1-100) or other disinfectants.
- d. Items contaminated by body fluids should be disposed of properly.

Playoffs/Tie Breakers: Seeding results will be available on the Fastpitch Super Series website. (If Pool Play Games have been completed).

In the event that teams are tied after pool play, the following process will be followed:

- Head to Head (only if 2 teams are tied. 3 or more, go to next tie breaker)
- Fewest Runs Allowed (may be averaged if there is an uneven amount of games played)
- Runs Scored (may be averaged if there is an uneven amount of games played)
- Coin Flip

There will be no re-seeding in the playoff brackets*

Home Team: In pool play, the Home Team will be determined by a coin flip. Whoever wins the Coin Flip, has the choice to be Home or Away. In Playoffs and the Championship the better seed will have their choice to be home or away. If two teams should have the same seed, then a coin flip will determine home team.

Scorekeeping:

- Each team's manager must prepare 1 written copy of his lineup listing first and last names and numbers of all players and substitutes prior to each game. Lineups then must be provided to the opposing team's manager.
- The Official Scorebook is to be kept by the home team. Both teams are to confer after each inning to confirm the score.
- A completed Scorecard (kept by the umpire) must be filled out and signed by *THE SCOREBOOK KEEPER* from each team after each game. Please make sure this is done so that we can make sure we stay on top of the scores, and post the results accurately and as soon as possible.

Protests: Any protest must happen at that point in the game. The protesting coach must tell the umpire, the opposing team manager, and a tournament official that he is going to protest. The protest must be accompanied by \$100 cash at that point in time.

- Judgment calls by the umpire cannot be protested, rules only.
- The protesting coach must tell the umpire and the opposing team's manager that he is going to protest the game at that specific point in the game. You cannot protest after that point in the game. Play the game out.
- A \$100 cash protest fee must be presented to the Tournament Director at the time of protest.
- A protest is only "Official" if accompanied by the \$100 and done before the next pitch.
- Protests include questioning a player's age.

- If the protest is upheld, then the \$100 will be refunded and the game will be replayed from the point of the protest.
- Burden of Proof lies with the Protestor

Dugouts: Please help keep the tournament fields and common areas clean. Please be sure to pick up all your team's trash after the game. ONLY 2 COACHES AND A SCOREKEEPER, OR 3 TOTAL COACHES, ARE ALLOWED IN THE DUGOUT AT ANY TIME. HEAD COACH IS THE ONLY ONE ALLOWED TO DISCUSS ISSUES WITH THE UMPIRE.

Ejections:

- NO WARNINGS will be given to Coaches, Players, or Fans for unsportsmanlike or unruly behavior.
- Upon ejection, the Coach, Player, or Fan must completely leave the premises. Failure to comply will result in a team forfeit.
- Any Player ejected from more than one game will not be permitted on the premises for the rest of the tournament.
- *COACHES ARE RESPONSIBLE FOR THEIR FANS. IF A FAN IS EJECTED FROM ANY GAME, THE HEAD COACH WILL BE EJECTED FOR THAT GAME ONLY*

Should a Coach, or Fan, be ejected from 2 games, he/she will not be permitted to participate in the rest of the Tournament as a Coach, or a Fan, and will not be permitted on any Tournament Game Site for the duration of the Tournament. The Tournament Director reserves the right to excuse the ejected Coach after the first incident.

Official Game: All games are official after the completion of the 3rd Inning (2 1/2 if the Home Team is winning) (unless Mercy Rule comes into effect). If a game should be called due to darkness, weather, etc. and it is the middle of an inning, then the game will revert back to the score from the previous inning if the 3rd inning has been completed (2 1/2 if the Home Team is winning). If there are ample game slots left, the game may be re-scheduled to resume.

Format Alterations: Fastpitch Super Series reserves the right to alter, change, or abbreviate Tournament Formats and Rules, when necessary. This includes, but not limited to, shortening time limits in order to maintain the game schedule and to ensure all games are played.

Intentional Walk: Coach must notify the home plate umpire and the hitter will be granted 1st base.

Softballs: Fastpitch Super Series will supply 3 Softballs for each game. Teams are responsible for chasing foul balls.

Courtesy Runners: Courtesy Runners for Pitcher and Catcher *AT ANY TIME*. Must be a Player off the Bench/Player not in the Batting Order. If you are batting your entire lineup, then you may use the LAST BATTED OUT. Please remember the purpose is to SPEED UP THE

GAME. If the Courtesy Runner is not ready with her helmet and at the entrance to the field at the time the Batter reaches the base, the Umpire reserves the right to refuse the Courtesy Runner option if it slows the speed of the game.

