

## JP Sports Fastpitch Tournament Rules

### Playing Rules:

1. Game Length
  - a. 8U to 14U will play 6 innings
  - b. 16U and above will play 7 innings
2. Batting order
  - a. The team may bat nine players with substitutions on the bench. The players may be placed in the lineup with the player in the lineup exiting the game. The starter may re-enter the game at any time of the game in the previous spot in the lineup they were originally placed.
  - b. The team may have 9-players on the field and bat 9 with the DP/Flex player in for one position player. The lineup card will consist of 10 players as the DP/Flex will bat in place of the given position. Subs will be used with the possibility of reentry for the starts in their original batting position in the lineup.
  - c. The team may bat all 9 position players with an additional 2 players. This would lead to a 9-player defensive lineup and 11 player batting lineup. If the team has subs they may be used and the reentry for starters in their original batting position in the lineup.
  - d. The team may bat all in the lineup with open with open defensive substitutions. (In the USSSA Classification- C this is the format the team must use for their lineup)
  - e. If through the game the team drops to below 9 players, due to injury, ejection, or player having to leave. The team will take an out at that spot in the lineup. (If in the USSSA Classification- C this rule will not be enforced)
3. Pitching Rules
  - a. JP Sports Management won't be involved in pitch counts or innings for pitchers.
  - b. JP Sports ask for managers and coaches to be responsible with pitchers.
  - c. JP Sports will follow USSSA rules on illegal pitch, illegal delivery, and warm-up pitchers. (In the case of a pitching injury the pitcher entering the game will be given 10 warm-up pitches)
4. Bat Restrictions
  - a. Bat restrictions will go under the Equipment rule of USSSA with USSSA approved bat under 10.D with a 1.20 BPF.
  - b. Any bats that are modified or deemed illegal will be an out for the at-bat and the bat will be dismissed from the game. If the bat is used in multiple games the coach will be subject to ejection.
5. Time Limits

- a. All game lengths will be 70 minutes with no inning starting after the time has expired.
- b. The game clock will start at the time of the first warm up pitch by the home team.
- c. The clock will be a running clock with no stoppage in any event.
- d. Games may be started up to 30 minutes prior to scheduled time. Please have your team at the game 30 prior to game time.
- e. Tournament Director reserves the right to modify the time limit in the event of weather or unforeseen circumstances.
- f. In the instance to keep the game on time all teams will be allowed a courtesy runner for pitchers and catchers. The runner will be the last recorded out if you are batting a continuous lineup or a sub if you have players on your bench. (This is optional for the coach to speed up the game)

6. Mercy Rule

- a. Mercy rule shall be 10 runs after 3, 8 runs after 4, and 6 after 5.
- b. Mercy rule is in effect for all games including championship games.

7. Base Distance/ Pitching Distance

Age	Base	Pitching
8U	60 Feet	35 Feet
10U	60 Feet	35 Feet
12U	60 Feet	40 Feet
14U	60 Feet	43 Feet
16U	60 Feet	43 Feet
18U	60 Feet	43 Feet

8. Ball Dimensions

- a. Teams will provide 2 game balls for the weekend and JP Sports will provide the game balls after.
- b. Each game JP Sports will provide 4 game balls for the umpires.
- c. The ball dimension for 10U and below are 11 inch balls.
- d. The ball dimension for 12U and above are 12 inch balls.

9. 8U Additional Rules

- a. No base stealing.
- b. An at-bat will consist of 5 pitches with 3 swings making for strikes. There will be no walks at this age.
- c. Players may not leave the base until the ball has left the coach's hand.
- d. Two defensive coaches will be allowed on the field, but must be behind the infield arc.
- e. There will be no infield fly at 8U.

10. Extra Innings

- a. If the game still has time on the clock the teams may play out the extra inning until time expires. All pool play games can end in a tie.
- b. If in a bracket play game is in a tie after the regulation time, the batting team will place the last out of the previous inning on second to start the inning with one out already recorded.

#### 11. Intentional Walks

- a. The coach will notify the umpire they are walking the player and the umpire will place the batter at first base. (The rule only applies to 14U ages and lower)