**8u Rules**

Teams shall play by the most current edition of the USSSA Official Rules of Softball, with the exceptions and/or additions of the following Playing Rules, which shall apply:

1. All equipment must be USSSA approved.
2. Bases are at 60 feet.
3. Pool Play games are 65 Minutes;  Bracket Play games are 70 Minutes
4. No new inning will begin after 65 minutes (Pool Play) or 70 minutes (Bracket Play). An open inning does **NOT** have to be played.
   1. Ties are only broken in bracket play
      1. If a game is tied at the end of regulation time as defined above, the game shall continue into extra innings under the USSSA International Tie Breaker rule. The ITB inning shall commence with placing a runner on second base. The runner placed at second base shall be the player scheduled to bat last in the inning.  Run limit for the ITB inning shall be the same as an Open Inning.
5. Mercy rule 12 after 4 innings; 9 after 5 innings.
6. A team must have at least 8 players at game time otherwise they will forfeit (there is no grace period).
7. Infield fly rule will not be in effect.
8. Bunting is not allowed.
9. Base stealing is not allowed.
10. Each team may play a maximum of 10 players defensively (Pitcher, Catcher, 1B, 2B, SS, 3B & 4-Outfielders).
    1. Outfielders must start on the grass and can move off the grass once the ball is put into play
11. All players on the roster are required to bat in the order. Free defensive substitutions.
12. Each half-inning shall last until either 3 outs or 3 runs are recorded - whichever occurs first.
    1. Innings shall be “open” after the completion of the 3rd inning.  A game does not have to have an open inning.
    2. A team may score a maximum of 8 runs in an “open” inning.
13. (2) Coaches will be allowed to be on the outfield grass (one in left field & one in right field), behind their outfielders, while on defense.
    1. The coaches are not allowed to step foot in the infield while the ball is in play.
    2. Any coach interference will result in a player being awarded additional bases as deemed appropriate by the umpire.
14. Each team will name a coach as their designated pitcher to pitch to their team.
    1. The designated pitcher must pitch from the 35 ft rubber.
    2. The coaches’ foot must remain in contact with rubber until ball is released.
       1. Each team will be given 1 warning.
       2. After the warning, any failure to adhere will result in a strike against their batter.
    3. The designated pitcher may be changed at any time.
    4. The designated pitcher may not coach his players in any way, nor may he attempt to distract the opposing players in any way once the ball is put in play.
    5. If the designated pitcher is hit by a batted ball, the ball is dead, and the at-bat is replayed with the same count on the batter.  Runners stay at the base they were occupying when the dead ball occurred.
    6. The designated pitcher must leave the field of play when the ball is hit into play.
15. Each batter will receive 5 pitches or 3 strikes per at bat, whichever occurs first.
    1. A foul tip not held by the catcher which otherwise would have been the 3rd strike or the 5th pitched ball will extend the at bat by one pitch. Successive foul tips will likewise further extend the at bat.
16. The play is over when the pitcher has possession of the ball in the pitcher’s circle (“Control”) or the lead runner has been stopped.  Base runners in progress to a base may continue to advance to that base at their own peril. Those base runners who have not reached the ½ way point upon Control will be sent back to the previous base occupied should they safely reach that next base.  If the pitcher makes a play on the runner at peril after control was established but fails to record the out, the runner is sent back to the original base when the original control was established.
17. Runner may leave the base when the ball has crossed the plate
18. Unlimited bases allowed on an overthrow.
19. Runners should slide at all bases at which a play is being made with the exception of 1st base.
    1. No contact is allowed unless the player slides.  Failure to slide on a close play may result in the runner being called out for interference.
20. A courtesy runner may **only** be used for the catcher when there are two outs. It can only be the catcher from the previous inning on defense.  The courtesy runner must be the player who made the last batted out.
21. If a pool-play game is suspended due to conditions (weather, lateness, etc.), and it is determined that the game cannot be completed, the team ahead after the last complete inning shall be declared the winner, or if tied, then the game will be declared a tie.  However, if the home team is batting, and has taken the lead by the time of the suspension of the game, then that inning will be counted as complete.
22. **Bracket rankings will be determined by the USSSA seeding system.**

Pool Standings Sorted on the following:

1. Winning Percentage – Descending
2. Number Wins – Descending
3. Number Loses – Ascending
4. Tied Teams (vs. each other) Winning Pct. - Descending [Not valid if all tied teams have not played each other]
5. Avg Points Allowed – Ascending
6. Avg Run Differential with a maximum of (8) – Descending
7. USSSA Points – Descending
8. Date Team Entered USSSA Database

\*\*Once past a tie breaker do not return to previous

1. Home team will be determined by the toss of a coin for Pool Play games.
2. In bracket play, the higher seed is the home team except in the finals when the no loss team will be the home team.
3. The home team will be responsible for keeping the official scorebook for the game.
4. The visiting team will provide someone to operate the scoreboard during the game.
5. All teams will supply a new or like new game ball for each game.  The ball must be USSSA approved with a stamp. The core of the ball shall be no greater than .47 and the compression no greater than 375.
6. No negative cheering – this includes the ‘AHH-Choo’ cheer.
7. **IF** games are played as 1 inning shootout.  Home team to be determined by coin toss.