Umpires: If there is not a Tournament Representative on site, the Umpires will serve as the on-site Tournament Representatives. There will be 2 umpires at every age group. Younger age divisions (8U-12U) may have one umpire.

Infield/Outfield: Games may start early. Please be prepared to play 30 minutes prior to scheduled start time.

There will be no infield/outfield practice prior to tournament games. There will be 1 minute in-between innings.

Hitting whiffle balls, or any type of ball, into nets, fences, etc. is not allowed on any part of any field. Please hit outside the fences.

Special Start Requests: FSSA can accommodate some special game time requests!

Please contact Greg Humphrey at 865-696-6912 or info@fastpitchsuperseries.com.

10U	12U	14U
60' bases	60' bases	60' bases
35' mound	40' mound	43' mound
7 inning game	7 inning game	7 inning game
75 Minutes Finish the Inning	75 Minutes Finish the Inning	75 Minutes Finish the Inning
Mercy Rule		
20 after 1	20 after 1	20 after 1
15 after 2	15 after 2	15 after 2
12 after 3	12 after 3	12 after 3
10 after 4	10 after 4	10 after 4
8 after 5	8 after 5	8 after 5
Run Rules apply to all games. <i>Championship Games - No 8 Run Rule.</i> Must be 20, 15, 12, or 10.		

ROSTERS/INSURANCE/BIRTH CERTIFICATES:

1. COPY OF YOUR ROSTER WITH SIGNATURES OF PARENTS.

ONCE YOU OBTAIN SIGNATURES, PLEASE MAKE MULTIPLE COPIES OF YOUR ROSTER BEFORE YOU GET TO THE BALLPARK. WE MUST RECEIVE A COPY OF YOUR ROSTER WITH PARENTS' SIGNATURES.

2. COPY OF YOUR TEAM INSURANCE CERTIFICATE.

WE MUST RECEIVE A COPY OF YOUR TEAM INSURANCE.

3. COPIES OF YOUR PLAYERS BIRTH CERTIFICATES.

WE DO NOT NEED A COPY OF THESE TURNED IN TO US. YOU NEED TO HAVE THEM ON-HAND IN CASE OF A PLAYER PROTEST.

8U COACH PITCH RULES

PLAYING FIELD & EQUIPMENT

1.1 Bases: The bases are set 60 feet apart. Pitching rubber set at 35 feet.

1.2 Pitcher's Mound: The pitching mound shall be in the center of the infield 40 feet from home plate.

1.3 Bat: Must not exceed a BPF (Bat Performance Factor) of 1.20 and must have the manufacturer's printing stating "Official Softball".

1.4 Cleats: Metal Cleats are not permitted.

1.5 Catchers: Any player crouching behind home plate must be wearing a NOCSAE approved head protector and approved protective mask with throat protector until the ball is hit, then it may be removed to field the ball.

1.6 Regulation 11" Softball will be used.

DEFINITION OF TERMS

None

GAME PRELIMINARIES

- 3.1 A team must have at least nine (9) players present.
- 3.2 A maximum of ten (10) players may be placed in the field with four (4) outfielders.

STARTING AND ENDING THE GAME - TIME LIMIT

- 4.1 A regulation game is 7 innings or 75 minutes, whichever comes first. A new inning starts when the last out is made.
- 4.2 A legal game lasts at least 4 full innings.
- 4.3 Base Coaches: There may be adult coaches in the first and third base coaching boxes when the team is at bat.
- 4.4 Defensive coaches are not allowed in the field during play or in the outfield. A coach may call time out to instruct the players by requesting time from the umpire.
- 4.5 Maximum of 7 runs per inning.

PUTTING THE BALL IN PLAY

- 5.1 The end of a half inning will occur when one of the following first occurs:
 - 1. Three (3) defensive outs are made.
 - 2. or team batting scores (7) seven runs.
- 5.2 Time out may be called only by an ump after lead runner has been stopped and ball is in control of an infielder. The umpire must recognize and grant the time out to stop play.
- 5.3 The infield fly rule does not apply.
- 5.4 The hidden ball trick is illegal.

