



Warren Hunterdon USA Softball New Jersey Tournament Rules



of New Jersey

USA Softball Rules Govern this Tournament

of New Jersey

1. Teams should be in full uniform. Shirts must match in color and logo and must have numbers.
2. Submit your line-up cards to the plate umpire. Line-Up Cards: List first initial and last name of players, along with position, and number. Substitutes should be listed on the very bottom or back of card. **Report all changes to the plate umpire.**
3. U.S.A. Softball courtesy runner rule applies. We will be using pool play rules. Any player can be a courtesy runner; we encourage you to use bench players. Please know the rule or ask an umpire.
4. Pitching distance 14U and older is 43' using a 12" ball. 12U teams will pitch from 40' using a 12" ball. 10U teams will pitch from 35' using an 11" ball.
5. U.S.A. Softball Blood Rule will be enforced. Bring medical kits and extra shirts and shorts/pants.
6. Game Time begins immediately following the pre-game coaches/umpires meeting. Clock stops only for injuries.
7. No infield/outfield practice after the first inning. There will only be three (3) pitches or one minute from last out before the start of the next half inning.
8. Metal spikes are allowed for 14U+ age groups. 10U and 12U are not allowed metal cleats.
9. Exposed jewelry which is judged by the umpire to be dangerous must be removed
10. **BATTING:** One (1) of the following three (3) choices must be declared prior to having the line-up card accepted.
 - A: You can bat a straight NINE (9) player offense.
 - B: You can use the DP/Flex.
 - C: You can bat 10, 11, 12, or entire bench, with any nine (9) playing defense. When using this option, you may rotate defense players at any time. Batting order will always remain the same. USA softball shorthanded rule applies equally for however many batters you are batting. Dropped players, compress line-up, except for ejections.
10. Home / Away Team will be decided by a coin toss. Umpire will decide which team will call coin toss. Teams' choice.
11. **INTERNATIONAL TIE-BREAKER:** In tie games the tie-breaker will begin in the top of the eighth inning.
12. **TIME LIMIT: Finish the batter 1:20. Score at 1:20 will stand, will not revert back. (Saturdays and Friendlies)**
 - A) Home team does not bat if ahead at the end of the top half of an inning (visitors at bat), between 1:15 and 1:20. The game is over.
 - B) *Whether it's one (1) new inning, no new inning, or a tie-breaker inning, it is all at the discretion of the umpires, and their decision is final.*
 - C) Saturdays and Friendlies, we can end in a tie.
13. **RUN AHEAD RULE:** Home team always bats last if behind:

15 Runs after three (3) Innings; 12 Runs after four (4) Innings; 8 Runs after five (5) Innings.

Sunday Single Elimination Rules for 2 Day Tournaments

 - (A) Higher seed will have choice for home or away in all games.
 - (B) Run Ahead Rule Applies.
 - (C) No new innings will begin after one hour twenty (1:20) minutes.
 - (D) If the game is tied at the end of a complete inning at or near the one hour fifteen mark (1:15), then complete tie-breaker innings will be played, until there is a winner, regardless of inning or time.
 - (E) Clock stops for injuries only.
 - (F) For the **Championship Game** there will be 1:30 time limit, no new innings will begin after one hour thirty (1:30) minutes. the Run Ahead Rule, and International Tie-Breaker Rules apply. (ITB begins in the top of the 8th Inning).

Seeding for final round:

1. Won-Loss-Tie Record; 2. Fewest Runs Allowed; 3. Head-to-Head 4. Most Runs Scored 5. Coin Flip.

Notes:

- No batting practice or infield practice on the diamonds for any game.
- If catchers are not scheduled to bat, at the minimum, keep the shin guards on
- Any player or coach ejected will sit out next game, and possibly subject to further penalty upon review.