

GFABSA Tournaments

Tournament Rules:

1. **IF Necessary:** GFABSA Tournament Directors may amend any rule, schedule, diamond location, game format, or combine age brackets as they deem necessary.
2. **Home Team:** The home team is determined by a coin toss during pool play. Once your team is seeded, the higher seed is the home team during bracket play. This also includes Championship Games.
3. **Pitching Distances:**
 - a. 13u and older: 43 feet
 - b. 11u and 12u: 40 feet
 - c. 8u, 9u, 10u: 35 feet
4. **Pitching Circle:**
 - a. A pitcher is considered inside the circle when both feet are inside the line, including when both feet are on the line.
 - b. Circle Size:
 - i. The diameter for the pitching circle is 16 feet, centered around the pitching rubber.
 - c. Pivot Foot:
 - i. The pitcher's foot must be in contact with the pitcher's plate or ground until the pitcher steps toward home plate.
5. **Softball Size:**
 - a. 12u and older: 12-inch softball
 - b. 10u and younger: 11-inch softball
6. **Innings Played and Time Limits:**
 - a. All games will consist of six (6) innings or seventy five (75) minute time limit
 - i. No inning shall start after the time limit
 - b. 90 MINUTES time limit for all Championship games unless ruled on by site manager.
7. **Malicious Contact:** At any base is forbidden (umpire's discretion).
8. **Mercy Rules:**
 - 12 after 3 innings (home team bats if behind).
 - 10 after 4 innings (home team bats if behind).
 - 8 runs after 5 innings (home team bats if behind).
9. **Cleats:**
 - 13u and older - metal cleats are allowed.
 - 8u-12u - NO METAL CLEATS

10. 8u, 9u, and 10u SPECIFIC RULES:

- a. Teams shall play with 4 outfielders and 10 players on the field and in the lineup (minimum of 10). All other divisions will use the regular number of outfielders.
- b. Run limit of 5 runs per inning
 - i. Last inning is unlimited
- c. No infield fly
- d. No drop 3rd strike (batter is out but the ball remains live)
- e. Bat 10 ONLY or Bat EVERYONE
 - i. Teams that bat everyone that is available will be able to use FREE SUBSTITUTION

11. Courtesy Runner: You may use a courtesy runner for a pitcher or catcher at any time. This must be someone from your bench OR if you're roster batting it would be your last recorded out.

12. Baserunning:

a. Leaving the base:

- i. Runners in 9u and older divisions can leave their base once the pitcher releases the ball.
 1. Stealing is allowed
- ii. Runners in 8u and below divisions, runners may leave their base when the ball reaches the batter.

b. Pitcher in possession of the ball in the circle: If the pitcher has the ball in the pitching circle and is not making a play, runners must immediately attempt to advance or retreat to their previous base. This means within three seconds, and failure to do so will result in the runner being called out. Runners can attempt to advance once per play or pitch.

13. Reporting Scores: Each coach is required to confirm the score with the site manager at the end of each game, within 10 minutes of game completion. Score discrepancies will revert to the scorebook of the home team. It is your scorekeeper's responsibility to ensure accurate scores are kept on an inning by inning basis.

14. Completed Game: For poor weather purposes a game is complete after 3 innings are completed regardless of age.

15. Pregame Warm-Up: All pregame warm up is to take place off the field. No pregame warm-up is allowed on the infield. Teams will forfeit the game if caught. Team need to be ready **30 MINUTES** before their scheduled start time.

16. Point System For Tournament: (2) points for a win, one (1) point for a tie. Tie Breakers;

- Wins-Loss Record
- Head to Head (Only If 2 teams Tied)
- Fewest Runs Allowed
- Run Differential (max 8 runs per game)
- Runs Scored
- Coin Flip

17. **Batting Order and Extra Players:** Teams have the following options for the batting lineup:
- a. 9 players in the batting order, with each player playing both offense and defense.
 - b. DP/FLEX (Designated Player/FLEX) Option:
 - i. A team can designate a player to bat for another player (the FLEX).
 - ii. The DP can bat anywhere in the lineup from 1-9.
 - iii. The FLEX player is listed in the 10th spot on the lineup card and can play defense but not bat in that position.
 - iv. The FLEX can only bat in the DP's position if the DP is removed from the game.
 - c. Extra Player (EP) Option:
 - i. A team can choose to bat an extra player (EP) in addition to the nine players.
 - ii. Any nine players can play defense.
 - iii. The EP can be placed anywhere in the batting order.
 - d. Combination of DP/FLEX and EP:
 - i. A team can use both the DP/FLEX and EP.
 - ii. This allows for up to 11 players in the lineup, with 10 batting and any 9 playing defense, with the FLEX player always playing defense.
 - e. A continuous batting order. All players on the lineup card are in the batting order. If a player arrives late, he will be added to the bottom of the lineup. Teams using this option will follow a free substitution strategy.
 - f. A team must declare their lineup choice before the game begins.
 - i. Once a lineup is submitted, it becomes official after being exchanged, verified and accepted by the plate umpire.
 - ii. A player can re-enter the game once, but can only occupy one spot in the batting order.
 - iii. If a player leaves the lineup and the team has no substitutes, an out will be taken when that spot in the order is due to bat.
18. **Injury:**
- a. In the event of an injury and the team DOES NOT have a substitute player; if the player is not able to bat they can be skipped once without taking an out. Once skipped, they are NOT able to reenter the game. Each following at bat will result as an automatic out.
19. **Player Count:** Team can play with as few as 8 players without taking an automatic out in the batting order. Anything lower than 8 is an automatic out in the batting order.
20. **Protest fee:** is \$100, this fee will be returned if the protest is upheld. Once the umpire stops the game the site manager will come and make the final decision.

Eligible Age of Players

Players must not reach the next higher age prior to January 1, 2026.

High School Division Eligibility – Players must be eligible to play 18u or lower.