



Rec/All Star Rules Tournament Rules

- NOT HITTING OR THROWING BALLS AGAINST THE FENCE
- Cleaning up your dugout before leaving it and encouraging fans to keep the stands cleaned • No smoking, vaping or alcohol permitted on the premises
- No inappropriate language
- No sunflower seeds allowed
- No pets
- No scooters, skateboards, etc,

This is a Recreation/All-Star event. ALL players must come from a 2024 Recreation program. Any player who has participated in 2 or more Accelerated events is NOT eligible to participate.

Check-In Information:

All Teams must check-in prior to their first game at the designated location (will be provided).

1. **All rosters and waivers must be complete and parent/guardian accepted on your teams Tourney Team Account by 5pm the evening before the event start date. *Parent emails MUST be entered on the online roster so that parents/guardians can read and approve, We will not accept coaches emails being submitted for all players - this will result in a coaches warning and possible forfeiture until corrected.**
2. A copy of the team insurance policy needs to be uploaded onto your Tourney Team account under the "MANAGE FILES" tab. **Rec team can get this info from their Recreation Director**
3. Coaches: By registering and participating in D1-PROSPECT events you are confirming your team is legally equipped and that players and equipment are in compliance with all D1-Prospect and NFHS rules.

Weather: D1 Prospects will make every effort to avoid cancellations or rescheduling of any kind. However, there are unforeseen circumstances that may prevent an event from completing or in some cases, starting (Weather and Acts of God). D1 Prospects, partners, directors and volunteers reserve the right to alter, change or abbreviate the games and schedule when/if they deem necessary to complete the event. Game Start Time: Games are considered "STARTED" once the Coin Flip or Plate meeting has been completed. Games will be considered completed at 45 min for pool play and 52 min for bracket play or 3 innings whichever comes first. If the home team was unable to finish the inning due to weather or unforeseen conditions the score will revert back to the last completed inning

PROTESTS: Protesting the application of a rule only. Judgment calls are Non-Protestable. Protests on a judgment call will not be allowed and no fee will be accepted. Protests require a \$100 fee Made to D1 Prospects and will be settled by the protest committee. The Protest Committee will be made up of any part of the following: tournament director, tournament UIC, site director or any of their designees. If the protest is upheld the \$100 will be refunded. If the protest is denied the fee will be forfeited. All Decisions are final

- a. Coaches shall immediately notify the plate umpire of his/her intent to protest before the next pitch. If the game ends (legal contest) in a situation that can be protested, the offended team must voice its protest intentions before the umpires exit the playing field.
- b. Protests made during a game will be decided on before the game is allowed to continue



- c. Protests on a rule or procedural interpretations must be made before the next pitch and will be decided upon before the game is allowed to continue. The clock will continue to run.
- d. A protest on a tournament procedure or player's eligibility must be made before the umpires vacate the field of play of THE GAME IN QUESTION.
- e. Illegal Player protest can be made at any time, by the current offended team, while the player in question is in the game and before the umpires leave the playing field.

Player Eligibility - A player's age eligibility is determined by their age as of Dec. 31st of the prior year (ie 12/31/2020). A player may always play up age divisions but cannot play under their eligible age division. No player may play with more than one roster during the event. **This is a Recreation/All-Star event. ALL players must come from a 2022 Recreation program. Any player who has participated in 2 or more Accelerated events is NOT eligible to participate.**

RULES AND REGULATIONS

D1-Prospects has adopted the OFFICIAL National Federation of State High School Associations Softball Rules(www.nfhs.org) with the following exceptions:

1. SPORTSMANSHIP-There is ZERO tolerance for disruptive behavior by fans, coaches or players. Derogatory comments, poor behavior, and negative verbal communications toward any event staff, coaches or players will be cause for removal from the event and complex ie: taunting, use of words or actions to incite or try to incite spectators to demonstrate. a) use of profanity, intimidation or deceitful tactics, baiting or taunting, embarrassing, ridiculing or demeaning others in any circumstances including race, gender, religion or nationality. b) Behavior of any manner not in accordance with the spirit of play - team personnel shall not charge an umpire. Arguing balls and strike calls or other other Umpire judgment calls are prohibited.

