

St. Louis Park Oriole Opener
June 8-9, 2024
St. Louis Park Rules and Guidelines (14U)

General:

- Except where modified by these rules, USA Softball rules govern play.
- Teams must check in at least 30 minutes before starting their first game.
- Players can be rostered on only one team.
- In case of inclement weather, the schedule may be changed at the discretion of the Tournament Director; check the St Louis Park website at <https://www.slpfastpitch.org> for any updates on the weather.
- All 14U games will be played at Aquila Park
- No soft toss against the fences.
- Metal Spikes are allowed.
- The use of tobacco and alcohol is prohibited at all tournament sites.
- Heckling, deliberately distracting, or otherwise interfering with the umpires or players is forbidden. The coach of the team whose fans are in violation will be warned once. Further heckling will result in the fan's expulsion. Failure to leave the grounds within two minutes will result in forfeiture to the opposing team.
- Protests will be decided on the playing field. The decision of the umpire is final.
- Four game guarantees (except in the case of inclement weather, where the Tournament Director may change the schedule as deemed necessary.) ASA/NAFA rules govern.
- Saturday Pool Play results will be used to seed to tiered brackets. Brackets will be posted on Saturday as soon as all scores from each pool are in. Check the tournament board for updates or check the St Louis Park Fastpitch website at Oriole Opener Website for your bracket information.
- The Tournament Site Director is Tom Plant (612) 845-1901 or tom.plant@slpfastpitch.org

Competition:

- A team not ready to play within 10 minutes of the scheduled start time of their game will forfeit that game unless the delay is caused by their participation in a game immediately preceding that game.
- Home team is determined by a coin toss for both pool play and bracket play.
- Batting of the entire roster and free substitutions is mandatory. No limits on the number of innings a pitcher may pitch.
- A courtesy runner is optional for the pitcher and catcher. The runner is the player that made the last out.
- Games are 7 innings for 14U or until time has expired, whichever occurs first. No new inning will start after 65 minutes of pool play. No new inning will start after 70 minutes in bracket play. Time limits may be shortened in the event of inclement weather to maximize the number of games played by all teams.

- All games are subject to the following run rules: 15 after 3, 10 after 4, and 8 after 5.
- Pool play games may end in a tie. In bracket play games, a tiebreaker will be used to determine a winner if the game is tied after time has expired. Tiebreakers will be played with a runner starting the inning on second (last batter due up to bat) and 1 out to start the inning.
- In all 14u games, a maximum of 5 runs may be scored per half-inning in pool play. Bracket Play is an unlimited run rule.
- For all 14u games unlimited stealing is allowed. Batters may attempt first on a dropped third strike.
- Teams will be seeded into brackets according to the criteria below. In the event multiple teams are tied, we will break the tie for the group to determine the top team, then criteria will begin again for the remaining teams.
 - Win/Loss record
 - Head-to-Head play
 - Runs Allowed,
 - Runs Scored
 - Coin toss