

The goal of this tournament is to provide a fun, safe, and competitive environment for the players in order to give them an opportunity to apply the fundamentals they have been taught during the regular season in a tournament setting. Loud and unruly spectators are NOT welcome. The coaches and league officials are all VOLUNTEERS. They are here for the betterment of the children and the game of baseball. We thank you, in advance, for your cooperation and assistance.

* No Smoking
* No Dogs are allowed at the complex
* Please no grills. There is a fully stocked concession stand available throughout the weekend.

**Softball 10U, 12U & 14U Rules**

1. Game balls will be 11 inches in circumference for 10U. Game balls will be 12 inches for 12U and 14U.
2. Pitching distance will be 35 feet for 10U, 40 feet for 12U and 14U. Bases shall be placed at 60 feet for all age groups.
3. Time limit – **Each game will have a 1 hour and 30 minute drop-dead time limit. Unfinished innings will revert to the final score at the end of the previous inning.** The schedule game length is six innings and games can end in a tie during pool play. If the teams are tied after the time limit both teams will be given a tie in the standings. Championship game has no time limit and international tie breaker will be used if tied after inning limit.
4. A legal starting lineup is a minimum of 9 players. No games will start when a team has less than nine players available. In case of injury during the game, that hitter will be skipped in the batting order and will not constitute as 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 any time after the injury. 9 defensive players will play in 12U and 14U. 10 Defensive players allowed in 10U.
5. This is an “everyone-bats” tournament. There are unlimited substitutions including pitching.
6. Base stealing is permitted. There is no leading off. A runner stealing can run when ball crosses the plate for 10U. A runner stealing can run on the release of the ball at 12U and 14U.
7. Unlimited runs per inning in 12U and 14U. In 10U there will be a maximum of 5 runs per inning scored by each team. After 5 runs the team will switch offense to defense.
8. Bunting as well as fake bunting is allowed
9. Dropped third strike rule is only in effect for 12U and 14U.
10. The batter will be allowed unlimited foul balls on her third strike except for bunting.
11. A courtesy runner can be used for either the catcher or the pitcher at any time. The courtesy runner is the last out recorded.
12. 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.
13. Steel spikes are not allowed in any age group.
14. 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.
15. The 10U outfielders are required to play at least 20 feet behind the infield bases.
16. 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.
17. Home team is determined by a 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 a coin flip will be used.
18. Infield warm ups: All teams are encouraged to warm-up as much as possible before the game.
19. Mercy rule for all ages is:
    1. 15 runs after 3 innings
    2. 10 runs after 4 innings
    3. 8 runs after 5 innings
20. Schedule and format may change due to weather conditions or for any other reason deemed necessary by the tournament directors. No refunds will be given once the tournament starts. We will make every effort to provide all teams with the best possible solution if the games are adjusted because of weather issues.
21. Tiebreaker rules:
    1. Head to Head
    2. Runs Allowed
    3. Runs Differential (max of 8 per game)
    4. Coin Toss

In the event of a 3 team tie with head to head not being decisive, the top team will be determined by runs allowed followed by run differential of the 3 teams versus all opponents.  The other 2 seeds will follow the 2-team tiebreaker.

1. Infield fly rule is in effect.
2. Each team must have nine players at game time or forfeit occurs. Forfeit will be recorded as a 10-0 score.
3. The winning team is responsible for reporting the score to the tournament tent (near concession stand).
4. If a rule has not been stated above, then you need to follow the current edition of the Little League, Inc. rulebook, regular season
5. All umpire decisions are final. Tournament Director will settle any disputes