

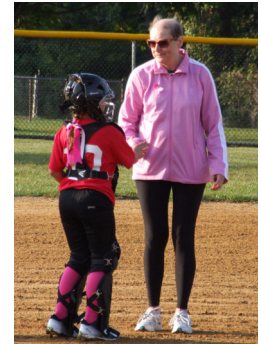


## 2025 TOURNAMENT RULES

The **PINK Tournament** is a fundraising event. All participating teams are encouraged to fundraise for and to spread breast cancer awareness to those they reach in their fundraising efforts prior to the tournament. The Top Fundraising Team and the Top Fundraising Individual in each youth age group will win a fundraising contest prize and will have team representatives at the check presentation ceremony in November 2025.

**Fundraising Requirement for Championship Games:** Only players and/or teams who take part in pre-tournament fundraising are eligible to participate in tournament championship games. Our tournament sponsors donate gifts and prizes to tournament players and championship participants solely to reward fundraising contribution for the charities.

**TODAY IS ABOUT COMMARADERIE, COMMUNITY, SUPPORT AND SPIRIT**



## **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.

Team representative will present team donations as well as any payment for pre-ordered T-shirts at check in.

Each rostered player on your team who has participated in pre-tournament fundraising will receive a tournament gift bag.

### **Saturday, September 6, 2025**

<b><u>8U Division:</u></b>	<b>Armstrong Park</b> 323 Ewingville Road, Ewing, NJ 08638
<b><u>10U C Division:</u></b>	<b>Armstrong Park</b> 323 Ewingville Road, Ewing, NJ 08638
<b><u>10U Division:</u></b>	<b>Armstrong Park</b> 323 Ewingville Road, Ewing, NJ 08638
<b><u>12U C Division:</u></b>	<b>Hamilton Girls Softball Association Complex</b> 100 Christine Avenue, Mercerville, NJ 08619
<b><u>12U Division:</u></b>	<b>Mercer County Park</b> 1600 Old Trenton Road, West Windsor, NJ 08550
<b><u>Women's Slowpitch Division:</u></b>	<b>Mercer County Park</b> 1600 Old Trenton Road, West Windsor, NJ 08550

### **Sunday, September 7, 2025**

<b><u>14U C Division:</u></b>	<b>Hamilton Girls Softball Association Complex</b> 100 Christine Avenue, Mercerville, NJ 08619
<b><u>14U Division:</u></b>	<b>Mercer County Park</b> 1600 Old Trenton Road, West Windsor, NJ 08550
<b><u>16U Division:</u></b>	<b>Armstrong Park</b> 323 Ewingville Road, Ewing NJ 08628
<b><u>18U Division:</u></b>	<b>Armstrong Park</b> 323 Ewingville Road, Ewing NJ 08628
	<b>Rider University</b> 2083 Lawrenceville Road, Lawrenceville, NJ 08648

**There is no alcohol or drugs permitted at any playing location.**

**PINK and our tournament participants are guests at each location.  
Please follow all rules and guidelines our field donors provide.**

## **TEAM ROSTER**

- Teams must utilize a 2026 USSSA Roster – NO EXCEPTIONS TO THIS RULE
- All 10u, 10u C, 12u, 12u C, 14u, and 14u C Rosters must be submitted to USSA via USSSA team page.
- All 16u, and 18u Rosters must be submitted on the Tourney Machine Tournament Site.

## **TEAM INSURANCE**

- Teams must provide current insurance documentation either through the USSSA event page or at tournament check in.

**10u, 10u C, 12u, 12u C, 14u, and 14u C Teams** – Must provide current insurance documentation either through the USSSA event page or at tournament check in.

