

I-90 Shootout Softball Tournament Rules

Updated 5/1/26

1. USA. official rules will apply with the following exceptions:
 - a) You may bat 10 players. Any 9 (or 8 and your flex player) may play defense at any time.
 - b) You may bat all players on your roster, which will allow free defensive substitution.
 - c) Courtesy runners, for the pitcher and catcher only, will be allowed for all age groups.
 - d) In addition to the official USA rules, the last out will also be allowed.
2. All protests must be made at the time of the incident and will be resolved at that time.
3. The Tournament Director reserves the right to change the rules as required, including, but not limited to, the elimination of games as conditions dictate.
4. Roster: Maximum of 16 players. The final rosters and proof of insurance (copy or original) must be given to the tournament director no less than 1/2 hour prior to the start of your first game. Birth dates must be included! Proof of age and photo ID must be available upon request. Players are allowed to play for only one team only
5. Each team is responsible for their own insurance (listing GLOW Academy Inc as an additional insured).
6. Teams must be ready to play 15 minutes before their scheduled starting times.
7. During pool play, the home team will be determined by a flip of a coin at home plate
8. Home team will be the official scorekeeper. Both teams shall be responsible for accuracy.
9. No full infield practice allowed on the game diamonds! Warmup in outfield & out of play areas.
10. Pool Game Rules

- a) 10u & 12u will play six (6) six inning games
- b) 14u, 16u, 18u will play seven (7) inning games
- c) Game length with the following exceptions.
 - i) Time Limit of 1:25 (no new inning will start after 1:25) Hard STOP at 1:40 minutes
 - ii) If Home Team is winning (still batting) when time expires the game will STOP AT TIME LIMIT
 - iii) Mercy rule will be 12 runs after 3 innings, or 10 runs after 4.
 - iv) Run differential will be capped at +/- 10 per game.
 - v) Pool games can end in a tie. **(NO EXTRA INNING GAMES)**
* If 1 inning completed, the score will count in standings, **NO Friday games will be made up/added**

11. SCHEDULE FORMAT:

- a) Pool Play for seeding purposes
- b) Every team plays at least one game following pool play (weather permitting).
- c) Playoff games will follow all Pool Play rules w/ addition of Tie Breaker (Rules Posted on Website)
- d) All Championship games will have no time limit.

Tie-Breaker Rules (for seeding purposes; in order of use) *Reminder Winning % is how teams are seeded

1. Head-to-Head competition
2. Fewest runs allowed (overall)
3. Run differential (up to mercy rule "10")
4. Coin flip

Tournament Play-Off Format Pool Play:

- Guaranteed Originally scheduled fourth game will be an elimination, play-off or consolation game.
- Championship play format will be specifically determined based on attending teams one week prior.
- Tie Breaker System will be "The Challenge Method"

NO ALCOHOL PERMITTED in the parking lots or fields at any time!

Tournament has a "zero tolerance" for any physical confrontations by players, coaches, or fans. Upon the first violation, the violating party shall be removed from the facility and the tournament.

CANCELTION REFUND POLICY

- a) Inclement Weather
 - i) If no games are played 100% Credit or 75% Refund
 - ii) If 1 game is played 50% Credit (no refund)
 - iii) If 2 or more played NO Credit or Refund
 - ii) No refunds will be issued after the tournament game play has started.
- b) Extenuating Circumstances - There will be a \$200 administrative fee
- c) Withdrawal Policy- Notice received 90 days prior will incur a \$200 administrative fee
 - ii) No refunds will be issued less than 90 days to tournament schedule

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Playoff Tie Breaker / Extra Innings Format

System Used – “The Challenge Method”

THE HIGHER SEEDED TEAM (or HOME TEAM) WILL....

- 1) Select to play Defense
OR
- 2) Select to play Offense

STARTING FORMAT

- 1) Offense will start with a runner on 1st Base
- 2) Defense will start with Zero Outs

HOW TO DETERMINE THE WINNER

- 1) If the offense SCORES 1 run (they win)
- 2) If Defense shuts out the offense (they win)

8U Rules

listed on Page 3

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8u Game Rules

II. GENERAL RULES AND REGULATIONS:

- A. Bat Rule: Any youth USSSA/BPF bat and/or any youth USA bat of any size barrel or weight can be used. Players CANNOT use BBCOR bats. Any action with an illegal bat will be ruled a dead ball.
- B. You MUST field a minimum of 8 players at the start of any game, or the game will be considered a forfeit.
- C. Each team will field 10 defensive players, with a standard infield and 4 outfielders.
- D. A team **MUST** use a continuous batting order of all players present in uniform (up to 15 players).
- E. If a player gets hurt, sick or has to leave, then that player is just removed from the lineup and no out is awarded during that spot. Lineup continues without that player and that player may not return to the game.
- F. Any rules of play not specifically addressed here will follow Babe Ruth Rule Book

GAME RULES

- A. The pitching machine will be set up by the umpire/Tournament officials. If the speed/accuracy of the machine needs to be changed during play, either coach can work with the umpire/Tournament director to change or re-calibrate the machine during play. Any ball hit by batter that contacts the machine or its operator is considered a dead ball and the hitter gets 1st base and the runner(s) advance one base. Each team shall provide one coach to operate the pitching machine. Machine is 35 feet away & set at a MPH of 32-35
- B. Each batter will receive 5 pitches. A batter can strike out. A batter can only record a strike by a swing resulting in a foul or miss. If the 5th pitch is fouled off or an errant pitch (umpire judgment), the batter is still alive for another pitch. Foul balls keep the batter alive.
- C. No walks (intentional or otherwise) will be allowed.
- D. No infield fly rule in effect. No bunting. No Stealing. Must stay on base until bat/ball contact
- E. No advancing (tagging up) on a caught fly ball.
- F. Runners can advance at their own risk until the ball is in the infield and under control by a defensive player. Runners must be beyond the advancement line that will be on each baseline when a defensive player gains control of the ball in the infield in order to advance. Runners may not advance beyond the base they were running towards when a defensive player gains control of the ball in the infield. If it is determined by the umpire that the runner was not beyond the advancement line, the runner will be sent back to the preceding base. On any overthrow where the ball stays in play, the runner may advance one base at their own risk; however, the runner cannot advance any further on a second overthrow. On an overthrow where the ball goes out of play, the runner will get the base they are going to plus one more base.
- G. Assists from outfield positions are allowed at all bases except 1st base. Outfielders may NOT make putouts at any bases or make infield plays. Outfielders must start a minimum of 10 feet beyond the infield dirt.
- H. A complete game shall be six (6) completed innings unless the home team leads 5½ innings of play.
- I. No inning shall be started after 1 hour and 45 minutes from the start of each pool play game. All pool play games have a 2-hour HARD STOP time limit. If the HARD STOP time limit is reached, the score reverts back to the last FULL inning.
- J. There is a 5-run limit for each inning. No run limit for the 6th inning.
- K. All 8U Tournament games will use real baseballs provide