THE BATTER

- 6.1 Batting Helmets: A NOCSAE approved batting helmet, with extended earflaps that cover both ears, is mandatory for each batter, on-deck batter, players and youth coaches in the coach's boxes and all runners.
- 6.2 The batter gets six (6) pitches to put the ball in play.
- 6.3 A strikeout consists of three (3) swinging strikes. A strikeout is counted as a defensive (team) out. A batter may not be called out on a foul ball.
- 6.4 Bunting is not allowed.
- 6.5 A hit batter is considered a ball. The batter does not take first base.
- 6.6 Only one player is allowed in the on-deck circle. The remaining offensive players should be on the bench.

THE RUNNER

- 7.1 If a batted ball hits a runner, the runner returns to the bench and it is counted as a defensive out. The batter is awarded first base.
- 7.2 Lead-offs and base stealing is prohibited.
- 7.3 Batting helmets must be worn while running the bases.
- 7.4 Interference will not be called unless it is deliberate and/or willful.
- 7.5 If there is a play on the runner at any base, the runner must slide or avoid contact. A play is when the defensive player is within 5 feet of the base with the ball or in place to receive a thrown ball. If the runner does not slide and there is contact with the defensive player, the runner is called out (a defensive out). Deliberate barreling at any base will result in ejection from the game.
- 7.6 A player who has made an out cannot remain on the base and must return to the bench.

THE PITCHER

- 8.1 The team at bat will provide an adult who will pitch the ball with an overhand delivery.
- 8.2 The player playing the pitcher position must be within 6 feet of the adult pitcher. Coach must have one foot on rubber when pitching.
- 8.3 The adult coach must make every attempt to avoid interference with a ball in play. If a thrown ball hits the pitching coach, it is considered a live ball, unless the Umpire determines the coach intentionally interfered. If Ump feels it was intentional, it will be a dead ball and the play is repeated (Do Over). If the Pitching Coach is hit with a ball leaving the bat, all runners will return to their previous base and the batter will bat again (Do Over).

RUN RULES

- 9.1 Run Rules will be in effect for all games as follows:
 - 15 runs after 3 complete innings
 - 12 runs after 4 innings
 - 10 runs after 5 innings

DEFINITIONS

- 10.1 Altered bat: When the physical structure of a legal softball bat has been changed.
- 10.2 Appeal: A play or rule violation on which the umpire does not make a ruling until requested by a coach or player. Judgment calls (Balls, Strikes, Safe, or Outs) are not appealable.

- 10.3 Base runner: An offensive batter that has just put the ball in play becomes a base runner.
- 10.4 Bunt: When a batter taps the pitched ball and attempts to put the ball in play. The bat does not have to remain still to be considered a bunt attempt.
- 10.5 Conference: Anytime a head coach gets permission to suspend play to talk to the players. Only 1 offensive or defensive conference allowed per ó inning without penalty. On the second defensive conference in an inning, the pitcher must be replaced. Replacement pitcher must pitch to at least one batter. The replaced pitcher may go back into the pitcher's position once per inning.
- 10.6 Stalling: Umpire has a right to end a conference early if the umpire determines a team is trying to stall a game. This call will not be questioned or appealed by a coach.
- 10.7 5 Minute Rule: Umpire will stop the clock if a time out is called by either team or an injury occurs to a player in the last 5 minutes of the game. The umpire will have the official time.
- 10.8 Leap, Crow Hop, or Replant: A "Leap" is defined as an act by the pitcher which causes both feet to be airborne at the same time on the initial move and move from the pitcher's plate. "Pushing off" and dragging the pivot foot in contact with the ground is required. If a hole has been created, the pivot foot may drag no higher than the level plane of the ground. A "Crow Hop" is defined as the act of a pitcher who steps, hops, or drags off the front of the pitcher's plate, replants the pivot foot, establishing a second starting point, pushes off from the newly established point and completes the delivery.
- 10.9 Dead ball: When the ball is not in play. Umpire will declare, "Dead ball."
- 10.10 Fake tag: When a defensive player makes the motion of tagging a base runner when there is no actual play being made. Penalty could be ejection of the offending player.
- 10.11 Foul tip: A foul tip is a batted ball that goes sharply and directly from the bat to the catcher's mitt or hand and is legally caught by the catcher. It is a strike and remains a live ball.
- 10.12 Hit by pitch: When the pitched ball hits the batter and the batter is not swinging at the ball or a strike is not called. Dead ball results with the batter advancing to first base.
- 10.13 Illegal bats: A bat that does not meet the requirements of an official bat as dictated by governing body of Softball.
- 10.14 Infield fly rule: A batted pop fly in the infield with 1 or less outs when a base runner occupies at 1st and 2nd base or 1st, 2nd, and 3rd base. When umpire feels the ball can be caught by reasonable effort he indicates or verbalizes infield fly, and the batter is out.
- 10.15 Live ball: Any and all times that the ball is in play or until the umpire calls "time" or "dead ball".
- 10.16 Age Groups: Age Groups are the age of a player on 1/1 of the Seasonal Year. Seasonal year begins on 8/01 of the calendar year and runs until 7/31 of the following year.
- 10.17 Age Up Date: All Players must age up on 9/01 of the Calendar year. Example 1: a girl turns 14 on 01/02 of the seasonal year she can play 12U until 9/01 of the calendar year and then on 10/01 must start playing 14U. Example 2: a girl turns 14 on 9/02 of the calendar year she must as of 10/01 begin playing 16U for the Seasonal Year.

