

## General Rules

- 1) USA Softball rules shall apply, except as modified below.
- 2) All teams must submit a roster/waiver form & a copy of your team insurance.
- 3) Games scheduled at 90 min increments (8U at 75 mins). If the prior game ends early, games may start early.
- 4) Teams should be ready to play 30 minutes prior to any scheduled game time (except the 1<sup>st</sup> game of each day which will not start earlier than scheduled).
- 5) In the event of inclement weather, the tournament director may revise the tournament format, including shortening game times and/or eliminating games. All efforts will be made to play safely.
- 6) If pool play is impacted by rain to the point that seeding cannot be determined, the tournament director will determine bracket seedings by blind draw.
- 7) All scheduling will be managed via Tourney Machine. Updates will be posted on TM/Facebook/email.
- 8) Forfeited games will be scored 7-0. A forfeited game counts towards the 4GG.
- 9) Prior to the start of the game, the umpires will determine and clarify ground rules
  - a. Oakwood and Willowood will have temporary outfield fencing; umpires will clarify ground rules for the temporary fencing at the pregame conference.
- 10) Pitching--- 8U/10U (35 ft.), 12U (40 ft.), 14U (43 ft.), unlimited innings for all ages except 8U.
- 11) Tournament Officials can make a judgment in the case of a documentation error in rules.
- 12) Metal cleats will only be allowed for 14U
- 13) Any player warming up (catching) a pitcher on, or in the vicinity of a playing field, must wear a helmet/or mask. Any players coaching 1st or 3rd base must wear a batter's helmet.
- 14) Continuous batting order (all ages): In the event of an injury to a player, the lineup will be collapsed without an out. Once a player leaves the game (i.e. misses their turn at bat), they cannot return for the remainder of that game. This rule exists to encourage coaches to play their full rosters without risk/penalty.

## Rules of Conduct

- 1) **Umpire judgment calls may not be appealed.** Interpretation of rules by umpires may be appealed by the team's head coach only during games. Speaking to umpires in a calm tone will only enhance the possibility of resolving a dispute. ***Umpires decisions are final, no protests to tournament officials.***
- 2) **Good sportsmanship is required.** Spectators, players, coaches and managers will refrain from any unsportsmanlike conduct during games – inclusive of negative cheering or noises intended to distract a batter or pitcher.
- 3) The judgment of conduct will be left to the discretion of the Umpire(s) assigned to the game and/or the Tournament Director. When, in the judgment of the umpire(s) and/or Tournament Director - a coach, manager, player or spectator should be ejected from a game or stands, the ejected person must leave the field within 1 minute of time of ejection or the game will be forfeited.
- 4) Any player, coach or parent ejected during a Pool Play game is ejected for the remainder of Pool Play. Any ejection during Bracket games will be for the remainder of the Tournament.
- 5) Positive cheering is encouraged during game play.

## Pool Games

- 1) For pool play, **the Home team will be decided by a Bocce throw.** Each dugout will toss a softball towards the pitcher's mound. Closest wins & gets choice of Home or Away team.
- 2) Time limit is 75 minutes no new inning, finish the inning. The start of the game will be immediately following the pregame conference. The next inning officially begins upon the last out of the previous inning. (8U see special rules for game timing)
- 3) **Batting Order/Substitutions:** For all levels, continuous batting order is required for pool play. All non-injured players on the roster who are present must bat. Teams may substitute freely.
- 4) Pool games can end in a tie. See Tiebreaker rules for seeding.
- 5) **Run Ahead Rule: 12 runs after 3 innings, 10 runs after 4, and 8 runs after 5 innings.**
- 6) Courtesy runners allowed at any time for the Pitcher and/or Catcher to keep the game moving. The courtesy runner will be the last player to be put out.
- 7) Between games, please move in and out of the dugouts as quickly as possible. Please make sure all garbage, water bottles, etc., is cleaned up prior to the next team coming into the dugout.