**16u, 18u Teams** – Must provide current insurance documentation at tournament check in.

**Women's Slowpitch Teams** – Signed Tournament Waivers must be turned in for all players at tournament check in.

# **8U PINK TOURNAMENT RULES**

Official rules are the 2025 USSSA Fast Pitch and the PINK Tournament rules with the following 8U 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. **Time limit is 70 minutes.**  
**At Drop Dead time, if game is tied OR the home team is winning, score is Final. If not, score will revert back to the last completed inning.**  
**8U Games use a seeding bracket and can end in a tie.**
3. In the 8U Championship game, time limit will be enforced. If the game is tied at the completion of the time limit inning or the 6<sup>th</sup> inning, 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 A FORFEIT OF THE GAME. SECOND EJECTION FROM SAME INDIVIDUAL OR ANY ADDITIONAL MEMBER OF THAT TEAM, DURING THE REMAINDER OF THE TOURNAMENT, WILL BE AN 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. **8U Game Rules**
  - a. 8U will play a 6 inning game, using a 35' Mound and an 11" Game Ball
  - b. Games will be coach pitch.
  - c. 5 runs per inning except for last inning, which is unlimited runs
  - d. 6 pitches per batter. If the last pitch is fouled off, another pitch will be given.
  - e. Half way line will be used. If runner is NOT past half way when ball is returned to pitchers circle, runner will return to previous base
  - f. Dropped third strike is **NOT** in use.
  - g. Teams may field 10 fielders – team choice, but this cannot be changed once the game starts.
  - h. Stealing is **NOT** permitted.
  - i. No Bunting
  - j. Infield fly rule is not in effect
  - k. 10th fielder is permitted, but must remain in the outfield until the ball crosses the plate or is hit.
  - l. **Mercy Rule: 12 Runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings**
  - m. You may use a courtesy runner for your pitcher or catcher at any time. Must not be the same player for both in the same inning. 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.

# **10U PINK TOURNAMENT RULES**

Official rules are the 2025 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. **Time limit is 80 minutes.**  
**At Drop Dead time, if game is tied OR the home team is winning, score is Final. If not, score will revert back to the last completed inning.**  
**10U Games use a seeding bracket and can end in a tie.**
3. In the 10U Championship game, an 80 minute finish the inning time limit will be enforced. If the game is tied at the completion of the time limit or the 6<sup>th</sup> inning, International Tie Breaker rules will go into effect.
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 A FORFEIT OF THE GAME. SECOND EJECTION FROM SAME INDIVIDUAL OR ANY ADDITIONAL MEMBER OF THAT TEAM, DURING THE REMAINDER OF THE TOURNAMENT, WILL BE AN 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 a 6 inning game, using a 35' Mound and an 11" Game Ball
  - b. Dropped third strike is **NOT** in use.
  - c. Teams can field 9 or 10 fielders – team choice – 10<sup>th</sup> fielder must be in the outfield.
  - 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 in the same inning. 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.
  - g. Teams may bat their entire line up
  - h. DP/Flex can be used. AP 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.

