1. Players eligibility is determined by her age as of January $1^{\text {st }}$. Players birth year must be above the year stated below to be eligible. Proof of age must be available at the tournament director's request.
2. A completed roster must be turned into the Tournament Director/Concession Stand prior to first game played. Maximum roster size is 15 players.
3. USA Softball rules apply with the exceptions listed below.

Metal spikes are not allowed in $8 \mathrm{u}, 10 \mathrm{u} \& 12 \mathrm{u}$ age divisions or at High School turf field.
Helmets with face masks must be worn by the batter, the on-deck player and base runners. All other players must stay within the dugout at all times.
6. Sliding is required if a play is being made upon a runner. It is the umpire's judgment as to whether or not a play is being made, and if sliding is necessary, and if the runner shall be declared out because she did not slide.
7. Pitchers entering the game are allowed 7 warm-up pitches and 5 warm-up pitches between innings.
8. Line-up: Coaches must present their batting line-up to the opposing coach and umpire prior to the start of the game. 8 players are required to start a game. A team must forfeit the game if they have 7 or less players at any time before or during the game.
a. Batting Line-up w/ less than entire roster: Only those players in the starting line-up may substitute freely on defense. Players not in the starting line-up must be identified as substitutes. Substitutes may enter the game for anyone in the original line-up. If a player on the line-up is removed, they may re-enter the game one-time in their original batting order spot. Only substitutes can courtesy run for a player.
b. Batting Entire Roster: Free defensive substitutions for all players. Last player to make an out can be a courtesy runner for pitcher, catcher or injured player. A courtesy runner must have helmet on and standing in the doorway of the dugout before the umpire will allow them to enter the game. If she is not ready to enter the game, there will not be any delay in play and 'time' shall not be granted. The purpose of a courtesy runner is speed up the game when transitioning from offense to defense. Waiting for a courtesy runner to get ready is opposite of the purpose.
c. Continues Batting Order (all age divisions): If a player is injured during the game; and as a result of their injury, they are unable to play, their spot in the batting order can be filled by one of the substitutes, who has not already entered the game. If a team has no substitutes available; the injured player may be skipped without any penalty as long as their team still has 9-players in the line-up. If a team drops below 9-players in the line-up an out will be recorded when that spot in the line-up comes up. Once their spot in the line-up has been skipped she is not allowed to re-enter the game. This rule applies for both pool and bracket play.
9. Home/Away Teams:
a. Pool Play - Bocce Ball Toss. 1 player from each team will toss 1 ball from inside the dugout to the pitcher's rubber. The team with the closest ball to the pitcher's rubber will choose to be home or guest. Players must remain on the concrete inside the dugout and may throw under or over hand and only get 1 toss. Field Umpire will judge who is the closest.
b. Tournament Play - Higher Seed. Same Seed - Bocce Ball Toss

Home team will keep the official scorebook for the game.
Game Length:
a. A complete game (pool play, bracket play and championship games) will be 7 innings, ( 6 innings for $10 \mathrm{u}, 5$ innings for $8 u$ ) or 70 minutes, whichever comes first with the following run rule in effect: 15-runs after 3 innings; 12 -runs after 4 innings; 10-runs after 5 innings. If a game is stopped because of inclement weather, and after 4 complete innings, it will be declared a complete game to keep the tournament on time.
b. No new inning may start after 70 minutes. Games tied after a complete game, will play 1 extra inning using the international tie-breaker rule: The last official batter of the prior inning will be placed on second base with no outs, no strikes, no balls. After 1 extra inning, if the game is still tied, it will end in a tie.
c. Championship Games: The same time limits listed in 11.a. are in effect, except games tied after a complete game, will play extra innings using the international tie-breaker rule until a winner is determined.
12. Starting time must be confirmed by the umpire and announced to coaches prior to the start of play.
13. Pool Play Tie Breaker Rules:
a. If only 2 teams are tied for any seed then the seeding will be determined by the head to head.
b. If 3 or more teams are tied for any seed then the seeding will be determined in order of the following criteria:
$1^{\text {st }}$ Tie Breaker - Runs Allowed
$2^{\text {nd }}$ Tie Breaker - Runs Scored
$3^{\text {rd }}$ Tie Breaker - "Name out of Hat"
14. In case of inclement weather, games may be shortened at the discretion of the tournament director.
19. NO CHANTING RULE: Distraction of the opposing team, such as singing or chanting by an entire team or any team member is prohibited and may lead to the ejection of one or more team members. Noisemakers are not allowed. A team can ask the umpire to give one warning to another team before penalty is incurred.
20. Pitching Rubber Distance / Ball Size.

| $\underline{8 u}$ | $\underline{10 u}$ | $\underline{12 u}$ | $\underline{14 u}$ | $\underline{16 u}$ |
| :---: | :---: | :---: | :---: | :---: |
| $35^{\prime} / 11^{\prime \prime}$ | $35^{\prime} / 11^{\prime \prime}$ | $40^{\prime} / 12^{\prime \prime}$ | $43^{\prime} / 12^{\prime \prime}$ | $43^{\prime} / 12^{\prime \prime}$ |

## 8u Specific Rules:

A. A complete game will be 5 innings or 70 minutes. No new inning after 70 minutes.
B. 5 runs per inning or 3 outs whichever comes first (no matter what, it does not matter if a team is ahead or behind).
C. Maximum of 10 players on defense. Four players must remain on outfield grass until ball is batted.
D. All players will bat
E. Only one stolen base per batter, even if there is play made on the runner. No stealing home, even if a play is made on a baserunner.
F. Pitching - Coach pitch from approximately $25^{\prime}$ feet. The player playing the pitching position must be within 5 feet of coach pitching (either side is fine still within 5 feet). Strikeouts in effect, a batter gets up to 6 total pitches. After the $6^{\text {th }}$ pitch it will be a strikeout. If the coach throws a terrible pitch on the $6^{\text {th }}$ pitch, please allow one more. If the girl fouls the $6^{\text {th }}$ pitch off she continues her at-bat.
G. Additional Rules: No dropped 3rd strike. No infield fly. No bunting.

## 10u Specific Rules

H. No walks; After 4-balls the batter will be pitched to from a coach from the pitching circle. The batter's current strike count still applies and the batter may strike out on coach pitch. Pitcher must start in the pitcher's circle during coach pitch. Coach may pitch from outside the circle, but must be a front toss.
I. Maximum of 10 players on defense. Four players must remain on outfield grass until ball is batted.
J. 6-run limit per inning, no matter the inning or score, except for Championship game.
K. Championship game will be 6 innings or 70 minutes whichever comes first.
L. Runners may take lead after a release from pitchers hand. Players may steal $2^{\text {nd }} \& 3^{\text {rd }}$ base. No stealing when coach is pitching. No stealing home, even if a play is made on a baserunner. Runners may steal additional bases if played upon, but not home.
M. Pitchers are limited to three innings per game. One pitch in an inning is counted as one inning pitched. For extra innings, each pitcher is allowed to re-enter and there is no inning limit on pitchers.
N. On a third strike, the batter is out, even on a dropped third strike.
O. Players hit by a pitch may choose to take $1^{\text {st }}$ base or continue their at bat.
P. No bunting on coach pitch. No showing bunt and swinging away
Q. No infield fly rule.