Penalty- The umpire shall eject the offender from the game unless the offense is judged to be minor in nature. If minor, the umpire may warn the offender and eject if the offense is repeated. Coaches who violate may be restricted to the bench/dugout for the remainder of the game or ejected from the game. **Coaches are responsible for their fans' behavior. SPECTATORS ARE NEVER TO ADDRESS UMPIRES ON OR OFF THE FIELD**

***Warnings issued to teams or fans will be documented and carried throughout the tournament. You will not get a warning per game. 1 warning and then a forfeit/ejection at the directors/UIC's discretion**

2. EQUIPMENT: Facemasks are required on the infield defensive players for 8/10/12.

USA & USSSA approved bats with the USA/ASA stamp and/or the USSSA thumb 1.20bpf print only. Illegal bats will result in the ejection of the player AND coach from the game. 14u/16u/18u players may wear metal cleats. 12u/10u/8u may NOT wear metal cleats. It is the coach's responsibility to check that all players are properly equipped.

3. FIELD OF PLAY: If there are unusual conditions, such as spectators or obstacles too near the playing field the Director or Umpire shall propose special ground rules. Ground Rules shall not supersede the rule book.

4. SCORE: Umpires will keep the official score. They will check with each team every half-inning for verification. The winning coach must sign/acknowledge the score and game scores will stand as written. The scorebook of the home team shall be the official scorebook unless the plate umpire rules otherwise.

5. WARM UPS No infield (inside the baselines) warm-up/practice allowed. Warm-up between innings is 2 minutes, please have your players hustle between innings.



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6. START TIMES: Please be prepared 15 min. before the posted start time. Any changes above 15 min. will be made by and communicated through the Event Directors through the Tourney Machine. Once the Umpire(s) are on the field and call for a plate meeting, all warmups must stop and coaches must immediately proceed to the plate meeting.

TIME STARTS WITH THE COIN FLIP. Umpires don't manage team Game time.

7. HOME TEAM: Pool Play=Coin Flip, Bracket=**Highest seed choice**, If=Coin Flip

Dugouts are not assigned. Please choose an available dugout - be respectful of those teams vacating the dugouts before you enter.

8. GAME LENGTH:

***16u & 18u pool play and Bracket games will be 7 innings or 70 minutes whichever comes first. Championship is 7 innings or 80 min whichever comes first**

***14u pool play and Bracket games will be 7 innings or 70 minutes whichever comes first. Championship is 7 innings or 80 min whichever comes first**

***12u & 10u Pool play and Bracket games will be 7 innings or 60 minutes whichever comes first. Championship game is 7 innings or 70 min whichever comes first**

***8u pool play and bracket games will be 7 innings or 60 minutes whichever comes first Championship will be no new after 70 minutes**

9. TIE: Pool play will end in a tie. Bracket play must have a winning team - in the event that time has expired we will use the International Tie Breaker (ITB) then progressive. Runner (**last completed batter**) will be placed on 2nd base at the start of the top and bottom half of the inning.*see 8u rules

TIE - Head-Head, Run Diff, Run Allowed, Run Scored, Winn %

10. 16/18 & 14u RUN RULES: 12 after 3, 10 after 4, 8 after 5 Pool, Bracket and Championship. Pool play will include an 8-after 70-minute run rule.

***6 runs per half inning implemented in 8u/10u/12u only. After 6 runs are scored, teams will exchange offense and defense.**

P11. BATTING ORDER:

16u, 18u, 14u, 12u, 10u, 8u - - must bat the whole line up **free defensive substitution**, must keep offensive integrity at all times. Must declare pitcher and catcher substitutions including courtesy runners.

Bracket Play: The bracket is not final until all pool games have been; completed, scores entered and the bracket has been released. We will NOT PREDICT Seeding for brackets.

