



2019 TOURNAMENT RULES

TEAM CHECK IN

A Team Representative **MUST** report to their site registration desk and check in with the on-site tournament coordinator **60 minutes** prior to start of your team's first game.

Teams **must** present a team packet with a copy of team insurance, player birth certificates and team roster. Insurance and rosters will be checked.

Each rostered player on your team will receive a tournament gift bag.

Saturday, September 7, 2019

10U Division: Hamilton Girls Softball Association Complex
100 Christine Avenue, Mercerville, NJ 08619

12U CORAL Division: Armstrong Park
323 Ewingville Road, Ewing NJ 08628

12U PINK Division: Mercer County Park
1600 Old Trenton Road, West Windsor, NJ 08550

Sunday, September 8, 2019

14U CORAL Division: Hamilton Girls Softball Association Complex
100 Christine Avenue, Mercerville, NJ 08619

14U PINK Division: Mercer County Park
1600 Old Trenton Road, West Windsor, NJ 08550

16U Division: Mercer County Park
1600 Old Trenton Road, West Windsor, NJ 08550

Mercer County Community College
1200 Old Trenton Road, West Windsor, NJ 08550

18U Division: Armstrong Park
323 Ewingville Road, Ewing NJ 08628

Rider University
2083 Lawrenceville Road, Lawrenceville, NJ 08648

The College of New Jersey
Green Lane, Ewing, NJ 08628

TEAM ROSTER

******Teams will utilize a 2020 roster - NO EXCEPTIONS TO THIS RULE.*****

10U TOURNAMENT RULES

Official rules are the 2019 USSSA Fast Pitch and the PINK Tournament rules with the following 10U modifications:

1. **Game scores to be reported by the winning team 5 minutes after completion of play** at the tournament site table. Please be courteous and help us have a smooth and efficient event – submit game scores immediately after your game.
2. **10U Games use a seeding bracket and 10U games can end in a tie.**
 - If no winner at completion of 80 minutes, the game ends in a tie.
3. In the championship game, no time limit will be enforced; however, International Tie Breaker rules will go into effect in the seventh inning.
4. Teams are asked to be at assigned field 30 minutes before game time.
5. Game time is forfeit time unless traveling to and from a previously played game at another field location. A maximum of 10 minute warm up time will be allowed at time of arrival at new field.
6. Umpires will speed up play with three warm up pitches or 1 minute between innings. Players must hustle on and off field. **No infield warm-ups after the first inning.**
7. Ejections – SHOULD A MANAGER, COACH, PLAYER OR FAN BE EJECTED FOR ANY REASON, THEY ARE ALSO AUTOMATICALLY MANDATED TO MISS THE NEXT GAME AS WELL. NO EXCEPTIONS!
 - THEY MUST IMMEDIATELY LEAVE THE FIELD OF PLAY AND VIEWING AREAS. FAILURE TO DO SO WILL BE FORFEIT OF THE GAME. SECOND EJECTION FROM SAME INDIVIDUAL OR ANY ADDITIONAL MEMBER OF THAT TEAM, DURING THE REMAINDER OF THE TOURNAMENT, WILL BE AUTOMATIC FORFEIT OF THAT GAME AND THE REMAINDER OF THE TOURNAMENT
8. There are no protests. All protests will be decided on the field by the umpire.
9. Coin toss to determine home team during all games **including** championship.
10. **10U Game Rules**
 - a) 10U will play at 6 inning game, using a 35' Mound and an 11" Game Ball
 - b) Dropped third strike is **NOT** in use.
 - c) Teams may field 10 fielders – team choice, but this cannot be changed once the game starts.
 - d) Stealing is permitted.
 - e) **Mercy Rule: 12 Runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings**
 - f) You may use a courtesy runner for your pitcher or catcher at any time. Must not be the same player for both. You must first use any player that has not been in the game yet, if exhausted or not available then you may use your last batted out.
 - g) DP/Flex can be used. EH can be used. Team may also bat their entire line-up. However, if for any reason player does not take her turn at bat, it will be recorded as an out.

