

Jordan Early Summer Bash Class B/C Tournament Rules

All scores need to be brought to the tournament director upon completion of the game to by the umpire and official score card

We will be using Minnesota Softball Application for game recording and bracket placing. Please download the app or go to the site and search Jordan Early Summer Bash for tournament information.

1. All teams must check-in with completed rosters at the tournament table at least 30 minutes prior to your first game time. All NAFA/USA rules apply unless otherwise stated.
2. We will run games ahead of schedule if allowed, please ensure you are at the field an hour before your start time.
3. teams not at the field and ready to play within 5 minutes of their game start time will forfeit the game unless delay results from the previous game being delayed. All teams should be ready up to 30 minutes prior to game start. We will be playing "at will" to keep the tournament moving in case of weather delays.
4. In the event of inclement weather or other unforeseen circumstance, the tournament director has the right to adjust the format of this event. All parties will be duly notified using the Minnesota Softball app/site and tournament website.
5. The Tournament Director reserves the right to shorten the games in the event of bad weather.
6. Ball roll or coin flip determines home and visiting teams in all games as decided by your umpire. The home team will keep the official scorebook and is responsible for ensuring the umpire has the official score.
7. Pool games will have a 65-minute time limit. No new inning will start after 65 minutes. Pool games can end in a tie. The clock for a timed game will start at the first pitch. A new inning starts immediately following the third out of the previous inning.
8. All bracket games including Championship Games will have a 70-minute time limit. No new inning will start after 70 minutes.
9. The International TieBreaker rule will be used if the bracket game is tied after 70 minutes. Bracket games cannot end in a tie. The last batter will be placed on 2nd base. Starting with 1 out
10. **Tournament Brackets: The criteria for placement of teams in brackets following pool play in order of priority are: Win/Loss/Tie record, head to head competition, Points Allowed, Points Scored,**
11. All teams must bat all players and can substitute freely.
12. All protests will be settled on the field - umpire decisions are final. No appeals will be allowed to the Tournament Director

Safety

13. USA/NAFA rules require that face masks be worn by all players on their batting helmets. The Umpire-In-Chief for this tournament has advised that this rule will be strictly enforced upon all teams.
14. On deck batters will be placed to the back of the batter for safety purposes.

8U Rules

No Umpires will be supplied for this tournament for the 8U See below for umpire rules.

Equipment:

- a. 11" Softball will be used that is designated with an ASA or USA softball certification. Each team will provide and use their own balls. If a game ball is needed, please see the site director for additional balls.
 - b. Machine Pitching will be done by a Coach from the batting team using a Louisville Slugger Blue Flame 'slingshot' pitching machine.
 - c. The pitching machine will be set to approximately 30-35 mph and 35' from the home plate. Both coaches should test them out prior to the game and agree that it is working adequately. *If possible please bring your own teams pitching machine in case it is needed.*
 - d. Infield players are required to wear a defensive mask.
 - e. Batters must wear a helmet with a face mask..
2. Game play Rules:
 - a. On offense, roster batting is used (every Player must bat), but if a Player has to leave the game, this does not create an automatic out when her spot comes up to bat; just skip her spot and continue batting.
 - b. Each half-inning ends with the accumulation of 3 outs, or the maximum of 5 runs allowed being scored.
 - c. Outfielders should start at the edge of the grass for each pitch.
 3. Game Rules:
 - a. Bunting (defined as a "checked swing" with the hands separated into a bunting position) is not allowed. Checked swings are allowed.
 - b. There is no stealing of bases.
 - c. There is no leading off. Batters must stay on the base until the ball is hit. The defensive team must give a coach 1 warning. If this continues to happen after warning the runner can be called out.
 - d. There is no "Infield Fly Rule".
 - e. There is no advancing on an overthrow.
 - f. On a ball hit to the outfield, release of a throw to the infield stops runners from advancing beyond the base they were moving towards when the throw was released.
 - g. On hit ball in the in field,
 4. Batting:
 - a. Each batter gets 3 swings or 5 pitches unless the last pitch is a foul ball. The at bat will continue on a foul ball just as with all other age groups.

- b. There is no "dropped third strike" advancing to first base
 - c. There are no bases-on-balls. It is the Coach's responsibility to 'pitch strikes'; balls are not tallied.
 - d. A batter is not awarded first base if hit by a pitch.
 - e. Foul balls are unlimited.
5. Coaching
- a. Defensive coaches are allowed on the field with their team's defense.
 - b. Coaches are expected to use common sense to keep the game experience "feeling like a game"; these Coaches must position themselves in a way that they do not disrupt the play. Suggested positioning for the Coaches is behind the base paths, towards the Outfield grass.
6. Scoring
- a. Games are 5 innings or until time has expired, whichever comes first
 - b. 5 run limit per half inning
 - c. Run Rule: 11 after 3 innings, 6 after 4 innings (They can't make up the difference with the 5 run limit)
7. Umpires
- a. Home team must provide an umpire. Away team has the option of providing a 2nd umpire.
 - b. If 2 umpires: the home team umpire is the crew chief (final say) and stands behind home plate.
 - c. The away team umpire stands in the field/at the grass between 1st & 2nd or 2nd & 3rd (not obstructing the players) depending on the location of the lead runner.
 - d. Exception: if the Home team does not have an ump familiar with the rules and the coaches agree that the Away team will provide the crew chief ump
 - e. Home team is selected via ball roll from home plate by a player from each team
Closest to the machine is the home team.

10U/12U/14U Rules

1. Equipment
- a. Softballs
 - i. 10U: 11" Softball will be used that is designated with an ASA or USA softball certification. If a game ball is needed, please see the site director for additional balls.
 - ii. 12U/14U: 12" Softball will be used that is designated with an ASA or USA softball certification. If a game ball is needed, please see the site director for additional balls.
 - b. Infield players are required to wear a defensive mask.
 - c. Batters must wear a helmet with a face mask.
 - d. Pitching Rubber
 - i. 10U: Will be placed at 35' for pitching distance
 - ii. 12U: Will be placed 40' for pitching distance
 - iii. 14U: Will be placed at 43' for pitching distance
2. Offensive & Defensive Rules:

- a. On offense, roster batting is used (every Player must bat), but if a Player has to leave the game, this does create an automatic out when her spot comes up to bat per USA softball rules.
 - b. A minimum of 8 players must be on the field each defensive half-inning. If playing with only 8 players, an out will be recorded in the rotation.
 - c. 10U/12U: Each half-inning ends with the accumulation of 3 outs, or the maximum of 5 runs allowed being scored.
 - d. 14U: Metal cleats are allowed
 - e. **10U Drop 3rd strike rule not in effect during pool play games, but are in effect during the top tier championship games**
3. Scoring
- a. Inning Limit:
 - i. 10U: 5 innings or time expiration limit
 - ii. 12U/14U: 7 innings or time expiration limit
 - b. 5 run limit per half inning for 10U/12U
 - c. Run Rule:
 - i. 10U: 11 after 3 innings, 6 after 4 innings (They can't make up the difference with the 5 run limit)
 - ii. 12U/14U: 15 after 3 innings, 12 after 4 innings, 8 after 5 innings

Player and Spectator Rules

Heckling of the umpires will not be allowed. The Coach of the team whose fans violate this rule will be warned once. If the heckling continues, fans will be asked to leave the facilities. Fans not complying within two minutes will cause the forfeiture of the game to the opposing team. Coaches – please make sure your fans know of this rule prior to the tournament. Remove all trash from bench areas after each game.