Lineup shall include the team, Coaches Name(s), Athlete's first initial and last name, athlete's jersey number (no players on the same team may wear identical numbers), position, and batting order of each starting player. Lineups are official after they have been exchanged, verified, and accepted by the plate umpire during the pre-game conference. After a line-up card has been submitted to and verified by the umpire and a change is subsequently made to a player/substitute name or number or if a player/Substitute is added to the line-up card the umpire shall issue a team warning to the head coach of the team involved. Any further changes made to a player/substitute name or number results in the head coach being restricted to the dugout for the remainder of the game. Subsequent offenses of this matter in a tournament will result in ejection of the coach from the facility for the remainder of the tournament and the player(s) being called out IF at the discretion of the umpire/director these repeated offenses take away from the spirit and integrity of the game.

12. Players , Guest and Illegal Players Each team must start with nine players, must have 8 to continue. All players must come from a recreation program. Players who have played in 2 or more accelerated events are NOT allowed to play in this event*Any falsification of identity or Eligibility will be considered an Illegal player and will be ejected from the event.



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Guest Players - Players not listed on the Online roster are not eligible to play. Illegal players are grounds for forfeit/ejections. **NO REFUNDS for roster errors! Rosters will be frozen at 5pm the evening before the start of the event.**

****The Director may grant an emergency guest player exception at their discretion***

Player Eligibility - A player's age eligibility is determined by their age as of Dec. 31st of the prior year (ie 12/31/2020). A player may always play up age divisions but cannot play under their eligible age division. No player may play with more than one roster during the event.

13. COURTESY RUNNERS: can be used for pitcher and catcher only. If a team is batting their entire lineup (more than 9), any player, not on base, can be a courtesy runner. If a courtesy runner is on base and their spot in the batting order comes up they will be declared out.

14. COACHES- Any time a coach is in live ball area to confer with players or an umpire, or to occupy a coaches box, the coach shall be attired in a Team uniform or jersey/coaches shirt with coaching shorts/slacks or warm up suits including fleece like warm-ups in team colors OR colors of khaki, black, white or gray. Cut off Shorts or any type of jeans are prohibited. Closed toed shoes only on the field. **Penalty-**a coach not dressed in appropriate attire shall not be permitted in the field of play. Following the pre-game conference for the duration of the game OR until the situation has been remedied.

15. DEFENSE: Defense may include 4 outfielders and 6 infielders. Outfielders must be on the grass until the ball crosses the plate.



8 and Under Rules

1. Pitcher (coach) must have both feet on the pitching rubber at the start of the pitch (35 ft)
2. Each batter will receive 5 pitches or 3 strikes, whichever comes first
3. A foul ball on the 5th pitch and following pitches will not be considered a 3rd strike
4. No walks, no stealing except as outlined below
5. 6 runs per half inning or 3 outs. After 6 runs scored, teams exchange offense and defense. Only an over the fence homerun can score more than 6 runs
6. The baseline is considered the infield
7. No infield fly rule
8. Runner on 3rd must be batted in to score - No run shall be scored on a misplayed/overthrown ball.
9. Ball is considered dead each time it is pitched and not hit by the batter
10. When a ball is hit and remains inside the baseline, the batter(s) may only advance one base-unless a thrown ball is misplayed. If a play is made on a batter/runner(s) and the thrown ball is misplayed/overthrown, the runner(s) may advance one additional base at the risk of being put out. If the runner(s) continue to advance, they will do so at their own risk and can be put out. Once the play has stopped, the umpire will return all safe runner(s) to the last base they were entitled to
11. A ball hit to the outfield (beyond the baseline) runner(s) may run as far as they can until the ball is inside the baseline . Once the ball is inside the baseline the play stops and the runner(s) stop at the base they advance too. BASELINE calls are a judgment calls and are NON Protestable
12. Please have the Players throw the ball to the defensive player/pitcher and NOT the adult pitching the ball. The defensive player will hand the ball to the adult pitching.
13. Once a batted ball has been thrown in the infield it becomes a played ball whether or not it is in control of an infielder.
14. No Runs can be scored on a misplayed ball
15. Runners may advance one base on an overthrow on the infield - RUNNERS CAN ONLY SCORE ON A BATTED BALL. If a base runner advances too far- she will do it at her own risk of being put out. Once the play stopped, the umpire will return all safe runner(s) to the last base they were entitled to
16. Bunting is not allowed
17. Runners may not advance on any caught infield fly/line drive. They may advance on a caught pop fly in the outfield. Tag up rules apply