

LAS VEGAS NEON CLASSIC SOFTBALL TOURNAMENT



The Vegas Neon Classic will follow USA SOFTBALL and NAGAAA rules except for the rules listed below:

1. Registration & Rosters:
 - a. The Vegas Neon Classic will use the 2018 NAGAAA ratings guidelines to verify individual ratings.
 - b. All teams must submit team roster with responses to the 27, 2018 NAGAAA rating questions for their players.
 - c. Teams must provide a USA SOFTBALL registration card or verification from their League Commissioner that they are registered with USA SOFTBALL.
 - d. Each player must register by signing their team's ratings roster prior to appearing on a lineup card.
 - e. Any player found playing a game without having signed the player roster is subject to suspension and the team will forfeit that game. Any previous games will also be subject to forfeiture.
 - f. A Photo ID will be required at registration.
 - g. There will be no player registration on Sunday. Players must register prior to the start of their FIRST double elimination game.
 - h. There will be no managers meeting.
2. Tournament Divisions:
 - a. Calculating Open Division Team Designation: All Open Division players must be rated.
 - b. Teams or players that do not have established NAGAAA ratings must be rated and those ratings submitted on that team's roster.
 - c. No team may have more than TWO Non-NAGAAA rated players on their team unless approved by the tournament director(s).
 - d. The Vegas Neon Classic will use the team rating caps outlined in the 2018 NAGAAA rating guidelines. The ten (10) top rated players will be added together to give the team rating for all Open Division teams as follows:
 - i. A Division: All teams rated 270 or less. Individual player rated 27 or less
 - ii. B Division: All teams rated 175 or lower. No player rated over a 19.
 - iii. C Division: All teams rated 135 or lower. No players rated over 14 allowed on a C division team.
 - iv. D Division: All teams rated 95 or lower. No players rated over 10 allowed on a D division team

*Exception: If unable to fill A Division (3 or more teams), B division teams will be allowed to have 2 players rated above 19, as long as the team rating stays at the 175 or lower threshold.
3. Tournament Format: All divisions will play two (2) pool games that will seed them for double elimination play. Teams will play a minimum of three (3) bracket games, for five (5) game-guarantee. Seeding for double elimination play will be based on the following:
 - a. Placement will be determined by ranking within each group of pool play.
 - b. Teams will be placed into a group. Seeding will be decided by Overall group pool play record.
 - c. If there is more than one team with same record in pool play, tiebreaker will be determined in the following order: Most Total Runs Scored, Fewest Total Runs Allowed, Coin Toss.
4. Round Robin: Round robin will be selected by distributing participating cities teams across all pools in the division, as best as possible.
5. Home Team:
 - a. Pool Play: Home team for each game will be determined by coin toss.
 - b. Bracket Play: The higher seed will be home team. In the event two teams of the same seed play each other, home team will be determined by coin toss.
 - c. During Championship games, the home team will be the team that advanced from the winner's bracket.
6. Line-Up Cards
 - a. Lineup Cards will be provided to all teams.

- b. Teams will exchange line-ups at the beginning of each game.
 - c. Line-ups need to include player's first initial and last name with a jersey number and any substitutes for that game.
 - d. If a player was not listed on the lineup as a substitute at the beginning of the game they will not be eligible to enter that game, unless the team is playing short-handed not due to a player ejection.
 - e. Players are not allowed to switch jersey numbers between games without informing the tournament director(s) first. Doing so may result in the ejection of the player from the tournament.
7. Official Scorebook: The official scorebook will be that of the home team. The visiting team is highly encouraged to confirm the score with the home team every ½ inning.
8. Run Rule: A game will end, if any team is leading by:
 - a. 20 after 3 innings
 - b. 15 after 4 innings
 - c. 10 after 5 innings
 - d. This rule is in effect for all games.
9. Tie-Breaker: If the score is tied after the completion of 7 innings of play or when time has expired, then a modified international tiebreaker rule shall go into effect. When each team takes offense, the last batter from the previous inning is placed on 2nd base and play resumes as ONE PITCH GAME until the tie is broken.
10. Forfeit: Forfeit time is game time. If games are behind schedule then game time will be as soon as the umpire starts the game clock. If a team is unable to field at least nine (9) eligible players at game time or game start time they will forfeit the game.
11. Short-Handed: A team must have at least nine (9) players present to start or continue a game. If a team starts a game with less than ten (10) players, then the vacant position must be listed last in the batting order and an out will be assessed each time the vacant position comes to the plate in the batting order. If a team is playing short-handed and an additional player arrives, that player can enter the game immediately and must be inserted into the vacant position.
12. Double Bag Rule: If playing fields are equipped with the double bags, the USA SOFTBALL double bag rule is in effect. Defensive players must use the inside bag at 1st base, offensive players must use the outer bag if not continuing to second base. In the event of a wild throw to 1st, both bags are open to both players. In the case of a single bag at 1st base, defensive players must use the inside half of the bag, offensive players the outside half when running through the bag.
13. Base Stealing: Base stealing is not allowed.
14. Strike Count:
 - a. ALL games will begin with a 1-1 count with ONE foul to give.
 - b. Pitching height (arch) will be between 6'-12'.
15. Game Time Limits:
 - a. Round Robin
 - i. No new inning will begin after 50 minutes.
 - b. Elimination Play
 - i. No new inning will begin after 50 minutes.
 - ii. Modified International Tie Breaker rule shall apply if the game is tied.
 - c. Championship game
 - i. The first championship game shall have no new inning after 60 minutes.
 - ii. The "If" game will have no new innings after 60 minutes.
 - iii. Modified International Tie Breaker rule shall apply if the game is tied at the end of either game.
16. Courtesy Runner: A team is allowed one courtesy runner per inning. The courtesy runner may be any eligible player on the official line-up. However, if that person's turn to bat arises and they are on base, they will be out as a runner and take their scheduled at bat. If an injury occurs during a game, a runner will be allowed only with the approval of the opposing coach; otherwise, you need to substitute or keep the injured player in.
17. Extra Batters: Teams can have up to twelve (12) players in their batting line-up. If a team starting with twelve (12) players loses a player during the game and has no one to substitute for that player, then an out will be assessed whenever that player would have come up to bat.
18. Specific Field Rules: The umpire will address all rules for each field at the time the line-ups are exchanged.

