

8U NIT Tournament Rules

Starting and Ending the Game

- ◆ Fields have 60' bases and a 30' pitching rubber.
- ◆ When thunder is heard or lightning is seen, play **MUST** be suspended for at least 30 minutes before resuming play. Any subsequent thunder or lightning starts a new 30-minute delay. No additional playing time is added due to a weather delay. Time limit rules still apply.
- ◆ Time limit shall be 75 minutes. No new inning shall start after the time limit expires or after 7 innings. Pool play can end in a tie. In bracket play, if the game is tied after 7 innings or time has expired, the next inning shall begin following international tie breaker rules.

International tie breaker: The last batter from the previous inning begins on second.

Batting/Offensive Rules

- ◆ Bat to 3 outs or 5 runs, whichever comes first.
- ◆ NO stealing.
- ◆ Two Offense Options
 1. Coach pitches to their own players, bringing the tee out after 5 pitches (30' mound).
 2. Player pitches from 30' in simple Power X stance or full motion throwing three pitches to the opposing batter, then coach gets three pitches. Tee comes out if no fair ball contact (adult may be behind catcher to keep game moving).
- ◆ If a player hits a batter while pitching, their pitching time for that offensive at bat will end, and the coach will pick up the pitch count with no more than six pitches total (i.e.. Player hits batter at pitch count 2, coach may pitch 3/4/5/6, tee will come out after the sixth pitch in the offensive at bat).

Defensive Rules

- ◆ Maximum of 12 players on the field, but in the infield please only have kids in the actual positions (1B, 2B, 3B, SS, P, C) and then everyone else can play in the outfield. It is recommended for teams to play with 10 players in the field and make defensive switches during an inning at their own quick discretion. Teams may play short.

- ◆ Teams playing defense may have coaches out on the field with them keeping the players focused and in the right positions.

- ◆ Once the ball is in the pitcher circle, the play is dead and runners may not advance any further.

Equipment

- ◆ All bats shall bear the USA Softball logo signifying that the bat meets USA Softball Standards.

- ◆ Shoes with metal cleats or spikes shall not be worn by players, managers, coaches or umpires.

- ◆ Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible.

- ◆ Batting helmets need to have a cage or face mask on the helmet.

10U NIT Tournament Rules

Starting and Ending the Game

- ◆ Fields have 60' bases and a 35' pitching rubber.
- ◆ The 8-run rule is in effect after three innings. If the home team is ahead by 8 or more runs after the top of the fourth inning, the game is over.
- ◆ Maximum of five runs per inning. If a play results in multiple runners scoring beyond the limit of five runs, only five runs may be counted.
- ◆ Time limit shall be 75 minutes. No new inning shall start after the time limit expires or after 7 innings. Pool play can end in a tie. In bracket play, if the game is tied after 7 innings or time has expired, the next inning shall begin following international tie breaker rules.

International tie breaker: The last batter from the previous inning begins on second.

- ◆ When thunder is heard or lightning is seen, play **MUST** be suspended for at least 30 minutes before resuming play. Any subsequent thunder or lightning starts a new 30-minute delay. No additional playing time is added due to a weather delay. Time limit rules still apply.
- ◆ Time limit shall be 75 minutes. No new inning shall start after the time limit expires or after 7 innings. Pool play can end in a tie. In bracket play, if the game is tied after 7 innings or time has expired, the next inning shall begin following international tie breaker rules.

International tie breaker: The last batter from the previous inning begins on second.

Playing Time

- ◆ At most four outfielders **MUST** be positioned in the grass.
- ◆ Mandatory use of continuous batting order, meaning all players will always be in the batting lineup. Players with a defensive position are not required to be in the first nine batting spots. The batting order may not change during the game.

Batting/Base Running

- ◆ Batters shall not run on a dropped third strike. The batter is out even if the pitch is not caught.

- ◆ Runner can advance on a wild pitch or passed ball. Runner may advance once base per pitch, stopping at third. Any wild pitch or passed ball with a runner at third shall not score the runner. There are no straight steals.
- ◆ Runners shall not advance on an overthrow from the catcher to the pitcher, or from the catcher on a steal.
- ◆ On a batted ball in play, runners may advance at their own discretion on any overthrow.
- ◆ There is no “must slide” rule. However, a runner is called out if they do not attempt to get around a fielder who has the ball and is waiting to make the tag. NO PLOWING!
- ◆ No head-first slides when advancing to a base. The runner shall be called out. Head-first slides are allowed if a player is going back to a base.
- ◆ At any point in the game, a courtesy runner may be used for the pitcher or catcher of record. Which shall be the furthest available batter. Or a player from the bench.