BASICS OF PLAYING THE GAME

These are the basic playing rules adapted by Fastpitch Super Series of America. We will not mention the very basics, which are universal. Balls, strikes, outs, foul ball, fair ball, home run, triple, double, single, walk, strike out, etc. These are some of the fundamental parts of the game that have been a part of the game since it was invented.

11.1 The plate is considered fair territory. A hit ball that hits the plate and remains fair or rests on the plate is considered a fair ball.

11.2 The strike zone is when a pitched ball crosses any part of the plate in width and crosses anywhere from the batter's knees to her solar plexus.

11.3 The game will be seven innings (8U will be 6 innings), unless a run rule comes into effect or the game has been established in advance with a time limit or less innings.

11.4 The run rule will be 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.

11.5 In 5 Inning format games the run rules will be 12 runs after 2 innings, 10 runs after 3 innings, and 8 runs after 4 innings.

11.6 Tied game after innings specified have expired or expired game time limit:

1. Some leagues will play extra innings until a winner is determined.
2. Tournaments should use International Tiebreaker. (The last completed at bat in the previous inning becomes a base runner at second base. Play until a winner is determined).

11.7 Determining home team - Coin toss determines home team before the start of the game.

11.8 When the ball is "dead":

1. When "no pitch" is called by the umpire.
2. When a fly ball in foul territory is not caught.
3. Offensive interference.
4. When the batter or base runner is hit by the batted ball before the ball is touched by a fielder.
5. When the umpire calls "time".

11.9 When the ball is "live":

1. Any batted fair ball.
2. Any fair ball that is in the playable field of play.
3. Any and all times before an umpire calls "time".
4. When an umpire is hit by a thrown ball or batted ball.
5. When a base coach is accidentally hit by a thrown ball.

11.10 Protests will be decided at the time they occur (before the next pitch). Game will be halted and a ruling made. Then, if applicable, the game will continue. After consulting with the game umpires, the final decision will be that of the tournament director or the acting director in the tournament director's absence.

PITCHING

12.1 Before the pitcher pitches the ball, she must do the following:

1. Have possession of the ball in either the pitching hand or the glove hand.

2. Have both hands separated as she steps onto the rubber.
 3. Have both feet in contact with the rubber.
 4. Pitcher must take or simulate taking signs while on the rubber from the catcher only.
 5. On the pitch delivery the pivot foot may slide across the pitcher's plate.
- 12.2 The pitch begins when the hands are no longer separated. The pitch delivery can be aborted by pitcher stepping off the rubber in a backward step with her plant foot.
- 12.3 The delivery must start no less than one second and no more than 10 seconds after the hands are in contact with each other.
- 12.4 Pitcher's delivery:
1. Windmill or Slingshot style is acceptable.
 2. Arm movement must be an underhand motion.
 3. Pitcher may use backward movement of the pitching arm at the start of delivery; however, a backward step is not permitted.
 4. If the underhanded arm movement is more than 12" away from the parallel of the body, the pitch will be considered a sidearm pitch.
 5. A "Leap" or a "Crow Hop" is not permitted during the pitching delivery.
- 12.5 Pitcher cannot stop her motion before the ball leaves her hand.
- 12.6 If the pitcher stops her wind up (unless the umpire calls time) without releasing the ball, an illegal pitch will be called and a ball will be awarded to the batter and base runners will advance one base. No action by a batter, coach, or fan can cause the pitcher to throw an illegal pitch.
- 12.7 Pitcher cannot have anything distracting on her pitching arm, hand, or wrist. Any sweatband must be flesh in color on pitching wrist or arm. Pitcher's uniform, equipment and/or accessories must be worn properly. A pitcher is prohibited from wearing or using any item that, in the umpire's judgment, distracts the batter.
- 12.8 Pitcher can ask the umpire for a different ball at any given time before the start of her pitch. During wet conditions, a coach may request permission to towel dry the balls for the pitcher.
- 12.9 Intentional Walk: If the pitcher desires to intentionally walk a batter, she can at any time during the players at bat notify the umpire of her intentions and the walk will be granted by the umpire. No pitches need to be thrown to the intentionally walked batter.

