

Millard United Sports

Competitive Softball Tournament Rules

USA Softball Sanctioned: All Games Will Be Played Under USA Softball Rules Unless Otherwise Noted

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Competitive Softball Tournament Rules

General Rules

Run Rules

10U and Older

- 20 Runs After 2 Innings of Play
- 12 Runs After 3 Innings of Play
- 10 Runs After 4 Innings of Play
- 8 Runs After 5 Innings of Play

8U

- 12 Runs After 3 Innings of Play
- 6 Runs After 4 Innings of Play

Game Specifics

- Home Plate Umpire is the Official Clock
- Home Team
 - Determined by Coin Flip in All Pool Games (Winner Has Choice)
 - Higher Seed has Choice of Home or Visitor in Bracket Play
- Home Team is Official Book
 - Please Confer With The Official Bookkeeper After Each Inning to Ensure Accuracy
- Please Be Prepared To Start *At Least* 30 Minutes Before Scheduled Game Time (Excludes all the **first** games of every given day)
- Due to Inclement Weather, Or Other Acts of God, a Complete Game is:
 - 4 innings (or 3 ½ if the Home Team is Ahead)
 - Half the Game Time Played May Also Constitute a Complete Game
- MUS Score Cards Will Be Utilized For All Games and **MUST** Be Signed After Each Game. **Posted Scores From Signed Score Cards Will Not Be Adjusted**
- Tie-Breaker System: Outside the Championship Game, If A Bracket Game is Tied After All Innings Have Been Completed, or the Time Limit Has Been Reached, the Millard United Sports Tie-Breaker Rule Will Go Into Effect. Each Team Puts the Batter Who's Scheduled to Bat Last in the Inning on Second Base and Plays a Full Inning of Regular Softball. This Happens Until the Tie is Broken and the Game is Complete; **Pool Games MAY End In A Tie.**

Softballs

- Each Team Must Provide One (1) Ball Per Game
 - 8U: 11" Reduced Injury Factor (RIF) Optic Yellow/Red Stitching
 - 10U: 11" .44 or .47 COR SOFTBALL Optic Yellow/Red Stitching
 - 12U+: 12" .44 or .47 COR SOFTBALL Optic Yellow/Red Stitching

Protests

- Protests are on Rule Interpretations and/or Violations **ONLY**.
- Rule Appeal May be Protested to the Tournament Director for a \$100 Fee and Rule Must be Presented in Writing.
- Maximum Time of Protest Argument is 10 minutes.
- Tournament Director(s) Will Have Final Say on Any Tournament Related Matters.

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Warm-Ups

Please Conduct Warm-Ups Prior to Game Time and Please Be Prepared To Start *At Least* 30 Minutes Before Scheduled Game Time.

- There Will Be No Pre-Game Infield Practice Allowed.

Ejections

- Tournament Director(s) will Handle Ejections on a Case by Case Basis.
- Penalties are at the Sole Discretion of the Tournament Director(s).

Insurance

- Teams Must Supply Proof of Insurance Upon Request

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8U Tournament Rules

Game Length (Time Limit & Runs per Inning)

5 Innings or 60 Minutes (Whichever Comes First)

Pool Play Will Play Under A *Drop Dead* Time Limit Format

Special 8U Rule for Pool Play & Bracket:

Innings Will Consist of 5 Runs or 3 Outs (Whichever Comes First)

Bracket Play Will Play Under A *Finish The Inning* Format

Pitching Rules

- The Player Playing the Pitching Position Shall Not Pitch to the Batters
- A Coach-Pitcher Shall Be a Member of the Offensive Team's Coaching Staff, and Shall Pitch the Ball in an Underhand Motion to Each Batter of Their Team. At the Umpire's Discretion, the Coach-Pitcher May Move Forward from the Pitching Rubber to a Position That Will Allow a Hittable Ball to Be Delivered to the Batter.
- A Representative From the Offensive Team May Be, At the Umpire's Discretion, Positioned At the Backstop to Assist With Returning Pitches to the Pitcher

Batter (Number of Pitches)

- Each Batter Will Be Allowed Five (5) Pitches to Bat the Ball In Play. A Batted Foul Ball on the Fifth Pitch Will NOT Count as One of the Five Pitches. Each Batter That Fails to Bat the Ball in Play Will Be Counted As An Out, And the Next Batter in the Batting Order Will Take Their Turn at Bat.
- A Caught Foul Fly Ball Will Be an Out Whenever it Occurs, Including the Fifth Pitch or Any Subsequent Pitch

Coach-Pitcher Interference

- The Coach-Pitcher Shall Be Considered Part of the Playing Field. However, In the Judgement of the Umpire, If Coach-Pitcher Interference Occurs the Ball Will Be Declared Dead.
 - All Runners Will Return to the Last Base Occupied. The Umpire May Remove the Coach-Pitcher From the Game for Repeated Offenses After a Warning.

Defensive Line-Up Options

- Teams May Have (4) Infielders, One (1) Pitcher, One (1) Catcher and Four (4) Outfielders.
 - All Outfielders Shall Be Positioned Behind the Base paths.
 - The Player-Pitcher Shall Take a Position Within the Eight (8) ft. Pitcher's Circle, However May Not Be Positioned Directly In Front of the Coach-Pitcher.

