

Softball RULES

- A. Game balls will be 12 inches in circumference for all leagues except the 10 and under. Their game balls will be 11 inches in circumference.
- B. The pitching distance will be 35 feet for the 10 and under league, 40 feet for the 12u and 43 feet for the 14u, 16u and 18u teams. Bases shall be placed at 60 feet for all age groups.
- C. Time limit – 1:30 for games – finish the inning. The schedule game length is six innings for 9u-12u, and seven innings for 14u-18u and games can end in a tie during round robin play. If the teams are tied after the time limit both teams will be given a tie in the standings. Championship game has time limits and international tie breaker will be used if tied after time limit or inning limit.
- D. **A legal starting lineup is a minimum of 8 players.** Games can be played without a legal lineup if the managers agree. **If any of the additional hitters are injured, and no one is available to replace that hitter in the lineup, that hitter will be skipped in the batting order and will not constitute an out. The injured additional hitter doesn't constitute an out anytime during the game and cannot be used on the field as a defensive replacement at anytime after the injury.**
- E. There are unlimited substitutions including pitching when everyone bats. Otherwise normal HS substitution rules.
- F. Base stealing is permitted. There is no leading off. A runner stealing can run on the release of the ball at all age groups. In 10 and under there will be only one successful steal attempt of home per inning. *(This means that a run can only score on a base hit, a walk, a hit batter OR if a team makes a play at a different base).* Then the runner can advance.
- G. Unlimited runs per inning in all age groups except 10u, where a maximum of 7 runs per inning can be scored by each team. After 7 runs the teams will switch offense and defense. Its unlimited runs in 6th inning.
- H. Bunting is allowed.
- I. Dropped third strike rule is in effect for all ages except 10u & under. The batter is automatically out on the third strike for 10u and 9u.
- J. The batter will be allowed unlimited foul balls on her third strike except for bunting.
- K. A courtesy runner can be used for either the catcher or the pitcher at any time. The courtesy runner is the last out.
- L. Automatic intentional walks. For an intentional walk the pitcher will not pitch any balls. The pitcher will let the umpire know that she wants to walk the batter and the batter will be awarded first base automatically.
- M. Steel spikes are not allowed in any age group 12u or younger.
- N. If a player is ejected from the game, when they come to bat they will be an automatic out. If a player is injured or leaves early from the game, they will be skipped in the batting order with no penalty.
- O. The 10 & under outfielders are required to play at least 20 feet behind the infield bases. You can play 4 outfielders.

- P. On close plays at any base except first base, the runner shall slide or give themselves up. A player can be called out and even removed from the game if the umpire feels that the contact should have been avoided.

Other notes:

- 1) Protests: The Protest Fee is \$100 cash (on rule interpretation only). Protests must be made prior to the next pitch being thrown. The Umpire(s) must be informed first of a protest made during the game. The Tournament Director will make the final decision on all Protests.
- 2) Game Time: Starting time is forfeit time, unless delay is created by tournament officials. Game time starts at completion of the pre-game meeting.
- 3) Home Team: Determined by coin flip in pool play. Higher seed is awarded the choice of home team in playoffs and championship games. If two equal seeds meet then we will use a coin flip.
- 4) Player Minimum: A team must start with a minimum of 8 players.
- 5) No pitching restrictions. The tournament expects coaches to use good judgment in using their pitchers safely.
- 6) Infield Warm-Ups: All teams are encouraged to warm-up as much as possible before game time; however, no practice may be taken on the infield prior to the game.
- 7) Mercy rule for all ages is following.
15 runs after 3 innings 10 runs after 4 innings. 8 runs after 5 innings
- 8) All teams should be ready to play a minimum of 30 minutes prior to the start of all of their games. The tournament director reserves the right to make changes to the schedule that are in the best interest of the tournament as a whole. Weather may play an issue and time limits may need to be adjusted. We will make every effort to provide all teams with best possible solution if games are adjusted because of weather issues.
- 9) Tiebreaker rules: Head-to-head, differential, runs allowed, runs differential, coin flip.