



SOFTBALL TOURNAMENT RULES

USSSA AGE REQUIREMENTS ARE HONORED
 DOB CUTOFF DATE IS SEPTEMBER 1 (AGE AS OF AUG 31)

GENERAL PARK RULES

- Smokers need to use the designated smoking areas only.
- Leave the dugouts like you found them; clean and free of trash.
- Please keep your area clean and use the trash cans.
- Please do not allow younger children to run around unsupervised, climb the trees, destroy landscaping, etc.
- Alcoholic beverages are not permitted and any problems with alcohol at

the park will be handled by the local Police Department.

COACHES AND PARENTS CONDUCT

This tournament is designed for the kids and we intend to make sure that they are the main priority. There will be umpire judgement calls made during the game that coaches and parents will not be happy with. Please remember that your kids develop their opinions of acceptable behavior from what they see you doing. There will be absolutely no foul/abusive language or unsportsmanlike conduct tolerated. The Tournament Director has the right to remove a fan/parent that continues to harass the umpires. The Tournament Director has the right to restrict a coach to the dugout during a game. If a coach or assistant coach is ejected from a game, they must sit out that game and the next game. If a coach is unruly, deemed out of control or creates contact with the umpire the Tournament Director reserves the right to end a game and remove the team from the tournament with no refund.

GENERAL RULES FOR ALL AGE GROUPS

- Waiver Form. Please complete and turn into tournament director before the team takes the field for the first game.
- **All coaches shall have copies of players' birth certificates or copy of last report card in their possession (if you have grade exemptions.)** The tournament will not require production of the birth certificates or report card as a requirement upon check-in. However, should a dispute arise, you will be expected to produce them. **If you have more than 3 grade exemptions then you will be required to play up an age group.**
- Balls: Teams will use their own softballs throughout the tournament.
- Each team will get 3 games. In the event a tournament is shortened or cancelled due to inclement weather; the following refund schedule will apply: 0 games played: 100% Refund, 1 game played: 50% refund, 2 games played: No credit or refund.
- No gate refunds at any time. Please inform fans/supporters if play is in doubt due to weather to wait until games begin before entering the park. All fans enter at their own risk. **Awards are only given out at the conclusion of the tournament, not pool play.**
- The Visitor Team will be in control of the scoreboard when the scoreboard is located behind the backstop. This is the head coach's responsibility to make sure someone is controlling the scoreboard. The Home Team will be in control of the Official Score Book.
- In pool play teams will flip coin for the Home Team.
- Seed placement will be based on: 1. Record, 2. Head to head (NOTE: There are some situations where you can't use head to head) 3. Least runs allowed 4. Most Runs Scored. 5. Flip a coin n (NOTE: forfeits due to lack of players reflect a loss and a 0-7 score in pool play and when seeding)
- A tie may occur in pool play. Tie will equal ½ win and ½ loss for seeding purposes. Ties in tournament play result in extra innings played.

	6U and 8U COACH PITCH
INNINGS	5
TIME LIMIT	No new inning after the 50-minute mark
MERCY RULES	6 runs per inning; game over when mathematically impossible to tie
DEFENSIVE	10 (4 outfielders)
OFFENSIVE	Can bat entire lineup or just the players on defense
PITCHING	5; 5th pitch foul earns another pitch
PITCHING DISTANCE	N/A
CLEATS	Only plastic permitted
SPECIAL RULES FOR THIS AGE GROUP	Each team is allowed 2 coaches in the outfield on defense (In foul territory only) You can strikeout; no walks permitted; no bunting Coaches may not touch or physically move a player on offense or defense No infield fly rule Runner leaving base early equals team warning; next occasion is an out - Once the ball gets to player/coach in circle, if not halfway the runner must go back to the previous base; must stop lead runner