## Bracket Games

- 1) Bracket seeding from pool play will use the following tie breakers: 1. Record, 2. Head to Head (2 team tie only), 3. Runs allowed, 4. Runs scored, 5. Run differential, 6. Coin Flip
- 2) Time limit is 75 minutes no new inning, finish the inning. The start of the game will be immediately following the pregame conference. The next inning officially begins on the last out of the previous inning.
  - a. 8U bracket games are 60 minutes, no new inning, finish the inning.
- 3) The higher seeded team will be the home team.
- 4) **Championship game only will be without a time limit** -- 6 innings for 10U and 7 innings for 12U/14U. 8U Championship game will be 75 minutes -- no new inning, finish the inning. Run rules are in effect.
  - a. All consolation bracket games are timed games (including final games)
- 5) Bracket games that are tied after the time limit or innings, will go to ASA Tie Breaker (last out from the previous inning starts on 2<sup>nd</sup> base, no outs, no count).
- 6) **Batting Order/Substitutions:** Continuous batting order is required for 8U and 10U. 12U & 14U have the option for USA championship or continuous batting order; this must be determined at the pregame meeting.
- 7) Run Ahead Rule: 12 runs after 3 innings, 10 runs after 4, and 8 runs after 5 innings.
- 8) In the event of inclement weather cancelling bracket play, the tournament winners will be declared by: 1) Head to head (2 way tie only), 2) W-L record (percentage), 3) Runs Allowed, 4) Run Differential

## Special Rules for 10U

- 1) Our goal for this age group is for the girls to learn/play the game as much as possible. All game rules will remain in effect, including stealing bases, drop 3<sup>rd</sup> strike, infield fly, 9 players in the field, etc...
- 2) **Runs ahead rule (8U/10U only):** The run rule is 5 runs per half-inning, unless a team is trailing. In that case, the trailing team can score up until they are 5 runs ahead. Teams always have a chance to take the lead in any half-inning.
  - Example: Top of the 1st inning (no score): Visiting team can score up to 5 runs – let's say they actually score 2 runs. The Home team can then score 7 runs in the bottom half of the inning (ending the inning up by 5 runs). If the Home team does not score in that inning, the visiting team can then score 5 runs in the top of the second as their max...
- 3) Continuous batting order is required for 10U, free defensive substitutions.

## **Special Rules for 8U**

- 1) **Pool play games are 60 minutes, no new inning.** If an inning has started prior to the clock expiring, play will continue until 70 minutes, at which point the game ends. The team that is winning at the expiration of the clock wins. Pool games can end in a tie.
- 2) **Bracket games are 60 minutes, must finish the inning.**
  - a. **The next inning officially begins on the last out of the previous inning.**
- 3) Defense may play 10 girls in the field (4<sup>th</sup> OF allowed)
  - a. All Outfielders must start the pitch from the grass.
    - i. Please respect the spirit of this rule, it is intended to not have 10 girls playing as infielders. That said, some of our fields have adult-size infields – coaches should use their best judgement.
  - b. All players must play at least one inning in the field.
- 4) **Pitching will involve player, and coach pitch.**
  - a. Player pitch will be used to start each at-bat.
    - i. No walks or Hit by Pitch (go to Coach Pitch at that point).
  - b. Coach Pitch until the batter puts ball in play in fair territory, or the batter strikes out.
  - c. Coach pitch starts when the count reaches 4 balls, or there is a hit batter -- coach pitch will be used at that point for the remainder of the count.
    - i. Coaches start from the vicinity of the mound, a few feet outside the front of the circle is ok.
      - the strike count remains when count pitch starts
      - a coach cannot walk or hit the batter.
      - the batter can still be struck out; batters do not need to swing at coach pitches but umpires can call looking strikes.
  - d. 3 inning max per pitcher, per game (one pitch in an inning counts as an inning); if the game goes into extra innings, an additional inning can be pitched.
  - e. NOTE: A coach can be positioned behind home plate at the back stop to help return balls back to the pitcher. Coaches should take care to not interfere with gameplay, this is intended to quicken the pace of play.
- 5) **Special rules:**
  - a. No dropped third strike rule, batter is out on strike three
  - b. No steals are allowed, lead offs are allowed once the pitch is released.
  - c. No advancement on wild pitches or passed balls. No pickoffs.
  - d. No bunting will be allowed in the 8u divisions. Warning given on first occurrence, batter will be out after the warnings. All runners will return back to the base at the time of pitch.
  - e. No infield fly.
- 6) **Runs ahead rule (8U/10U only):** The run rule is 5 runs per inning, unless a team is trailing. In that case, the trailing team can score up until they are 5 runs ahead. Teams always have a chance to take the lead in any half-inning.
  - Example: Top of the 1st inning (no score): Visiting team can score up to 5 runs -- they actually score 2 runs. The Home team can then score 7 runs in the bottom half of the inning (ending the inning up by 5 runs). If the Home team does not score in that inning, the visiting team can then score 5 runs in the top of the second as their max....
- 7) Continuous batting order is required for 8U for all games, free defensive substitutions.