

2025 Cardinal Power Tournament Rules

- All games are played under USA rules except for the in house Southern Star rules listed below.
- Dropped 3rd strike / base stealing
 - 10's
 - **Under the Cardinal Power tournament, catching the 3rd strike isn't required. The batter is out on dropped 3rd strike. One base on an overthrow on a fielding error.**
 - Stealing is allowed to all bases, but no advancing on a bad throw.
 - 12's, 14's, 16's & 18's follow USA rules.
 - Dropped third strike with nobody on first base or 2 outs, batter must be tagged or thrown out at first.
 - Stealing of all bases allowed.
 - No limit to number of bases allowed with advance on overthrows.
- Time Limit – 10u: 65 minutes. 12u, 14u, 16u, & 18u: 70 minutes or 7 innings. No new inning starts within 5 minutes of time limit if the game score differential is greater than 5 runs for 10u, 12u, and 14u games. No ties for final score. If a game is tie within 10 minutes of the time limit, USA international tie breaking rules should start.
- **Tied Games – international tie breaker format** (each offensive team starts with one out with a runner placed at 2nd base). **Teams will play on until a winner is declared in the Cardinal Power tournament.**
- Free Substitution / Continuous batting
 - 10's, 12's, & 14's are required to put all players in the batting lineup with free substitution.
 - 16's / 18's are coach's choice and declared at start of game. Both teams are not required to play the same way.
 - Courtesy runner for pitcher & catcher are the last out on the line up.
 - 16's & 18's not playing Free Substitution must follow USA rules for courtesy runners.
 - If a player is injured and cannot continue to play, that spot is skipped in the batting order and not declared an out.
- Only 9 players on defense.

- Five Run Rule (10's, 12's, 14's only) a maximum of 5 runs may be scored per half inning.
Cardinal Power tournament doesn't have 5 runs rule for 14's championship game. No runs rule for 16's, & 18's. Championship games will be 7 innings for 14's, 16's, & 18's.
- Mercy runs ahead rule - 10's, 12's, 14's, 16's & 18's: 15 runs after 3 innings, 12 runs after 4 inning, 8 runs after five innings. Mercy rule cannot be waved.
- **Cardinal Power tournament will not require pitchers and corner infielders to wear defensive masks. It will be optional.**
- Helmets with face masks are mandatory.
- Teams are allowed to start and/or finish a game with eight players without penalty, unless the 9th player was disqualified. The 9th position in the batting order is not declared an out. A catcher must be used in the defensive line up.
- Metal cleats are allowed in 14's, 16's, & 18's
- Pitching Distance
 - 10's – 35 ft
 - 12's – 40 ft
 - 14's & 16's & 18's – 43 ft
- **Tie-breaker Rules for Teams Finishing Tied in Round Robin or Pool Play**
 - **Head-to-Head**
 - **Least Runs allowed**
 - **Runs differential (15/game max.)**
 - **Runs scored**

If a 3 way tie occurs, once one team is eliminated, go back to Head-to-Head.