19. Home Run Limits: Limit of over-the-fence home runs will be used in all divisions. The following limitations are per team per game:
 - a. Four (4) A Division - after (4) an out will be assessed.
 - b. Two (2) B Division – after (2) an out will be assessed
 - c. One (1) C Division – after (1) an out will be assessed.
 - d. Zero (0) D Division – any home run over the fence will be an inning ending out.
20. Approved Bats: Only USA SOFTBALL approved bats will be allowed for play in all divisions. Please have your team’s bats available for inspection prior to the start of your game. Any bat which is found to have a flat surface, or is cracked, dented, altered from the original manufactured form, or exceeds BPF 1.2 shall be confiscated by the umpire and returned after the team has been eliminated from the tournament.
21. Uniforms: Teams are to have:
 - a. Like colored shirts, unless approved by the tournament director(s).
 - b. A whole number (0-99) of contrasting color at least 6 inches high must be worn and visible on the back of all uniforms.
 - c. No players on the same team may wear identical numbers (Numbers 0 and 00 or 3 and 03 are examples of identical numbers.)
 - d. Players are not allowed to switch jersey numbers between games without informing the tournament director(s) or umpire in chief. Failure to do so may result in the player being ejected from the tournament.
 - e. Visible jewelry (watches, bracelets, rings, necklaces, earrings, lip rings, nose rings, bands and similar wristbands, etc.), pagers, keys, clips, bandanas, and sunglasses on top of hats may NOT be worn during games.
22. Eligible Players: A player is eligible to play in the Vegas Neon Classic Open Division only if they have signed their team’s roster before they play their first game. Registration will close prior to double elimination play. Player placement on a team’s roster must comply with the division determination rules indicated below:
 - a. No player is allowed to be on more than one team’s roster that is playing in the Vegas Neon Classic.
 - b. All players must be at least 18 years of age.
 - c. Any player on the current NAGAAA suspension list or suspended by a league is NOT eligible for play.
 - d. Any team using a suspended player will be disqualified from the tournament and all games played will be forfeited
 - e. No fees will be returned
23. Protests: There will be no player rating protests allowed. If a game rule is being protested, USA SOFTBALL Rules apply. \$100 fee per rule protest, cash only. Fee is refundable if protest is upheld.
24. Unsportsmanlike Conduct Rules: The rules for unsportsmanlike conduct are as follows:
 - a. Any player ejected from a game due to unsportsmanlike conduct is not allowed to be present at his/her team’s next game. The offending player is only allowed to be in the parking lot.
 - b. Excessive unsportsmanlike conduct could result in a player or team being eliminated from the tournament and possibly banned from future Vegas Neon Classic tournaments at the discretion of the tournament director(s).
 - c. All unsportsmanlike activity will be reported to a player’s home league
25. Ejected Players: Any player ejected from a game is ineligible to play in their team’s next game at the discretion of the tournament director(s). The tournament director(s) will determine if further action is required based on the situation.
26. Alcohol Consumption: No player deemed intoxicated by the Tournament director(s) or Umpire is allowed to be on the playing field at any time.
27. Tournament Officials:
 - a. The 2018 Vegas Neon Classic Directors – Brett Patton & Richard Hodges
28. Field Information: Games will be played at:
 - a. Shadow Rock Park. 2650 Los Feliz St, Las Vegas, NV 89156
 - b. Lorenzi Park. 3343 W Washington Ave, Las Vegas, NV 89107
29. Special Situations: The Tournament director(s) will resolve and have the final say on any situation that may emerge during the tournament that is not covered by these rules, USA SOFTBALL rules or NAGAAA rules.