BATTING & BASE RUNNING

Fastpitch Super Series of America will use the following basic rules for batting and base running:

- 13.1 The girl is considered the batter when she takes her place in the batter's box.
- 13.2 The batter can call time by lifting her hand. The umpire can grant the batter time out. If time is not granted, she will take the called pitch.
- 13.3 Batting out of order can be appealed to the umpire by the defense:
 1. Infraction appealed during illegal batter: the correct batter takes over and assumes the pitch count.

2. Infraction appealed after illegal batter has batted but before next pitch: the girl that should have batted is out and any base advances will return to their position prior to the illegal batter's bat. The correct spot in the lineup will be the batter that follows the girl called out.

Example: Batter #5 is the girl called out. The correct spot in the lineup would now be Batter #6.

3. Infraction appealed after illegal batter has batted and after next pitch: the play stands. All base runners remain where they are.

4. Batter positions on the lineup sheet are determined by the player's name and not the jersey number. Improperly recorded position numbers and player numbers are correctable errors.

13.4 The batter is out when the following happens:

1. Batter steps on the plate when hitting the ball in fair or foul territory.
2. Batter steps out of the batter's box when hitting ball in fair or foul territory.
3. Batter fouls off third strike while trying to bunt.
4. Catcher catches third strike foul tip.

13.5 The batter can advance to first base when the following happens:

1. Batter is pitched 4 balls.
2. Batter is hit by pitch (unless the ball is in the strike zone or swung at).
3. Catcher drops third strike with one or less outs with no base runner occupying first base or with two outs regardless of occupation of first base. A Ball that hits the dirt and caught by the catcher is considered a dropped third strike. Exception to dropped 3rd strike: If the batter enters the Dead ball area, she will be called out. The dead ball area is considered outside of the fence surrounding the field or in the dugout.
4. When the catcher interferes with the batter's bat while batter is swinging at the pitched ball, or anytime during a pitch. If the ball is put in play during the interference, the offensive coach has the option to take the result of the play or the interference.

13.6 The base runner must run the bases in order when advancing or retreating.

13.7 When a base runner misses a bag, the play is appealable to the umpire by the defensive coach or any player on the field. Appeal must be made before the next pitch (except coach pitch) is delivered.

13.8 If a base runner attempts to advance to the next base while the pitcher has possession of the ball in the pitcher's circle, she must continue to the next base. Any attempt to retreat back to the previous base (without pitcher attempting to make a play on the base runner) will result in the base runner being called out. This is called "hesitation" or "look back" rule. The base runner can turn the corner and immediately look for the ball. This is not an attempt to advance to the next base.

13.9 Base runners may attempt to steal only after the ball leaves the pitcher's hand during her delivery of the pitch.

13.10 Base runner cannot run more than 3 feet out the base path to avoid a tag. This will result in base runner being called out. The base path is the path between the runner and a direct line to the next base.

13.11 Base runner should avoid contact with the defensive player at any base if there is a defensive play being made. This is for the safety of the girls. Any aggressive act will result in the base runner being called out or at the umpires discretion the runner may be ejected from the game. No defensive player may block a base, home plate, or the base path without having possession of the ball.

13.12 Base runner cannot interfere with a defensive player making a play on the ball. This results in the runner being called out and all base runners returning to previous base before the interference occurred (unless forced to advance). The batter/runner is deemed safe at first base.

13.13 If a batted ball hits a base runner prior to passing or being touched by a defensive player (non-pitcher unless the pitcher touches the ball or makes a play on the ball), the base runner is called out. In addition, if the runner interferes with an attempt by the defense to field the ball, the base runner will be called out.

13.14 Base runner must retouch her base during a caught fly ball and cannot advance to the next base until the ball is touched by the defensive player's glove or body.

13.15 Obstruction: Obstruction is any act committed by a player, coach, or fan that impedes the batter for a fair opportunity to hit the ball or to hinder a runner from reaching the next base. This obstruction can be physical, visual, or verbal.

13.16 Interference: Interference is any act committed by a player, coach, or fan that impedes the defensive team from making a play on the ball. This interference can be physical, visual, or verbal. A checked swing or attempted bunt with the bat pulled back is not considered interference.

