* 14 player roster max (must be regular season roster player) Community Travel or C Level Club Teams
* 75 minute games Finish the inning (Drop Dead 85 min)
* Pool Play June 27th & 28th | Bracket Play - June 29th - Single Elimination
* Guaranteed 3 games (2 pool play and 1 bracket)
* Coaches must report their final score to the link provided by the league.
* Managers should have all birth certificates available as they must be provided upon request by the tournament director. Challenges of a player’s age need to be made by a head coach by contacting the tournament director. The reasonableness of these requests will be determined at the sole discretion of the tournament director who will take necessary steps if appropriate.
* We will play by USA softball rules and the general rules of the Western Reserve Fastpitch League with the modifications below. Some of the general rules are summarized below.

**General Playing Rules**

* Batting order – Pool Play-All ages will use a continuous batting order, in which all players who show up for a game are placed in the batting order. Exception: Team may bat equal to opponent’s lineup.
* All Subs must have an at bat and play 2 innings in the field. That must occur by the 4th Inning. For bracket play, a team may have the option of batting all of their players or batting 10 (9 field position and a DH/EH) and having subs, bat equal to the roster of other team or play with DH/flex.
* Lineups must be exchanged between teams prior to the start of each game.
* Home/Away Teams for pool play will be determined by a bocce roll from the batter’s box to the pitcher’s mound. Each team will send 1 representative immediately after the manager’s meeting with the umpire. The selected players will roll a softball with the closest softball to the pitching rubber winning their team the home/away choice.
* During bracket play, the higher seed will be the home team.

**Number of players in the field:**

* 10U – 10 players in field, minimum of 8 players, forfeit if 7 or less players
* 12U/14U/18U – 9 players in the field, minimum of 8 players, forfeit if 7 or less players.

**Maximum runs per inning:**

* 10U – 5 runs per half inning
* 12U – 6 runs per half inning
* 14U/18U -- 7 runs per half inning
* Mercy Rule – 12 runs after 4 innings, 8 runs after 5

**Distances – bases and pitching**

* 10U – 60 foot bases, 35 foot pitchers rubber
* 12U-- 60 foot bases, 40 foot pitchers rubber
* 14U/18U – 60 foot bases, 43 foot pitchers rubber

Courtesy runner - The last batted out may serve as a courtesy runner for the pitcher or catcher of record at any time.

**Rules specific to 10U only:**

* No dropped third strike
* No infield fly rule
* Steals of third base permitted
* Only one (1) stolen base per pitched ball. In the event the ball is overthrown by the catcher when attempting to “throw-out” a baserunner that is stealing, such baserunner may Not advance to an additional base.
* Only one successful steal of home per 1⁄2 inning
* Only one successful steal of second per 1⁄2 inning
* No continuous walk
* 6 innings is a completed game
* No Delayed Steal
* The ball is considered “Dead” when the catcher is throwing the ball back to the pitcher.
* All baserunners are subject to being “picked-off/thrown-out” by the defensive team regardless if the baserunner is “allowed/not allowed” to steal a base (i.e. once a team has achieved its “successful” steal(s) of second base and/or home, the defensive team may still attempt to “pick-off” the base runner leading-off the base without further liability of the baserunner advancing to an additional base).
* In the event a baserunner “successfully” steals a base when rules prohibit such advancement, the ball will be considered “dead” and baserunner(s) must return to their original base.
* 9-out limit per pitcher per game.

**Time Limits**

* For all games, teams should be ready to play 15 minutes prior to their scheduled game time in case the prior game is completed early.
* Umpire will announce the start time when the home team takes the field in the first inning.
* Games will be 75 minutes, finish the inning. Drop Dead time of 85 minutes in Pool Play. If drop dead time limit is reached, the game reverts back to the last completed inning. If the 75 minute mark is reached during the bottom half of an inning while the home team is leading, the game will be considered finished at that point.
* The next inning is considered started at the completion of the third out of the previous inning. So, if the third out is made at the 74 minute mark, one more inning will be played. If the third out is made at the 75 minute mark, the game will be considered complete.
* The Umpire will keep the official time.
* Pool play games can end in a tie.

**Bracket Play**

* Home team will be the higher seeded team.
* Umpire will announce the start time when the home team takes the field in the first inning. Same time limits apply as pool play games except there will be no drop dead time limit in bracket play. After 75 minutes, the current inning will be continued until conclusion or until the home team has taken the lead.
* If the game is tied when the final inning is completed, we will go to international tie breaker rule for one inning (last batter from previous inning starts at 2nd base, no outs). If still tied, game will be decided by following tie-breakers, except for the Championship game, which will continue with the international tie breaker rule until a winner is decided.
	+ - # of runners that reached third base
		- # of runners that reached second base
		- # of runners that reached first base
		- Coin flip

**Seeding for Bracket Play**

* Win/loss record in pool play will be the primary determinant for seeding. For teams with identical records in pool play, seeding for bracket play will be decided by the following tie-breakers:
	+ - Head-to-head result (if teams played in pool play)
		- Your “runs against” from pool play
		- Coin flip

**Upon completion of each game, the coach of the winning team should report the final score by using the final score link. Please verify the final score with both score keepers prior to sending results.**

**Conduct**

* **Unsportsmanlike conduct of any kind by Umpires, Managers, Assistant Coaches, players or spectators will not be tolerated.**
* **Profanity or misconduct by a player, coach, manager or fan will not be tolerated and may result in his or her ejection from the game and dismissal from the tournament.**
* **Any adult (Manager, Assistant Coach or spectator) who is ejected from a game must leave the playing area and move to the parking lot before play resumes. Any player or child who is ejected may remain in the playing area as long as she is silent.**

**If no games are played an 80% refund will be issued.**

UMPIRE DECISIONS ARE FINAL. THERE ARE NO PROTESTS. IF THERE IS AN ISSUE REGARDING AN INTERPRETATION OF A TOURNAMENT RULE PLEASE FIND OR CONTACT HEATHER RINK (216-246-9218) – TOURNAMENT DIRECTOR – TO ADDRESS THE ISSUE BEFORE GOING ANY FURTHER.