

# FASTPITCH TOURNAMENT RULES

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## Playing Rules:

### 1. Game Length

- a. 8U to 14U will play 6 innings
- b. 16U and above will play 7 innings

### 2. Batting order

The LCAB courtesy runner is determined at the time the courtesy runner is requested, skipping batters 1. currently on base, 2. who are the pitcher or catcher of record, or 3. who have already courtesy run for the other position in the same inning. In the first inning, if no eligible substitutes are available to courtesy run, the LCAB courtesy runner shall be the person furthest away in the batting order (i.e., the LCAB courtesy runner for the leadoff batter is the last batter listed in the lineup).

PLAYERS A team shall consist of at least nine players, whose positions shall be designated as; (1) Pitcher, (2) Catcher, (3) First Baseman, (4) Second Baseman, (5) Third Baseman, (6) Shortstop, (7) Left Fielder, (8) Center Fielder, (9) Right Fielder. In addition, a team may optionally include a DP/FLEX and/or up to two Additional Players (APs). The maximum number of players in the lineup is 12; the maximum number of batters in the batting order is 11.

A team must have the required number of players present in the dugout or team area to start or continue a game. B. The team's lineup card shall include first name, last name, jersey number, position and batting order of each starting player and should include each eligible substitute. First and last name of eligible player takes precedence over jersey number if there is a discrepancy on the lineup card. All listed starters must be present in the team area. Lineups become official after they have been exchanged, verified and then accepted by the Plate Umpire during the pregame conference

### 3. Pitching Rules

- a. JP Sports Management won't be involved in pitch counts or innings for pitchers.
- b. JP Sports ask for managers and coaches to be responsible with pitchers.
- c. JP Sports will follow USSSA rules on illegal pitch, illegal delivery, and warm-up pitchers. (In the case of a pitching injury the pitcher entering the game will be given 10 warm-up pitches)

### 4. Bat Restrictions

- a. Bat restrictions will go under the Equipment rule of USSSA with USSSA approved bat under 10.D with a 1.20 BPF.
- b. Any bats that are modified or deemed illegal will be an out for the at-bat and the bat will be dismissed from the

game. If the bat is used in multiple games the coach will be subject to ejection.

## 5. Time Limits

- a. All game lengths will be 70 minutes.
- b. The game clock will start at the time of the team meeting at the plate being over.
- c. The clock will be a running clock with no stoppage in any event.
- d. Games may be started up to 30 minutes prior to scheduled time. Please have your team at the game 30 prior to game time.
- e. Tournament Director reserves the right to modify the time limit in the event of weather or unforeseen circumstances.
- f. In the instance to keep the game on time all teams will be allowed a courtesy runner for pitchers and catchers. The runner will be the last recorded out if you are batting a continuous lineup or a sub if you have players on your bench. (This is optional for the coach to speed up the game)

## 6. Mercy Rule

- a. Mercy rule shall be 10 runs after 3, 8 runs after 4, and 6 after 5.
- b. Mercy rule is in effect for all games including championship games.

## 7. Base Distance/ Pitching Distance

Age	Base	Pitching
8U	60 Feet	35 Feet
10U	60 Feet	35 Feet
12U	60 Feet	40 Feet
14U	60 Feet	43 Feet
16U	60 Feet	43 Feet
18U	60 Feet	43 Feet

## 8. Ball Dimensions

- a. Teams will provide 2 game balls for the weekend and JP Sports will provide the game balls after.
- b. Each game JP Sports will provide 4 game balls for the umpires.
- c. The ball dimension for 10U and below are 11 inch balls.
- d. The ball dimension for 12U and above are 12 inch balls.

## 9. 8U Additional Rules

- a. No base stealing.
- b. An at-bat will consist of 5 pitches with 3 swings making for strikes. There will be no walks at this age.
- c. Players may not leave the base until the ball has left the coach's hand.
- d. Two defensive coaches will be allowed on the field, but must be behind the infield arc.
- e. There will be no infield fly at 8U.

## 10. Extra Innings

- a. If the game still has time on the clock the teams may play out the extra inning until time expires. All pool play games can end in a tie.
- b. If in a bracket play game is in a tie after the regulation time, the batting team will place the last out of the previous inning on second to start the inning with one out already recorded.

## 11. Intentional Walks

- a. The coach will notify the umpire they are walking the player and the umpire will place the batter at first base (The rule only applies to 14U ages and lower)

## 12. Batter's Box-Turf Fields

- a. If playing on a turf field, the umpire has the discretion on a batter being out of the box. JP Sports will work with the field staff on adding an "out of the box line" in front of the batter's box to mark the end of the box (towards the pitcher). If the field does not have a line indicating the front of the batter's box, it will be the umpire(s) discretion on whether the batter was out of the box or not.

## 13. Refund Policy

### a. Tournament Withdrawal Policy

- i. JP Sports will provide a full refund minus a \$150 withdrawal fee for any team withdrawing from tournaments up to 14 days prior to the scheduled start of the event.
- ii. Tournament withdrawals inside of two weeks from the start date forfeit all tournament fees.
- iii. No withdrawal refunds are eligible for JP Sports Turf Tournaments. These tournaments sell out quickly and space is limited.
- iv. No withdrawal refunds once a tournament is sold out.

### b. Rainout Policy

- i. 0 games started = Full refund minus \$100 administrative fee.
- ii. 1 game started = 50% refund of tournament entry and 50% refund of prepaid gate (if tournament has prepaid gate). No refund of spectator admission if taken at the park.
- iii. 2 games started = No refunds.
- iv. JP Sports will do their best to issue refunds within 90 days. It may take up to 180 days in some instances.

- v. Teams may transfer to another tournament with no money lost. In the event the tournament they are transferring to cost more the team will be responsible for the extra cost.
- c. Act of God/ Illness Policy
- i. Any Act of God or Illness Cancellation will result in a \$100 administrative fee kept by JP Sports. This goes for any tournaments cancelled due to local or national government rules and guidelines.
  - ii. Teams can transfer to another event during the calendar year.
  - iii. The fee is subject to change without notice.
- d. Lack of participation by teams will result in a full credit in future JP Sports tournament.