OFFICIAL LINEUP OF PLAYERS & SUBSTITUTES

Fastpitch Super Series of America has adapted the following rules. The official lineups are for tournament play.

14.1 Team must start with nine defensive players.

14.2 Another option is using "Extra Players (EP)". Using nine regular players and up to three "EP". There would be 10, 11 or 12 total players on the lineup sheet. Any nine can be used in the field with 10, 11 or 12 batters. (This lineup is designed to get more players in the game). Three of the players would have EP as their position. Any of the 10, 11 or 12 players can be used for defense.

The coach can change the defensive players at any time using the 10, 11 or 12 players on the bench. DEFO Position: In addition to the 3 EPs allowed under Fastpitch Super Series of America rules, teams may also add a "DP/FLEX" player to their lineups. For purposes of simplicity, if a coach chooses to use a DP/FLEX and only 9 batters, one of the 9 batters will be considered an DP.

Exception: If the DP/FLEX is used, that player must remain on defense throughout the game, unless inserted into the lineup "once" for the DP, or replaced on defense, in which case the FLEX position would be eliminated for the remainder of the game.

14.3 Substitute players shall be listed on the lineup sheet. They can be used at any given time during the game. The original player (starter) can re-enter the game at any given time. The starter and the substitute may each re-enter once.

14.4 Courtesy runners are allowed for pitchers and catchers. Determination for the courtesy runner will be as follows:

1. Any player listed on the lineup sheet that is not currently in the batting order. The FLEX is listed in the batting order and can only be used as a courtesy runner only for the DP that she is tied to.

2. If all players listed on the lineup sheet are currently in the batting order then the courtesy runner will be the last player with a completed at bat. If the last completed at bat is a pitcher or catcher, the courtesy runner will revert to the batter immediately preceding her in the batting order.

3. Courtesy runners can only run for either the Pitcher or Catcher per half inning. They cannot run for both.

14.5 All lineup sheets will be turned in at the start of the game. One copy will be given to the plate umpire and one copy will be given to the opposing team. If a player is lost to injury or illness, that space in the lineup will be scratched through. Exception: if there are less than 9 players on the lineup sheet, the player's spot will not be scratched through. Instead, the affected spot will be an out when that spot comes up in the order. If there is a substitute player available, the substitute will go in that spot. There is no out penalty as long as there are at least 9 players left on the lineup.

14.6 Any player ejected from the game will result in an out when that spot in the lineup comes up, unless there is a substitute player available to go in that spot. Minimum requirements for fielding a team are still active. A team must have a minimum of 9 players on the lineup card, but can finish with a minimum of 8 players. The missing player in the batting order would be an out. Less than 8 fieldable players on the team will result in forfeit for that team.

14.7 A player's age on January 1st of the seasonal year determines the age classification in which the player is eligible to participate. Seasonal years will run from 10/1 until 9/31 of the following year. Beginning 10/1/2014 girls will required to Age-Up in the fall.

Example: if a girl will turn 9 on 12/30 of the current year, she must play as a 10U player.

Example: if a girl turns 9 after 1/1 of the seasonal year, she can play 8U until the seasonal year ends.

14.8 Age groups will be broken down as follows:

6-Under, 8-Under, 10-Under, 12-Under, 14-Under, 16-Under, 18-Under, 18-Over, 16/18 Combined.

TWIN PLAYER RULES

Fastpitch Super Series of America will not be using a DH in the line-up. Instead we will be using TWIN PLAYERS.

15.1 Twin Players: Any 2 players may be designated as TWIN PLAYERS and are locked to that ONE spot in the batting order.

15.2 The TWIN PLAYERS are interchangeable.

15.3 Regardless of who batted or ran the bases last, the next time either TWIN may bat or run.

15.4 The switching of TWINS (run for TWIN who hit safely for example) on offense or defense is not a substitution. Please notify the umpires when interchanging TWIN PLAYERS.

15.5 If the Pitcher or Catcher is a TWIN and reaches base, you can either put in the other TWIN to run or use a courtesy runner. If the other TWIN is used to run, she may not have a courtesy runner run for her.

15.6 Any 9 players in the line-up can play defense at any time.

15.7 The TWIN PLAYERS can play defense at the same time.

15.8 There is no requirement that a TWIN PLAYER play offense or defense at any time during the game.

15.9 If a TWIN PLAYER gets hurt, you can either enter a substitute or just play with the other TWIN remaining in the spot in the batting order.

