
SOFTBALL RULES

Safety & Tournament Rules | Historic Legends Fields

01 TEAM SAFETY RULES

1. Coaches are responsible for the actions and safety of their own team, including spectators. Coach-umpire interactions are part of the game and should be calm and respectful.
2. A maximum of three coaches/scorekeepers is permitted in the dugout. Only players in uniform for that day are permitted in the dugout.
3. Clean out all dugouts and remove all garbage after your game.
4. No seeds or gum are permitted on the turf, as they encourage spitting.
5. No alcohol may be brought into any location. No coolers are permitted at Legends Fields, except for one team cooler.
6. Teams waiting for the next game should report to their respective field 30 minutes before the scheduled start time.
7. Open spaces behind the fields will be used as warm-up areas so teams can spread out.
8. Pregame meetings with umpires and coaches will take place at home plate with one coach from each team.
9. Mound visits are permitted.
10. No metal cleats are allowed.

02 ROSTERS AND AGE ELIGIBILITY

2027 USA Softball rules apply, with the exceptions in this document.

Roster size is unlimited. A team may add players up to check-in. Rosters are frozen after check-in.

A player's age as of September 1 determines the age division in which the player is eligible to play the following year.

Copies of birth certificates should be readily available throughout the tournament.

Check in one hour before the team's first game.

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03 TIME LIMITS / DETERMINING HOME AND AWAY

Be ready to play: all games may start up to 30 minutes before the scheduled time.

10U and 12U: Six-inning games. 14U and older: Seven-inning games. The time limit also applies.

Pool play and playoffs: 1 hour, 20 minutes; finish the inning. The clock starts immediately after the home plate meeting. A new inning starts after the last recorded out.

If the home team is winning when the time limit is reached, the bottom of the inning does not have to be completed.

A coin flip determines the home and away teams in pool play. The higher seed is the home team in bracket play.

The Champions tiebreaker is used during playoffs to settle a tie. Championship games are not timed; the mercy rule remains in effect.

04 CHAMPIONS TIEBREAKER

If a playoff game is tied after all innings or the time limit is reached, the tiebreaker takes effect.

Start the next inning with the last three batted outs at their respective bases and one out. Play the complete inning. Continue this format until a winner is determined.

Pool play games may end in a tie. Winning percentage determines team seeding.

05 INTENTIONAL WALKS

Inform the umpire that you wish to walk the batter. No pitches are required.

06 MERCY RULE — ALL ROUNDS

12 runs after three innings; 10 runs after four innings; eight runs after five innings.

07 STARTING LINEUP

Nine defensive players bat, or teams may choose one of these options:

1. Bat nine players without the DP/FLEX.
2. Bat nine players and use the DP/FLEX.
3. Bat up to and including all rostered players without a DP/FLEX.
4. Bat up to and including all rostered players with the DP/FLEX.

Any nine players may be in the field, but the batting order cannot change.

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08 SHORTHANDED RULE

Teams cannot start a game with fewer than nine players.

If an injury occurs, that player is removed from the order without penalty. If an injury takes the team to eight players, the injured player's spot in the order is an out.

If an ejection results in fewer than nine players, the game is a forfeit and a 7-0 score is recorded for the winning team.

You cannot play with fewer than seven players.

09 RE-ENTRY RULE

Starters may be replaced by a legal substitute and re-enter at any time if they return to the same slot in the original batting lineup.

Substitutes who leave the game may not return.

10 COURTESY RUNNERS / TIME BETWEEN INNINGS

One minute is allowed between innings.

Courtesy runners are optional for both the pitcher and catcher at any time. If no substitutes are available, the player closest to the pitcher/catcher in the order should be the runner.

The rule is meant to speed up the game. Have runners ready to go.

11 BAT REQUIREMENTS

Players may use bats up to 2 1/4 inches in size. USA Softball has a formal 1.20 BPF standard for fastpitch bats.

The umpire-in-chief (UIC) / umpires have the final say on bats declared illegal.

12 DESIGNATED PLAYER (DP)

The DP's primary role is to play offense (bat/run) for the FLEX. The DP may play defense at any position.

13 FLEX

The FLEX player's primary role is to play defense only, at any defensive position.

The FLEX player is listed last in the lineup in a non-batting position.

The FLEX may remain in that position for the entire game or assume the DP's position in the batting order and play offense (bat/run).

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14 INFIELD FLY

There is no infield fly rule in 10U. The rule applies in all other divisions.

15 STANDINGS TIEBREAKER RULES

1. Overall record (winning percentage).
2. Head-to-head, unless three or more teams are tied in the overall standings.
3. Total runs allowed in regulation games.
4. Total runs scored in regulation games.
5. Coin flip.

16 BEHAVIOR

Arguing the judgment of balls and strikes results in a team warning. Repeat offenses result in ejection of the team member.

17 ITEMS NOT COVERED IN THIS PACKET

Refer to USA Softball rules, available through the App Store or Google Play.

For any item not covered in these rules, the tournament committee, UICs, and tournament director will make the fairest possible ruling. That ruling is final.

Champions Events reserves the right to amend tournament rules at any time for specific tournament play.