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Offensive Line-Up Options

- Teams Will Have the Following Line-Up Options:
 - Option 1: Line-Up of all Present, Eligible, Uniformed Players (Bat the Roster)
- Notes for Option 1:
 - Any Player Arriving **AFTER** the Game has Begun Shall Be Added to the Bottom of The Batting Order.
 - Courtesy Runners:
 - Any Player
 - Should the Player Chosen as the Courtesy Runner Come Up to Bat While on Base, They Must Take an Out and Leave the Base to Bat
 - The **SAME** Courtesy Runner **MAY NOT** Run for Both the Pitcher and Catcher in the Same Inning.
- If a Team Elects to Play with More Than Nine Players, an Out will Not be Recorded If a Player has to Leave the Game Due to Injury. If At Any Point a Team Falls Below Nine Players in Their Line-Up, Those Vacant Spots Will Be Considered Automatic Outs.

Distances

- Base Length - 60 ft.
- Pitching Distance - 35 ft.
- Infield Safety Arch - 27 ft.
 - No Player Shall Be Positioned on Defense Inside this Arch

Additional Rules / Information

- NO BUNTING
- NO STEALING
- NO INFIELD FLY
- NO DROPPED THIRD STRIKE
- NO DESIGNATED PLAYER

Play Stoppage

- Time Shall Be Called By the Umpire and the Play is Over in the Following Situations The Advancement of the Lead Runner Stopping and the Ball Being in the Possession of an INFIELDER in the infield. Should Runners Be, In the Umpire's Judgement, Beyond the Half Way Line Between Bases They May Advance to That Base
- There Shall Be a Limit of One (1) Overthrow on a Play, With a Maximum of a One (1) Base Advancement for Each Runner. Should a Second Overthrow Occur on the Same Play, the Umpire Shall Immediately Call Time and Base Runners Will Be Returned to the Base Last Occupied.

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10U, 12U, 14U, 16U, 18U Tournament Rules

Game Length (Time Limit & Runs per Inning)

7 Innings or 1 Hour 15 Minutes (Whichever Comes First)

Pool Play Will Play Under A *Drop Dead* Time Limit Format

Special 10U & 12U Rule for Pool Play:

Innings Will Consist of 7 Runs or 3 Outs (Whichever Comes First)

Bracket Play Will Play Under A *Finish The Inning* Format

Pitching Rules

- USA Guidelines Apply

Defensive Line-Up Options

- Teams May Have Four (4) Infielders, One (1) Pitcher, One (1) Catcher and Three (3) Outfielders.

Offensive Line-Up Options

- Teams Will Have the Following Line-Up Options:
 - Option 1: Nine (9) Player Line-Up
 - Option 2: Ten (10) Player Line-Up Utilizing an Extra Hitter (EH)
 - Option 3: Line-Up of all Present, Eligible, Uniformed Players (Bat the Roster)
 - **DP/Flex is Not an Available Option**
- Notes for Options 1 and 2:
 - All Players May Be Removed and Re-Entered the Game Once, but **MUST** Re-Enter in Their Original Position in The Batting Order.
 - Courtesy Runners:
 - Must Be a Player Not Presently in the Line-Up.
 - **The SAME Courtesy Runner MAY NOT Run for Both the Pitcher and Catcher in the Same Inning.**
- Notes for Option 3:
 - If a Team Uses a “Bat the Roster” Option, All Players Other Than the Nine (9) Defensive Position Players are EH’s and May Move Freely in Defensive Positions.
 - Any Player Arriving **AFTER** the Game has Begun Shall Be Added to the Bottom of The Batting Order.
 - Courtesy Runners:
 - Any Player
 - Should the Player Chosen as the Courtesy Runner Come Up to Bat While on Base, They Must Take an Out and Leave the Base to Bat
 - **The SAME Courtesy Runner MAY NOT Run for Both the Pitcher and Catcher in the Same Inning.**
- **If a Team Elects to Play with More Than Nine Players, an Out will Not be Recorded If a Player has to Leave the Game Due to Injury.** If At Any Point a Team Falls Below **Nine** Players in Their Line-Up, Those Vacant Spots Will Be Considered Automatic Outs.

See Who’s Coming Online At: www.MillardUnited.com

Thank You For Playing in Our Tournament and GOOD LUCK!

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Tournament Information

Refunds

- Teams Wishing to Request A Refund After Registering For A Tournament Must Do So In Writing.
- Up to A \$125 or 20% (Whichever is Greater) Administrative Fee May Be Withheld on All Refund Requests.
- Cancellation by Teams Within 30 Days of Start of Event Results in NO Refund.
- “No Shows” or Forfeits Results in NO Refund.
 - 4 Game Guarantee Refund Policy
 - No Games Started Due to Inclement Weather - 75% Refund
 - One Game Started Due to Inclement Weather - 50% Refund
 - Two Games Started Due to Inclement Weather - 25% Refund
 - More than Two Started - No Refund
 - 3 Game Guarantee Refund Policy
 - No Games Started Due to Inclement Weather - 75% Refund
 - One Game Started Due to Inclement Weather - 45% Refund
 - More than One Started - No Refund

Tournament Play

- Please Refer to the Entry Form for Game Guarantee
- Note: The Format of the Tournament May Change if Necessary

Seeding Procedure

1. Win / Loss Record
2. Winner of Head to Head (If Three Or More Teams Are Tied, Ignore)
3. Least Runs Allowed
4. Highest Run Differential (Max +/- 8 Per Game)
5. Coin Flip

Awards

- Team Awards Will Be Given to Teams Finishing 1st and 2nd.

Concessions, Gate Fees and Tournament Merchandise

- Concessions and **LIMITED** Tournament Merchandise will be Available at Select Tournament Sites Throughout the Tournament.
- Please Consider Pre-Ordering Your Tournament Merchandise to Ensure We Have Your Size Available.
- There Will NOT Be a Gate Fee Collected Upon Entrance to the Facility
 - (Subject to Change with Appropriate Notice)

Note: Tournament Director(s) will have Final Say on Any Tournament Related Matters.