15.10 If you start a game with 8 or 9 players you cannot use the TWIN PLAYERS.

15.11 All other rules regarding substitution and eligibility apply.

Examples of TWIN PLAYER use:

Offense only player and a defense only player

2 players with different offensive skills

2 players who excel at defense can be the TWIN PLAYERS and share the same spot in the batting order.

EQUIPMENT

This is the equipment to be used while playing in official Fastpitch Super Series of America events. As a rule, equipment must be standard approved equipment that is properly marked with "Official Softball" or similar markings that certify the equipment. All official safety equipment must be used and properly marked as certified.

16.1 All bats must be unaltered official softball bats. The umpire will check all bats prior to the game. Any illegal bats will be removed from the dugout prior to the game. National High School Federation maintains a list of illegal bats and Fastpitch Super Series of America will enforce this. Use of an illegal bat will result in an automatic out and ejection of player using the bat. Non-compliance will lead to offending player and coach being ejected from the game.

16.2 A Fastpitch Super Series of America stamped game ball or the equivalent must be used in all Fastpitch Super Series of America sanctioned events. All 12-Under through 18-Over division balls must be 12" inch diameter with .47 C.O.R. and .375 compression. 8-Under and 10-Under must use 11" diameter with .47 C.O.R. and .375 compression.

16.3 Non-compliance will lead to offending coach being ejected from the game.

16.4 All batting helmets and catching gear must be approved and in original condition. Numbers and personalized designs are okay. PLAYER SAFETY IS THE MAIN CONCERN.

16.5 Shoes and socks must be worn and plastic cleats are recommended. Metal cleats are allowed for 14-U. Coaches may wear open toed shoes.

16.6 Hats and visors are permissible. They are optional between each individual player.

16.7 All jewelry is prohibited, except medical alert bracelets which must be worn on the glove hand. Non-compliance will lead to offending player and coach being ejected from the game.

16.8 Numbers must be worn on uniforms, with no 2 players on a team having the same number.

16.9 All helmets must have NOCSAE-approved face guards. Defensive face guards are recommended and endorsed by Fastpitch Super Series of America.

16.10 Fastpitch Super Series of America does not require infielders to wear face shields and Heart Guards but does highly recommend the use of them. The only exception to this rule is in 8U; all infielders in 8U MUST wear face shields.

REGULATIONS OF THE PLAYING FIELD

These are the basic dimensions for the playing field for each individual age group. The Fastpitch Super Series of America will use these dimensions for all official events. Maximum fence distances can be further if there is no way possible to bring playing field into legal distance. Temporary fences are recommended to bring fields into legal bounds.

Age Group Pitching Distance Base Distance Distance "Feet"

8U 35 Feet 60 Feet 150-225 Feet*

10U 35 Feet 60 Feet 150-225 Feet*

12U 40 Feet 60 Feet 175- 225 Feet*

14U 43 Feet 60 Feet 200- 225 Feet*

*Distance based upon availability of playing field

17.1 There will be a 16-foot diameter circle drawn evenly around the pitching rubber.

17.2 The batter's box will be to the left and to the right of the plate. They will be 3 feet wide and 7 feet long. Four feet toward the pitching rubber from the center of the plate.

17.3 Base lines will extend out 3 feet on both sides of the base parallel to the centerline. (Total of 6 feet wide).

17.4 Coaching boxes and on-deck batter's boxes are suggested.

UMPIRES RIGHTS & RESPONSIBILITIES

These are the standard guidelines adapted by the Fastpitch Super Series of America that governs the rights and responsibilities of the umpires.

18.1 The umpire is responsible to keep control of the game.

18.2 The umpire has the right to eject any player, coach, or fan from a game for any unsportsmanlike behavior.

18.3 Any judgment call that the umpire makes cannot be protested.

18.4 Any call made that may be a misinterpretation of the rules can be protested.

18.5 A head coach can appeal to the plate umpire in the case of a batter on whether or not a check swing was checked or not. (The field umpire might have a better view). The plate umpire does not have to grant the appeal.

18.6 The umpire can suspend play for any reason: acts of nature, unruly conduct, etc.

18.7 Everyone has the responsibility to ensure sportsmanship in all events. An unruly fan may place the entire team in jeopardy of ejection or possible forfeit.

TOURNAMENT GUIDELINES

These are the guidelines adapted by the Fastpitch Super Series of America.

19.1 Tournament Guidelines:

1. All teams and umpires must be registered with Fastpitch Super Series of America. Umpires must register individually to receive proper insurance coverage.