12U / 14U / 16U TOURNAMENT RULES

Official rules are the 2019 USSSA Fast Pitch and the PINK Tournament rules with the following 12U modifications:

1. **Game scores to be reported by the winning team 5 minutes after completion of play** at the tournament site table. Please be courteous and help us have a smooth and efficient event – submit game scores immediately after your game.
2. **12U CORAL, 14U CORAL and 16U Games use a self-advancing bracket and must complete to a winner - game CANNOT end in a tie.**
 - All games are drop dead at 80 minutes and revert back to the previous full inning **unless** the home team has taken the lead in the drop dead inning or the game is tied at 80 minutes.
 - If game is tied at 80 minutes after the start: complete the inning. If no winner at completion of 80 minute time limit inning, begin International Tie Breaker.
3. **12U PINK and 14U PINK Bracket Games use a seeding bracket and can end in a tie**
 - If no winner at completion of 80 minutes, the game ends in a tie.
4. In the championship game, no time limit will be enforced; however, International Tie Breaker rules will go into effect in the eighth inning.
5. Teams are asked to be at assigned field 30 minutes before game time.
6. Game time is forfeit time unless traveling to and from a previously played game at another field location. A maximum of 10 minute warm up time will be allowed at time of arrival at new field.
7. Umpires will speed up play with three warm up pitches or 1 minute between innings. Players must hustle on and off field. **No infield warm-ups after the first inning.**
8. Ejections – SHOULD A MANAGER, COACH, PLAYER OR FAN BE EJECTED FOR ANY REASON, THEY ARE ALSO AUTOMATICALLY MANDATED TO MISS THE NEXT GAME AS WELL. NO EXCEPTIONS!
THEY MUST IMMEDIATELY LEAVE THE FIELD OF PLAY AND VIEWING AREAS. FAILURE TO DO SO WILL BE FORFEIT OF THE GAME. SECOND EJECTION FROM SAME INDIVIDUAL OR ANY ADDITIONAL MEMBER OF THAT TEAM, DURING THE REMAINDER OF THE TOURNAMENT, WILL BE AUTOMATIC FORFEIT OF THAT GAME AND THE REMAINDER OF THE TOURNAMENT
9. There are no protests. All protests will be decided on the field by the umpire.
10. Coin toss to determine home team during all games **including** championship.
11. **12U / 14U / 16U Game Rules**
 - 12U will play a 7 inning game using a 40' Mound and a 12" game ball.
 - 14U will play a 7 inning game using a 43' Mound and a 12" game ball.
 - 16U will play a 7 inning game using a 43' Mound and a 12" game ball.
 - Dropped third strike is in use.
 - **Mercy Rule: 12 Runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.**
 - You may use a courtesy runner for your pitcher or catcher at any time. Must not be the same player for both. You must first use any player that has not been in the game yet, if exhausted or not available then you may use your last completed at bat..
 - DP/Flex can be used. EH can be used. Team may also bat their entire line-up. However, if for any reason a player does not take her turn at bat, it will be recorded as an out.
 - **16U Championship** game is held at a local college field that does not have lights and therefore the division must be completed to get to a 5 PM Championship game. Know the division rules. Make sure your games move quickly.

18U TOURNAMENT RULES

Official rules are the 2019 USSSA Fast Pitch and the PINK Tournament rules with the following 18U modifications:

1. **Game scores to be reported by the winning team 5 minutes after completion of play** at the tournament site table. Please be courteous and help us have a smooth and efficient event – submit game scores immediately after your game.
2. **18U Games use a seeding bracket and can end in a tie.**
 - If no winner at completion of 80 minutes, the game ends in a tie..
3. In the championship, no time limit will be enforced; however, International Tie Breaker rules will go into effect in the eighth inning.
4. Teams are asked to be at assigned field 30 minutes before game time.
5. Game time is forfeit time unless traveling to and from a previously played game at another field location. A maximum of 10 minute warm up time will be allowed at time of arrival at new field.
6. Umpires will speed up play with three warm up pitches or 1 minute between innings. Players must hustle on and off field. **No infield warm-ups after the first inning.**
7. Ejections – SHOULD A MANAGER, COACH, PLAYER OR FAN BE EJECTED FOR ANY REASON, THEY ARE ALSO AUTOMATICALLY MANDATED TO MISS THE NEXT GAME AS WELL. NO EXCEPTIONS!
 - a) THEY MUST IMMEDIATELY LEAVE THE FIELD OF PLAY AND VIEWING AREAS. FAILURE TO DO SO WILL BE FORFEIT OF THE GAME. SECOND EJECTION FROM SAME INDIVIDUAL OR ANY ADDITIONAL MEMBER OF THAT TEAM, DURING THE REMAINDER OF THE TOURNAMENT, WILL BE AUTOMATIC FORFEIT OF THAT GAME AND THE REMAINDER OF THE TOURNAMENT
8. There are no protests. All protests will be decided on the field by the umpire.
9. Coin toss to determine home team during all games **including** championship.
10. **18U Game Rules**
 - a) 18U will play a 7 inning game using a 43' Mound and a 12" game ball.
 - b) **Mercy Rule: 12 Runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.**
 - c) Teams may use unlimited defensive substitution and bat unlimited players during the tournament.
 - d) Teams may utilize the courtesy runner for any player in the game as long as you do not delay play. A courtesy runner can be any player.