Pitching Regulations

- ◆ Batters will not advance to 1st base after 4 balls, with a coach completing the AB. The coach will maintain the strike count.
- ◆ The coach will stand in line with the mound when pitching. It is strongly encouraged for coaches to try and throw the ball on a line as much as possible.
- ◆ A batter will advance to 1st base when hit by a pitch **other than by the coach**. Players cannot advance on a wild pitch on coach pitch.
- ◆ A coach or a player off the bench may warm up the pitcher. Any player warming up a pitcher must wear a mask.

Equipment

- ◆ All bats shall bear the USA Softball logo signifying that the bat meets USA Softball Standards.
- ◆ Shoes with metal cleats or spikes shall not be worn by players, managers, coaches or umpires.
- ◆ Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. Medical alert bracelets or necklaces are not considered

jewelry. If worn, they must be taped to the body so the medical alert information remains visible.

- ◆ Batting helmets need to have a cage or face mask on the helmet.

12U NIT Tournament Rules

Starting and Ending the Game

- ◆ Fields have 60' bases and a 40' pitching rubber.
- ◆ The 8-run rule is in effect after five innings. If the home team is ahead by 8 or more runs after the top of the sixth inning, the game is over.
- ◆ Time limit shall be 75 minutes. No new inning shall start after the time limit expires or after 7 innings. Pool play can end in a tie. In bracket play, if the game is tied after 7 innings or time has expired, the next inning shall begin following international tie breaker rules.

International tie breaker: The last batter from the previous inning begins on second.

- ◆ Maximum of five runs per inning. If a play results in multiple runners scoring beyond the limit of five runs, only five runs may be counted.
- ◆ When thunder is heard or lightning is seen, play **MUST** be suspended for at least 30 minutes before resuming play. Any subsequent thunder or lightning starts a new 30-minute delay. No additional playing time is added due to a weather delay. Time limit rules still apply.
- ◆ Teams may only have 9 players on the field.
- ◆ Mandatory use of continuous batting order, meaning all players will always be in the batting lineup. Players with a defensive position are not required to be in the first nine batting spots. The batting order may not change during the game.

Batting/Base Running

- ◆ Batters can run on a dropped third strike.
- ◆ Stealing is allowed. Runners may advance on a passed ball or wild pitch.
- ◆ Runners may advance on an overthrow from the catcher to the pitcher, or from the catcher on a steal.
- ◆ At any point in the game, a courtesy runner may be used for the pitcher or catcher of record. Which shall be the furthest available batter. Or a player from the bench.

Pitching Regulations

- ◆ Batters may advance to 1st base after 4 balls and may advance to 1st base when hit by pitch.

Equipment

- ◆ All bats shall bear the USA Softball logo signifying that the bat meets USA Softball Standards.
- ◆ Shoes with metal cleats or spikes shall not be worn by players, managers, coaches or umpires.
- ◆ Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible.
- ◆ Batting helmets need to have a cage or face mask on the helmet.

14U NIT Tournament Rules

Starting and Ending the Game

- ◆ Fields have 60' bases and a 43' pitching rubber.
- ◆ The 8-run rule is in effect after five innings. If the home team is ahead by 8 or more runs after the top of the sixth inning, the game is over.
- ◆ Time limit shall be 75 minutes. No new inning shall start after the time limit expires or after 7 innings. Pool play can end in a tie. In bracket play, if the game is tied after 7 innings or time has expired, the next inning shall begin following international tie breaker rules.

International tie breaker: The last batter from the previous inning begins on second.

- ◆ When thunder is heard or lightning is seen, play MUST be suspended for at least 30 minutes before resuming play. Any subsequent thunder or lightning starts a new 30-minute delay. No additional playing time is added due to a weather delay. Time limit rules still apply.
- ◆ At any point in the game, a courtesy runner may be used for the pitcher or catcher of record. Which shall be the furthest available batter. Or a player from the bench.

Equipment

- ◆ All bats shall bear the USA Softball logo signifying that the bat meets USA Softball Standards.
- ◆ Players may wear metal spikes, however, managers, coaches or umpires shall not.
- ◆ Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible.
- ◆ Batting helmets need to have a cage or face mask on the helmet.