

NORTH AMERICAN FASTPITCH ASSOCIATION

2026 NAFA "MASTERS" WORLD SERIES OFFICIAL TOURNAMENT RULES

This Tournament will be governed by the current edition of the NAFA Official Playing Rules and this supplement.

1. Players must check-in and show proof of age at least 45 minutes prior to their first scheduled game. Players may turn the legal age at any time during this calendar year to be eligible and may pitch. Exception: Teams may play at one time 3 players 3 years younger that cannot pitch.
2. Bat Compression Testing & Approved Bats. Each Bat must be examined and compression tested and then a NAFA Staff will affix a current "NAFA approved Bat Stamp" on the bat. If it is discovered that a batter has completed his turn at bat with a bat that has not been *tested (and stickered)*, the batter will be called out, runners return to the base occupied at the time of pitch, and all outs made will stand. Helmets must be worn by the Batter, the on-deck Batter, and all base runners.
3. ***For pool play the Home team shall be determined by a coin toss prior to each game by a NAFA Representative at the bracket board. For bracket play, the higher seed will be home team. If both teams are seeded the same, a coin flip will determine home team.*** The tournament will provide the Official Line-up cards and game balls for all games. Line-up cards submitted to the Home Plate Umpire must contain the starting player's last name, first name, uniform number and fielding position, and all available substitutes. Teams listed on the top of the bracket or listed first in the pool games will take the 3rd base dugout unless they stay for back-to-back games, then they may stay.
4. A double first base safety bag shall be used to minimize collisions between the 1st baseman and the batter/baserunner and treated as one big bag for both offense and defense to use except on the first play at 1st base on the batter/baserunner when the ball is fielded from the fair part of the infield, then the runner shall use the orange bag and the defense shall use the white bag. If the offense uses the white bag and does not interfere then it is a live ball appeal play by the defense and must be made before the batter/baserunner returns to either bag. If the batter/baserunner uses the white bag and interferes then it is a dead ball, and he is out, and runners return to the last base touched at the time of the interference.
5. Teams may utilize the Designated Player (DP), two (2) Extra Hitters (EH) and Defensive Specialist (DS). These players must be listed on the official line-up card and submitted to the Home Plate Umpire. Players listed as the DP, EH or DS can be freely substituted on defense; however, the umpire must be notified of the changes. These changes do not count towards a player's re-entry. The DS must be listed in the shaded area of the lineup card. The DS can be moved into the batting order but that will use their re-entry. The team can add a substitute into the vacated DS slot at that time, otherwise they lose the DS slot for the remainder of the game.
6. Courtesy Runners / Designated Runner (DR) – 2 courtesy runners may be used for anyone per inning. The Courtesy Runner must be the person farthest away in the lineup which is most often "the last out." A DR, ***a player not*** in the game, can run one time an inning for anyone. There are no additional courtesy runners solely for pitchers and catchers.
7. In 60-Over, 65-Over and 70-over only, as an option a 4th outfielder may be used and will take the place of the EH or the DS (teams can only bat a maximum of 11 batters), but not a 5th infielder so that outfielder must be at least 20 feet off the dirt on a normally cut infield at the umpire's discretion based on where the other 3 outfielders start on the play so it looks consistent.
8. Any team leading by 10 runs after 4 innings, or 7 runs after 5 innings (or 6 innings) shall be declared the winner, including the Championship game. No new inning will start after 90 minutes in pool play and 1 hour 45 minutes in bracket play, ***Championship games will not have a time limit***; games will use the International Tie-Breaker rule, to start the 8th inning or the next new inning after time has expired.
9. Teams are required to have nine players (but may use a DS and/or an Extra Hitter (10)); however, a team may start/end a game with eight players (Short-1 handed Rule). If a team starts/ends a game with eight players, an out shall be recorded each time the ninth batting position is due to bat. Note: A team may not play "Short-handed as a result of an ejection. The game will end in forfeit. Participants ejected from a game for unsportsmanlike conduct, prior to the 6th inning of the game are only ejected for the remainder of that current game. Participants ejected in, or after, the 6th inning, will be ineligible to participate in their team's next scheduled game. Re-Entry- Only the Starting players, to include the DP, DS, and EH may leave the game and re-enter (one time). Substitute players may not leave the game and then re-enter.
10. The Pitcher must start with one foot on the pitching plate. The penalty for any pitching infraction is a delayed dead ball (illegal pitch), the offense can choose the result of the play or a ball awarded to the batter, and there is no advancement of runners, unless it is "Ball Four."
11. Protests- All protests must be made in accordance with NAFA rules prior to the next pitch and will be adjudicated under the direction of the Tournament Director. All protests must be made in accordance with NAFA rules. A \$50 (cash) fee is required for any rule interpretation protest.

The tournament director reserves the right to shorten, change field numbers and game times as the need may arise and to restrict a player from pitching and or playing in a specific age group.