2. Teams should be picked in a manner to ensure parity in the league. There is nothing worse than having a stacked team among a group of inexperienced teams. League parity assures better games and a better chance of fair play.
3. At the end of the season, all-star teams can be picked and they should represent the best players that each individual team has to offer.
4. Fundamentals should be taught to the players at all age groups and divisions. Clinics should be arranged for all new coaches.
5. Sportsmanship and fair play should be stressed to all players and coaches.
6. Sponsors should be appropriate for our youth to be associated with.

SPECIAL TOURNAMENT RULES

20.1 10-Under Special Rules

1. An 11" diameter game ball must be used in all Fastpitch Super Series of America events.
2. The pitching distance will be 35 feet.
3. 10-Under teams will play by the same rules as older age divisions, with the only exception being the ball size and pitching distance.
4. All infielders are required to wear a face mask. Girls not wearing a mask will only be allowed to play in the outfield.
5. Heart Guards are also recommended for the Pitchers

20.2 Game duration:

1. No new inning after 1 hour 30 minutes, no drop dead, International Tie-breaker will be used in a tie game at the completion of the inning after 1:30.
2. Round-robin batting must be used. Free defensive substitutions are allowed.
3. A maximum of four runs can be scored per inning by the team at bat. Play stops once the 4th run is scored (4 runs or 3 outs ends inning).
4. Girls pitch. No pitcher may pitch more than 3 of the first 5 innings. After 5 innings, the pitcher may pitch again. One pitch constitutes an inning pitched. Example, girl comes in, faces one batter & gives up a hit with the run limit being reached is still charged with a full inning pitched.
5. By the end of the 3rd inning each girl must play an infield & outfield position/sit for one complete inning. Note: outfield positions and sitting will be treated the same. Example: a girl may play an infield position, pitch or catch 2 innings and either play outfield or sit 1 inning out of the first 3.
6. You may not bench a player for 2 consecutive innings except for injury, player request, or disciplinary reason.
7. 2 bases maximum per pitch (runner can take an additional base, at their own risk). Unlimited after hit ball. Examples: Base runners may proceed at their own risk to take a second base on an overthrow. Therefore, a player stealing second base, can advance to third on an overthrow, but would not be allowed to continue home on the same play (even if a subsequent overthrow occurs during the play). If a player is stealing third, she may take home on an overthrow to third. Batters that are walked or take 1st on a dropped strike, may continue to take 2nd at their own risk, but could not then take third on an overthrow. This remains consistent with the statement that players can take 2 bases maximum per pitch. This rule does not apply to base running after a hit ball. Base runners are not limited to the number of bases they can take on overthrows that occur after a hit ball except when the ball is thrown out of play. In this case, the standard bases are awarded for the ball out of play.

Suggestion: Coaches are encouraged to finish the play in order to teach girls the proper way to play the game and increase their understanding, then allow the umpires to place the girls back at the appropriate base following the completion of the play.

8. Infield fly rule is in effect.

9. Open home plate. Must avoid collision.

10. No more than 6 (six) players may be positioned in front of the base paths.

11. Outfielders must remain in the grass (or at least 10 feet behind the bases) until the ball is hit or a play is made on a base path.

12. No more than 9 (nine) players may play defense at one time.

SPORTSMANSHIP GUIDELINES

21.1 Sportsmanship Guidelines:

1. If a player gets hurt, after the play has stopped the umpire shall call Dead Ball. Until Dead Ball is called on an injury, the runners may advance at their own risk. Safety of the players is taken very seriously and should be monitored by all coaches and umpires.

2. Unsportsmanlike behavior by a player, coach or fan is an ejectable offense.

3. Umpires should be fair, impartial, use good judgment and never speak rudely or out of turn to a player, coach or fan. An umpire puts a human element into the game. They are subject to making errors the same as coaches and players are subject to making mistakes. In the spirit of fair play and sportsmanship we will not allow anyone to show disrespect towards them because of their decisions. Fastpitch Super Series of America will do their part by pursuing the best decision makers to call Fastpitch Super Series of America events.

4. Coaches will follow the rules of sportsmanship, never stall a game, be a graceful winner and loser, and never speak rudely or out of turn to a player, coach, fan or umpire. Coaches are also responsible for the sportsmanship of their own players and fans. Coaches should not tolerate unsportsmanlike conduct from their own players or fans.

**TOURNAMENT RULES POSTED AT THE WORLD SERIES
WILL SUPERSEDE THIS RULE BOOK**

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- Fastpitch Super Series
- PO Box 1233
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