



# GIRLS FASTPITCH

Team listed first has 3rd base dugout.

**\*Note: Highest seed on Sunday is home team.**

- ◆ **Home team** will be the official scorekeeper in all tournament games.
- ◆ **Pre-game conference** and coin flip between manager and umpires will take place 5 minutes prior to start of game.
- ◆ **Batter must have (1) Foot in the batters box at all times-Warning (1st) Offense.** 2nd offense-automatic strike.
- ◆ **CATCHER RULE:**With (2) out s, it is Mandatory for a courtesy runner for the catcher to gear
- ◆ **Time limit** for all games is 75 minutes. Time begins after the pre-game conference. Time limit could change in case of tournament interruptions. All teams should be prepared to start their game up to 20 minutes early.
- ◆ **Championship Game** will be 7 innings or run rule or 90 minutes max. *\*Note: 10U is 80 minutes max.*
- ◆ **Time Constraints,** certain games could go to “Drop Dead” when tournament is behind schedule. Score will resort back to the last completed inning like a rain out game. Please initial score card at coin flip.
- ◆ **Pool Play** - Games will be 7 innings or time limit. If the game is tied at the end of regulation, it will be declared a tie.
- ◆ **Bracket Play** - Games will be 7 innings or time limit. Games that are tied at the end of regulation will use the ITB rule. Teams must start with Bases Loaded—Previous 3 batters and 1 out to start the inning. Example:  
If your 4 Hitter is up to bat, 3 hitter goes to 1B, 2 hitter goes to 2B, and 1 hitter goes to 3B
- ◆ **Run rules:** 12 runs after 3 innings; 10 runs after 4 innings; 8 runs after 5 innings. *\*10U ONLY: 5 up rule will be used.* ITB:- NO (5) up rule will be used in extra inning ONLY.
- ◆ **Team manager** may consult with umpires ONLY; players/sponsors/other coaches are to keep out of discussions.
- ◆ **Parents** are not allowed to ask questions or approach the Tournament Director at any time.
- ◆ **Teams may bat up to 20 players** Saturday & Sunday. Regardless of the number of players you have, you will need to announce your line-up format at the pre-game conference with the officials.
- ◆ **Courtesy runners** will be allowed for pitchers or catchers - last batted out or player off the bench.
- ◆ **Teams may begin a game with 8 players.** One (1) out will be declared when reaching #9 spot in the batting order. If a player arrives after the start of the game, they will be handled in the following manner.
- ◆ **Rulebook batting line-up:** Teams may add a 9th player to the line-up. Any additional players will be designated as substitutes. Teams may add any and all players to the end of the line-up. These players must be listed on the line-up card submitted prior to the game.
- ◆ **Injury Rule:** If any player is removed from the game for injury or ejection, a substitute player is required or the spot in the line becomes an automatic out each at bat for the entire game.
- ◆ **ORANGE CONES** will be used for fences when needed.
  - Balls caught in front of the cones will be ruled OUTS.
  - Balls that roll past the cones will be played LIVE.
  - Balls hit OVER the cones will be home runs, determined by **umpires ONLY.**
  - Arguing close calls will result in an ejection. *Same rule as arguing balls and strikes.*
  - Defense MUST play in front of the cones.
  - Catch & Carry Rule will NOT apply when cones are used.
  - Balls ruled fair behind 3rd base that roll past the cones play live
- ◆ **POOL PLAY Seeding rules:**
  - 1. Best record
  - 2. Head to Head-(2) Teams only-If (3) teams are tied head to head will not be used
  - 3. Runs Allowed
  - 4. Run Differential (maximum of (8) runs per game will count)
  - 5. Runs Scored
  - If a team is playing an extra pool game (or a 4th game), see the tournament director to draw a # out a hat and that game # will be dropped win or lose.
- ◆ **In case of rain**-shortened tournament, pool play games can be deemed official after the 2 ½ innings of play (If the home team winning) or 45 minutes elapsed game time. If games are cancelled due to weather, there may be an adjustment in application of the tie-breaking procedures.
- ◆ **Flex Player** is allowed (declare last in the line-up).
- ◆ **Coaches may allow the intentional walk** just notify the umpire.
- ◆ **\$100 Fee to protest.** Stop the game, call the TD over, pay the fee. Refunded if correct.
- ◆ **ALL TEAMS** are responsible for checking brackets **BEFORE** they leave fields.
- ◆ **Jewelry is allowed** at the umpire discretion-Big loops are NOT allowed though.
- ◆ **All Ghost bats are allowed**
- ◆ **No Radios/Speakers** or noise making items allowed at any tournament.