**10u Rules**

Teams shall play by the most current edition of the USSSA Official Rules of Softball, with the exceptions and/or additions of the following Playing Rules, which shall apply:

1. All equipment must be USSSA approved.
2. Bases are at 60 feet.
3. Pitching distance is 35ft.
4. Pool Play games are 65 Minutes;  Bracket Play games are 70 Minutes
5. **IF** games are played as 1 inning shootouts.  Coin toss to determine home team
6. No new inning will begin after 65 minutes (Pool Play) or 70 minutes (Bracket Play). An open inning does **NOT** have to be played.
   1. Ties are only broken in bracket play
      1. If a game is tied at the end of regulation time as defined above, the game shall continue into extra innings under the USSSA International Tie Breaker rule. The ITB inning shall commence with placing a runner on second base. The runner placed at second base shall be the player scheduled to bat last in the inning.  Run limit for the ITB inning shall be the same as an Open Inning.
7. Mercy rule 12 after 4 innings; 9 after 5 innings.
8. A team must have at least 8 players at game time otherwise they will forfeit (there is no grace period).
9. Infield fly rule will **NOT** be in effect.
10. Dropped 3rd Strike rule is **NOT** in effect.
11. Stealing of all bases is allowed after the balls release from pitchers hand
12. Each team may play a maximum of 10 players defensively.
13. All players on the roster are required to bat in the lineup. Free defensive substitutions.
14. Each half-inning shall last until either 3 outs or 3 runs are recorded - whichever occurs first.
    1. Innings shall be “open” after the completion of the 3rd inning.  A game does not have to have an open inning.
    2. A team may score a maximum of 8 runs in an “open” inning.
15. A courtesy runner may **be** used for the pitcher and catcher.  The courtesy runner must be the player who made the last batted out.
16. Runners should slide at all bases at which a play is being made with the exception of 1st base.
    1. No contact is allowed unless the player slides.  Failure to slide on a close play may result in the runner being called out for interference.
17. If a pool-play game is suspended due to conditions (weather, lateness, etc.), and it is determined that the game cannot be completed, the team ahead after the last complete inning shall be declared the winner, or if tied, then the game will be declared a tie.  However, if the home team is batting, and has taken the lead by the time of the suspension of the game, then that inning will be counted as complete.
18. **Bracket rankings will be determined by the USSSA seeding system.**

Pool Standings Sorted on the following:

1. Winning Percentage – Descending
2. Number Wins – Descending
3. Number Loses – Ascending
4. Tied Teams (vs. each other) Winning Pct. - Descending [Not valid if all tied teams have not played each other]
5. Avg Points Allowed – Ascending
6. Avg Run Differential with a maximum of (8) – Descending
7. USSSA Points – Descending
8. Date Team Entered USSSA Database

\*\*Once past a tie breaker do not return to previous

1. Home team will be determined by the toss of a coin for Pool Play games. In bracket games the higher seed is home team.  Except for Championship game where the no loss team will be the home team.
2. The home team will be responsible for keeping the official scorebook for the game.
3. The visiting team will provide someone to operate the scoreboard during the game.
4. Each team must provide a new or lightly used game ball prior to each game which must be ASA approved with a stamp and a core no greater than .47 and compression no higher than 375.
5. No negative cheering – this includes the ‘AHH-Choo’ cheer.
6. **IF** games are played as 1 inning shootout.  Home team to be determined by coin toss.

**12u Rules**

Teams shall play by the most current edition of the USSSA Official Rules of Softball, with the exceptions and/or additions of the following Playing Rules, which shall apply:

1. All equipment must be USSSA approved.
2. Bases are at 60 feet.
3. Pitching distance is 40ft.
4. Pool Play games are 65 Minutes;  Bracket Play games are 70 Minutes
5. No new inning will begin after 65 minutes (Pool Play) or 70 minutes (Bracket Play). An open inning does **NOT** have to be played.

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* 1. Ties are only broken in bracket play
     1. If a game is tied at the end of regulation time as defined above, the game shall continue into extra innings under the ASA International Tie Breaker rule. The ITB inning shall commence with placing a runner on second base. The runner placed at second base shall be the player scheduled to bat last in the inning.  Run limit for the ITB inning shall be the same as an Open Inning.