# **10U C PINK TOURNAMENT RULES**

Official rules are the 2025 USSSA Fast Pitch **and** the **PINK** Tournament rules with the following 10U C 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. **Time limit is 80 minutes.**  
**At Drop Dead time, if game is tied OR the home team is winning, score is Final. If not, score will revert back to the last completed inning.**  
**10U C Games use a seeding bracket and can end in a tie.**
3. In the 10U C Championship game, an 80 minute finish the inning time limit will be enforced. If the game is tied at the completion of the time limit or the 6<sup>th</sup> inning, International Tie Breaker rules will go into effect.
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 A FORFEIT OF THE GAME. SECOND EJECTION FROM SAME INDIVIDUAL OR ANY ADDITIONAL MEMBER OF THAT TEAM, DURING THE REMAINDER OF THE TOURNAMENT, WILL BE AN 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 C Game Rules.**
  - a. 10U C will play a 6 inning game, using a 35' Mound and an 11" Game Ball
  - b. The infield fly rule does not apply. The ball remains alive with all runners in jeopardy of being put out.
  - c. The dropped third strike rule does not apply. Whether or not the 3rd strike is caught, the batter is out.
  - d. 10 & under base stealing is allowed under the following rules.
    - Runners starting at first base or second base are entitled to steal one base only per pitch with liability to be put out.
    - A Runner cannot steal home.
    - Runners are not entitled to advance more than one base per pitch unless there is a batted ball or the ball goes out of play resulting in awarded bases.
    - A runner attempting to advance beyond the one base they are entitled to steal may be put out while between bases or in contact with a base to which she is not entitled.
    - After all play ceases and the ball becomes dead, if a runner occupies a base beyond the one the runner was entitled to steal, the runner will be returned to the correct base without liability to be put out.
    - A batter runner, who has received a base on balls, cannot attempt to steal second base.
    - Awarded bases will apply to all runners. This includes an overthrow into dead ball territory
  - e. Runners can only score on:
    - A batted ball
    - A base on balls or hit batter with bases loaded
    - An awarded base when the ball goes out of play to include a pitch that goes out of play.
  - f. A 5 run limit per inning shall be imposed on any inning that begins less than 60-minutes from the start of the game. All subsequent innings shall have no run limit. The plate umpire will note when the 60-minute time mark is reached in the game
  - g. **Mercy Rule: 12 Runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings**
  - h. You may use a courtesy runner for your pitcher or catcher at any time. Must not be the same player for both in the same inning. 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.
  - i. Teams may bat their entire line up
  - j. DP/Flex can be used. AP 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 & 12U C PINK TOURNAMENT RULES**

Official rules are the 2025 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. **Time limit is 80 minutes.**  
**At Drop Dead time, if game is tied OR the home team is winning, score is Final. If not, score will revert back to the last completed inning.**  
**12U & 12U C Games use a seeding bracket and can end in a tie.**
3. In the 12U & 12U C Championship games, an 80 minute finish the inning time limit will be enforced. If the game is tied at the completion of the time limit or the 7<sup>th</sup> inning, International Tie Breaker rules will go into effect.
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 A FORFEIT OF THE GAME. SECOND EJECTION FROM SAME INDIVIDUAL OR ANY ADDITIONAL MEMBER OF THAT TEAM, DURING THE REMAINDER OF THE TOURNAMENT, WILL BE AN 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. **12U & 12U C Game Rules**
  - a. 12U & 12U C will play a 7 inning game using a 40' Mound and a 12" game ball.
  - b. Dropped third strike is in use.
  - c. **Mercy Rule: 12 Runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.**
  - d. You may use a courtesy runner for your pitcher or catcher at any time. Must not be the same player for both in the same inning. 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.
  - e. Teams may bat their entire line up.
  - f. DP/Flex can be used. AP can be used.



# **14U & 14U C PINK TOURNAMENT RULES**

Official rules are the 2025 USSSA Fast Pitch **and** the **PINK** Tournament rules with the following 14U 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. **Time limit is 80 minutes.**  
**At Drop Dead time, if game is tied OR the home team is winning, score is Final. If not, score will revert back to the last completed inning.**  
**14U & 14U C Games use a seeding bracket and can end in a tie.**
3. In the 14U & 14U C Championship games, no time limit will be enforced. If the game is tied at the completion of the 7<sup>th</sup> inning, International Tie Breaker rules will go into effect.
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 A FORFEIT OF THE GAME. SECOND EJECTION FROM SAME INDIVIDUAL OR ANY ADDITIONAL MEMBER OF THAT TEAM, DURING THE REMAINDER OF THE TOURNAMENT, WILL BE AN 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. **14U Game Rules**
  - a. 14U & 14U C will play a 7 inning game using a 43' Mound and a 12" game ball.
  - b. Dropped third strike is in use.
  - c. **Mercy Rule: 12 Runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.**
  - d. You may use a courtesy runner for your pitcher or catcher at any time. Must not be the same player for both in the same inning. 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.
  - e. Teams may bat their entire line up.
  - f. DP/Flex can be used. AP can be used.



