



2019 NJ Heat “Eye of the Storm” Tournament Rules of Play



USA Softball RULES APPLY EXCEPT AS OTHERWISE SET FORTH FOR 8U AND 10U DIVISIONS

Safety Rules as required by USA Softball.

- ALL BATTING HELMETS MUST HAVE APPROVED NOCSAE FACEMASKS.
- Helmets must be worn at all times by runners while on the field including running back to the dugout.

Courtesy Runners may be used for the catcher and pitcher at any time.

- Courtesy Runner should be used for Catchers with 2 outs to speed up play.
- Courtesy Runner must come from the bench (any player not in game) or last batted out (in that order).
- Courtesy Runner(s) must be different for pitcher and catcher within the same inning.

Player Line Ups:

- EP (extra player) may be used with a maximum of 11 players in the batting order with “free” defensive substitution amongst the 11 “batting” players fielding only 9 players.
- DP/FLEX rule may also be used in addition to the EP above and will follow USA Softball rules regarding such.

Game Length & Time:

- Home team decided by coin flip. The team that traveled furthest distance will call.
- Seven (7) Inning games (except for the 8U and 10U Divisions, which will be six (6) Innings).
- Saturday Pool Play: **No new inning may begin after 1 hr 20 min and teams will finish the batter at 1 h 35 min**
 - If you reach the drop dead time, the score will revert to the score of the last completed inning unless the home team has tied or gone ahead, in which case, those runs will count.
- Saturday Pool Play games can end in a tie. If time permits use International Tie Breaker.
- International Tie Breaker will be used on all Sunday Games beginning in last inning after regulation.
- Sunday Elimination, Quarter Finals and Semi-final games: no new inning may begin after 1 hour and 20 minutes. No drop dead time, finish the inning, must have a winner.
- Sunday Final Games: no time limit; play out full seven (7) innings (6 for 8U & 10U). Unless Run Ahead Rule comes into effect.
- No "stalling" tactics are allowed in the final 10 minutes. If an umpire determines a team to be stalling, time will be added to the game clock. If the umpire determines a team continues to stall, that team will forfeit the game. Show sportsmanship and let the game be decided by the girls on the field.

Run Ahead Rule for 12U and 14U:

12 runs after 3 innings; 10 runs after 4 innings; 8 runs after 5 innings



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8U Division Exception Rules:

- Six (6) Inning games.
- Pitching Distance shall be 35 feet.
- Ten (10) Players in the field with Four (4) Outfielders [LF-LC-RC-RF]. **No “Short Fielder” is allowed, must be on outfield grass when pitched.**
- Teams may bat up to their entire roster, risking an out for any injured player who cannot come to bat (no DP/FLEX rule or EP rule). There will be free defensive substitution if batting the entire roster.
- No Dropped Third Strike. No “Slap” Bunting (fake then swing away or slap).
- No Infield Fly
- No Leading/Leaving the base until the pitch crosses home plate. No Stealing of any base.
- Coaches pitch to their own team. Batting Coach may stand behind umpire to retrieve ball and instruct batter.
- If batted ball hits Coach at any time in the field, **it is an out** and runners return to their previous base.
- Pitchers (player) must remain with one foot in circle during pitch delivery. Ball is dead once in control of pitcher in circle.
- Runners return to previous base if not past ½ way mark before pitcher has control in circle.
- Six (6) pitches per batter with no walks but batter may strike out. If 6th pitch is fouled, then batter gets another pitch until batter strikes out or hits ball in play.
- Five (5) runs maximum allowed per inning. Unlimited runs in the 6th inning allowed (must be the 6th inning, not the called last inning).
- **Run ahead rule – 15 after 3, 10 after 4, 8 after 3**

Sunday Seeding

Seeding will be based on the following:

- Total Points (2 points for win, 1 point for ties, 0 points for loss)
- In the event of a tie:
 - Head to Head if only 2 teams are tied
 - Total runs allowed
 - Total runs scored
 - Coin flip