

Teams should report to the assigned field at least 1/2 hour before game time.

IN POOL PLAY - Home Team/Visitor will be determined by coin flip. IN BRACKET PLAY The Higher Seed is the Home Team. HOME TEAM IS THE OFFICIAL BOOK.

NFHS RULES APPLY IF NO SPECIAL RULES INTERCEED.

NO PROTESTS!!!!!!

NO INFIELD BALLS DURING THE GAME AFTER THE 1 ST INNING.

Starting Pitcher will be allowed 5 warm up pitches her first inning & 3 warm up pitches thereafter. All new pitchers will be awarded the same.

ALL POOL PLAY GAMES will be 75 MIN (DROP DEAD, no revert).

IN POOL PLAY, if a Game ends in a TIE, It is recorded as a TIE).

During Pool and Bracket games there will be FREE defensive substitutions, if you elect to Roster Bat. If not roster batting all substitution rules apply.

Teams are responsible for trash collection of dugouts following their game.

Run Rule: 10 Runs After 3 Innings, 8 Runs after 4 Innings, and 6 Runs after 5 Innings.

TIE BREAKERS FOR SEEDING OF BRACKET PLAY:

1). Record, 2). Head to Head, 3). Runs Allowed, 4). Run Differential (recorded as a 10 Run Max/Game) , 5). Runs Scored.

Courtesy Runner can be used: A Courtesy Runner MAY be any Eligible Substitute who has not been in the game; if Roster Batting, the courtesy runner will be last out, but if said player is on base at the time of their scheduled at bat, they are declared out.

BRACKET PLAY RULES

GAME TIMES ARE 75 MINUTES FINISH THE INNING & NO NEW INNING AFTER 75 MIN.

Run Rule: 10 Runs After 3 Innings, 8 Runs after 4 Innings, and 6 Runs after 5 Innings.

The International Tie Breaker will be used in cases of ties when 7 innings have been completed or the time limit has expired, whichever comes first. The base runner is the last batter to make an out in the previous inning. At least one full inning is played, allowing each team the same chance to score. If the score remains tied, the same process is used in each inning until a victor emerges.

SPORTSMANSHIP

Coaches are responsible for their coaches, fans, and players. In case of disruptive fans, Coaches will be asked to take care of the situation, the second time the fan and coach will be ejected from the game. The coach will be allowed to coach next game, the fan will be asked to leave for the remainder of the event. If the fan and/or coach refuse to leave within 60 seconds, the umpire/tournament director/UIC may forfeit the game. In cases of fighting, the participants will be ejected for the remainder of the event immediately.