



NSA Girls Fast-pitch / BPA Baseball Pre-Game Meeting: Fundamentals

(updated Dec. 1, 2011)



1. Introductions; **Verbally State**... “We”d Like to THANK YOU for playing in this (NSA/BPA) Tournament.”
2. Exchange and review line-ups (MUST be turned in to plate umpire):
 - Carefully read them over for player first / last names, numbers, positions, subs; make sure there are no duplicate numbers!
 - Hand back to Manager for Final Review / Confirmation
 - Once it’s back in plate umpire’s hands, Lineup is Official!
3. Ask Adult Coaches for Assurance that Their Teams Are Legally and Properly Equipped and Attired – MUST Be an Audible YES, or NO Answer! If NO, or no answer, do not proceed.
 - NSA: Wearing of Jewelry is discouraged, but not mandatory that it be removed unless it is a safety issue or a distraction.
 - BPA: No Visible Jewelry. Period. First Team Violation is a warning to player, and that team; 2nd Team Violation is ejection of player / restriction to bench.
 - Ask if any player or coach has a medical condition that might come into play during game – i.e., asthma, anaphylactic shock, insulin, et al.
4. Cover Field Ground Rules – starting on 3rd Base side, and working clockwise all the way to backstop: Cover procedures for...
 - Fair / Foul Balls going beyond temp. fences
 - Batted balls hit on fly or bouncing over outfield fences
 - Batted balls going under fences or backstop
 - Caught ball carried into dead ball territory
 - Players can take on-deck positions on either side of field; but must be close to tail end of dugouts
 - (SB) Not more than Five (5) Warm-up Pitches on first appearance; 3 pitches thereafter;
 - (BB) Not More than Eight (8) Warm-up Pitches on first appearance; 5 pitches thereafter;
 - All offensive players and/or batboys/girls coming onto field must wear batting helmets! Helmets are to remain on from the time they first come out of the dugout, until they go back into dugout.
5. Cover **Time Limits**, NSA-BPA **Std. Mercy Rules** (12 after 3, 10 after 4, 8 after 5), **Pool Play Tie-Breaker Rule (when applicable)** and how it works.
 - Cite use of Single Coin Flip for PPT, called by team that did not win the original flip.
 - Make sure they know that the winner of the single flip has their choice of taking the win or loss... perhaps for a better seed position in bracket play. (+ 1 run added to winning team’s score).
6. Stress Good Sportsmanship, Safety, Fun for the players. Ask if Any Other Questions.
7. Conduct Double Coin Flip
8. Conclude Meeting... Start Clock –
 - NSA: Clock Starts at Conclusion of Pre-Game Meeting.
 - BPA: Clock starts on 1st Warm-up Pitch.