# **16U PINK TOURNAMENT RULES**

Official rules are the 2025 USSSA Fast Pitch and the **PINK** Tournament rules with the following 16U 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. **Time limit is 80 minutes.**  
**At Drop Dead time, if game is tied OR the home team is winning, score is Final. If not, score will revert back to the last completed inning.**  
**16U Games use a seeding bracket and can end in a tie.**
3. In the 16U Championship game, no time limit will be enforced. If the game is tied at the completion of the 7<sup>th</sup> inning, International Tie Breaker rules will go into effect.
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 A FORFEIT OF THE GAME. SECOND EJECTION FROM SAME INDIVIDUAL OR ANY ADDITIONAL MEMBER OF THAT TEAM, DURING THE REMAINDER OF THE TOURNAMENT, WILL BE AN 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. **16U Game Rules**
  - a. 16U 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. 16U Teams may use unlimited defensive substitution and bat unlimited players during the tournament.
  - d. 16U 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.

# **18U TOURNAMENT RULES**

Official rules are the 2025 USSSA Fast Pitch and the **PINK** Tournament rules with the following 18U modifications:

**Rider University has strict field usage guidelines that MUST be followed. Teams found violating these guidelines are at risk of a forfeit of their game and being removed from the tournament.**

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. **Time limit is 80 minutes.**  
**At Drop Dead time, if game is tied OR the home team is winning, score is Final. If not, score will revert back to the last completed inning.**  
**18U Games use a seeding bracket and can end in a tie.**
3. In the 18U Championship game, no time limit will be enforced. If the game is tied at the completion of the 7<sup>th</sup> inning, International Tie Breaker rules will go into effect.
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 A FORFEIT OF THE GAME. SECOND EJECTION FROM SAME INDIVIDUAL OR ANY ADDITIONAL MEMBER OF THAT TEAM, DURING THE REMAINDER OF THE TOURNAMENT, WILL BE AN 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. 18U Teams may use unlimited defensive substitution and bat unlimited players during the tournament.
  - d. 18U 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.

# **Women's Slowpitch Division TOURNAMENT RULES**

Official rules are the 2025 USSSA Slowpitch and the **PINK** Tournament rules with the following Women's Slowpitch Division 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. **Time limit – At 50 minutes, finish the inning + 1 additional inning. Drop Dead time is 90 minutes.**  
**At Drop Dead time, if game is tied OR the home team is winning, score is Final. If not, score will revert back to the last completed inning.**  
**Women's Slowpitch Division Games use a seeding bracket and can end in a tie.**
3. In the Women's Slowpitch Championship game, no time limit will be enforced. If the game is tied at the completion of the 7<sup>th</sup> inning, International Tie Breaker rules will go into effect.
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 A FORFEIT OF THE GAME. SECOND EJECTION FROM SAME INDIVIDUAL OR ANY ADDITIONAL MEMBER OF THAT TEAM, DURING THE REMAINDER OF THE TOURNAMENT, WILL BE AN 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. **Women's Slowpitch Division Game Rules**
  - a. Women's Slowpitch Division will play a 7 inning game using a 50' Mound and an 11" Tattoo Classic W core game ball.
  - b. **Mercy Rule: 20 Runs after 3 innings, 15 runs after 4 innings, 10 runs after 5 innings.**
  - c. Batter will begin at-bat with a 1-1 count.
  - d. Batters must use USSSA approved bats.
  - e. No plate and mat. Standard strike zone will be used.
  - f. No courtesy foul.
  - g. Teams may use unlimited defensive substitutions, and bat up to 14 players during the tournament.
  - h. Teams may utilize 2 courtesy runners for any player per inning. Courtesy runners can be any player, but if a courtesy runner is on base when it comes time for their at bat, they are out.