

Tournament format and rules

An official roster must be turned in prior to the first game. This MUST be done via the website. (www.bashtournaments.com) prior to the tournament. Teams must have insurance and provide a copy if asked.

Any roster challenge is a nonrefundable \$50. No player may play on multiple teams within the same division. This is a non sanctioned event and subs are common. However, subs must be rostered.

Players playing on multiple teams: Players are permitted to play on multiple teams, but must follow the rules. A player when playing for multiple teams can only play for one team in a division. A player can only play up, not down. For example, Susan plays for the Bears 10u team. Their 12u team is short on players. Susan can play up on the 12u team. Exception: The player is still 10u eligible.

Teams will play 3 or 4 pool (4gg or 5 gg), then be seeded into a single elimination bracket. Depending on the tournament you may have crossover games that may or may not count towards pool record. After pool games, teams will be seeded into a single elimination bracket.

If odd number of teams occur, there will be a 4th pool game for a team. The additional (last) pool game will not count towards their record for purposes of seeding.

Official Game- A game becomes official after 3 innings, or 35 minutes, whichever comes first.

10u/12u-

Pool games will be 70 minutes/finish the inning or 6 innings, whichever comes first. Pool games can end in a tie. Before each pool game one player will participate in "rock, paper, scissors" to determine home and away. The winning team will decide if they choose to be home or away.

14u/16u/18u

Pool games will be 70 minutes/finish the inning or 7 innings, whichever comes first. Pool games can end in a tie. Before each pool game one player will participate in "rock, paper, scissors" to determine home and away. The winning team will decide if they choose to be home or away.

All divisions

Bracket games will be 75 minutes/finish the inning. There will not be a coin flip to decide home/away once bracket play begins. The highest seed shall be home.
Exceptions: When 2 equal seeds play, then a coin flip will decide. The Winner's bracket trumps losers bracket.

Run rule in effect: 10 after 3 innings, 8 after 4 innings, and 7 after 5 innings.
Seeding will be determined by record. Tie breakers will be in this order.

International tie breaker: If two teams are tied once time expires, they shall finish the inning. At the start of a new inning, the last batter from the previous inning will go to 2nd.

- Head to Head (Only if 2 teams are tied)
- Runs allowed
- Run differential
- Coin flip

NFHS rules apply unless otherwise noted.

TWIN RULE in place of DP/FLEX: Two players may share the same spot on the lineup card. Both may play defense at the same time. Either player may bat, but once a twin enters the batter's box, she must finish the at bat. Once a twin successfully reaches base and play has stopped, the other twin may run for her.

Courtesy Runner: Teams may courtesy run for their pitcher and catcher. The furthest removed shall be the courtesy runner. If there is a sub on the bench, then the sub **MUST** be used. A sub is tied to the first position she courtesy runs for. If she enters the game, then she is no longer tied to that position.

Teams may bat their entire roster.

Unlimited defensive substitutions.

Pitchers will get 5 warm up pitches at the beginning of the game. 1 warm up pitch every inning after that. If there is a pitching change, 5 warm up pitches will be allowed.

Metal cleats are not allowed for 12u and under. Penalty: If a player reaches base, she shall be called out. She will then be forced to leave the game until proper equipment is worn. If on defense, the player will leave the field immediately and not return until the proper equipment is worn.

There will be no infield fly rule for 10u and under.

There will be no drop 3rd in 10u.

Bats: Bats will be accepted from USA, NSA, USSSA stamp of any kind.