1. Mercy rule 12 after 4 innings; 9 after 5 innings.
2. A team must have at least 8 players at game time otherwise they will forfeit (there is no grace period).
3. Infield fly rule will be in effect.
4. Dropped 3rd Strike rule is in effect.
5. Each team may play a maximum of 10 players defensively.
6. All players on the roster are required to bat in the lineup. Free defensive substitutions.
7. Each half-inning shall last until either 3 outs or 3 runs are recorded - whichever occurs first.
   1. Innings shall be “open “after the completion of the 3rd inning, A game does not have to have an open inning.
   2. A team may score a maximum of 8 runs in an “open” inning.
8. A courtesy runner may **be** used for the pitcher and catcher.  The courtesy runner must be the player who made the last out.
9. Runners should slide at all bases at which a play is being made with the exception of 1st base.
   1. No contact is allowed unless the player slides.  Failure to slide on a close play may result in the runner being called out for interference.
10. If a pool-play game is suspended due to conditions (weather, lateness, etc.), and it is determined that the game cannot be completed, the team ahead after the last complete inning shall be declared the winner, or if tied, then the game will be declared a tie.  However, if the home team is batting, and has taken the lead by the time of the suspension of the game, then that inning will be counted as complete.
11. **Bracket rankings will be determined by the USSSA seeding system.**

Pool Standings Sorted on the following:

1. Winning Percentage – Descending
2. Number Wins – Descending
3. Number Loses – Ascending
4. Tied Teams (vs. each other) Winning Pct. - Descending [Not valid if all tied teams have not played each other]
5. Avg Points Allowed – Ascending
6. Avg Run Differential with a maximum of (8) – Descending
7. USSSA Points – Descending
8. Date Team Entered USSSA Database

\*\*Once past a tie breaker do not return to previous

1. Home team will be determined by the toss of a coin for Pool Play games. In bracket games the higher seed is home team, the exception is the championship game where the no loss team will be the home team.
2. The home team will be responsible for keeping the official scorebook for the game.
3. The visiting team will provide someone to operate the scoreboard during the game.
4. Each team must provide a new or lightly used game ball prior to each game
5. **IF** games are played as 1 inning shootout.  Home team to be determined by coin toss.

**15u Rules**

Teams shall play by the most current edition of the USSSA Official Rules of Softball, with the exceptions and/or additions of the following Playing Rules, which shall apply:

1. All equipment must be USSSA approved.
2. Bases are at 60 feet.
3. Pitching distance is 43ft.
4. Pool Play games are 65 Minutes;  Bracket Play games are 70 Minutes
5. No new inning will begin after 65 minutes (Pool Play) or 70 minutes (Bracket Play). An open inning does **NOT** have to be played.
   1. Ties are only broken in bracket play
      1. If a game is tied at the end of regulation time as defined above, the game shall continue into extra innings under the USSSA International Tie Breaker rule. The ITB inning shall commence with placing a runner on second base. The runner placed at second base shall be the player scheduled to bat last in the inning.  Run limit for the ITB inning shall be the same as an Open Inning.
6. Mercy rule 12 after 4 innings; 9 after 5 innings.
7. A team must have at least 8 players at game time otherwise they will forfeit (there is no grace period).
8. Infield fly rule will be in effect.
9. Dropped 3rd Strike rule is in effect.
10. Each team may play a maximum of 10 players defensively (4 outfields).
11. All players on the roster are required to bat in the lineup. Free defensive substitutions.
12. Each half-inning shall last until either 3 outs or 3 runs are recorded - whichever occurs first.
    1. Innings shall be “open “after the completion of the 3rd inning.  A game does not have to have an open inning.
    2. A team may score a maximum of 8 runs in an “open” inning.
13. A courtesy runner may **be** used for the pitcher and catcher.  The courtesy runner must be the player who made the last out.
14. Runners should slide at all bases at which a play is being made with the exception of 1st base.
    1. No contact is allowed unless the player slides.  Failure to slide on a close play may result in the runner being called out for interference.
15. If a pool-play game is suspended due to conditions (weather, lateness, etc.), and it is determined that the game cannot be completed, the team ahead after the last complete inning shall be declared the winner, or if tied, then the game will be declared a tie.  However, if the home team is batting, and has taken the lead by the time of the suspension of the game, then that inning will be counted as complete.
16. **Bracket rankings will be determined by the USSSA seeding system.**

Pool Standings Sorted on the following:

1. Winning Percentage – Descending
2. Number Wins – Descending
3. Number Loses – Ascending
4. Tied Teams (vs. each other) Winning Pct. - Descending [Not valid if all tied teams have not played each other]
5. Avg Points Allowed – Ascending
6. Avg Run Differential with a maximum of (8) – Descending
7. USSSA Points – Descending
8. Date Team Entered USSSA Database

\*\*Once past a tie breaker do not return to previous

1. Home team will be determined by the toss of a coin for Pool Play games. /In championship game higher seed.  The exception being championship game where the undefeated team will be home.
2. The home team will be responsible for keeping the official scorebook for the game.
3. The visiting team will provide someone to operate the scoreboard during the game.
4. Each team must provide a new or lightly used game ball prior to each game.
5. **IF** games are played as 1 inning shootout.  Home team to be determined by coin toss.

**IF Game “1-inning” Shootout Rules**

1. It is considered a new game.
2. The game will consist of a 1 inning shootout
3. If no winner after 1 inning, teams will continue to play a subsequent inning until there is a winner.
4. Runner @ 2nd base to start inning (last batter due up in inning)
5. 8 Run limit