

2024 Marlton/SJ ThunderStruck Showdown Tournament

Rules

1. It is the manager or coach's responsibility to verify your schedule daily to make sure that no changes have been made. It is also your responsibility to know your field assignments and start times for all games. Please be ready to start at the scheduled time even if the game before you is delayed.

2. **Game Rules** (UGSA w/the following exceptions):
 - Games are **6 Innings for 8U & 10U, 7 Innings for 12U & 14U Division** or 1 hour 20 minutes - finish the inning or whichever comes first. (No time limit on Championship game.)
 - Home Team will be determined by coin-flip; team traveling the farthest calls the toss.
 - **Both Teams must keep a scorebook at all times.**
 - The Home Team's scorebook will be used to resolve any conflicts.
 - Run Rule: 12 after 3, 10 after 4, and 8 after 5 for All divisions.
 - Ties are allowable in Pool Play. (If a game is tied and the time limit has not been reached, a new inning can start using the International Tiebreaker.)
 - Courtesy runners are allowed at any time for pitchers and catchers must be used with 2 outs; must be last batted out.
 - Unlimited Defensive Substitutions
 - Game Line-ups: **YOU MUST BAT ALL PLAYERS.** That will allow you to have free defensive substitutions. Batting order must remain consistent throughout the game. In case of injury, the injured players spot will be skipped in the lineup. No Out will be recorded for an injured player who cannot continue.
 - 8U & 10U Division Game Line-ups will consist of a max 10 players in the field with 4 outfielders (LF, LC, RC, RF).
 - A runner is required to slide or veer at all bases to avoid collisions on close plays
 - Cage Helmets must be worn at all times.
 - There is a 5 Run Rule Max per inning ALL age divisions, The Last DECLARED Inning by Umpire will be unlimited runs for All Age divisions.

Age Division Specific Rules

8U Rules

- 11" Hard ball to be used. (One new provided per game)
- Bats will follow ASA/USA bat standards.
- Coaches Pitch from the Rubber. **Coach pitching is not allowed to coach his team during play.**
- 10 players in the field with 4 outfielders (LF, LC, RC, RF). One player, as the defensive pitcher will be placed to the right or left of the pitcher (coach) with at least one foot in the 8ft radius of the mound. One player as catcher & the others in regular defensive positions. 1st base, 2nd base, shortstop, 3rd base. The outfielders must start the play on the grass (**Umpire can determine the appropriate location for outfielders if the grass is too far back**)
- There will be 1 Umpire used to make all calls.
- No bunting, no slap bunting (fake then swing away or slap), no stealing, no infield fly, no dropped third strike, no continuous walk.
- Base runners cannot leave the base until ball is hit.
- Play is stopped on a batted ball once **any** defensive player has control of ball inside the pitcher's circle.
- Players less than halfway to the next base will be required to return to the previous base. Once the ball is in the pitchers circle the play will be considered dead, therefore no play is to be made on the runners.
- Batters/Runners may attempt to get as many bases as possible on hits to the outfield.
- A player can advance on an overthrow. However, a player is liable to be put out while attempting to take an extra base unless the ball has been ruled out of play or the play has been considered dead by the umpire. If the ball has been ruled out of play a player may only advance 1 base.
- Each batter will be given a maximum of 5 pitches to try to hit the ball into play. No balls or strikes will be called. If the ball has not been hit into play after 5 pitches the batter is out. Batter must swing on Pitch #5 or they are out. If the batter fouls the 5th pitch, they will receive another pitch & will continue as long as they continue to foul the pitch. Three strikes and you are out. A caught foul tip is handled as a strike unless it is hit above the batter's head and caught; it is then considered an out. The catcher must be in a true catcher's position behind home plate before the pitcher pitches the ball.
- Innings are complete with 3 outs or a maximum of 5 runs.
- The last declared inning will be Unlimited Runs.
- No other coaches other than the coach who is pitching will be allowed on the field. No defensive coaches will be allowed on the playing field.
- Catcher will return ball to pitcher; Catcher must wear full gear. Catcher must start in a true catcher's position.
- Run Rule 12 after 4, 10 after 5.
- Any Rule not covered above will be strictly enforced from the UGSA book rule (<https://www.ugsasoftball.com/home>). Any rule covered above will override book rule.

10U Rules:

- 11" ball to be used. (One new provided per game)
- Game Line-ups will consist of 10 players in the field with 4 outfielders (LF, LC, RC, RF).
- No drop 3rd strike, No in-field fly rule. No continuous Walk.
- Unlimited stealing including Stealing of home plate. **10U Liberty**
- One successful steal of home per inning. **10U Freedom**
- 5 runs per inning. Both Freedom and Liberty
- Run Rule: 12 after 3, 10 after 4, 8 after 5.

- U10 Freedom will have Modified Coach Pitch

- If the pitch count gets to 4 balls on a batter a coach from the batter's team may deliver up to 3 additional pitches. If the batter does not put the ball into play after 3 coach pitches the batter is out. If the batter fouls off the 3rd pitch the batter can receive another pitch. Batter can continue batting if she continues to foul off pitches.
- Any Rule not covered above will be strictly enforced from the UGSA book rule (<https://www.ugsasoftball.com/home>) following Liberty Guidelines. Any rule covered above will override book rule.

12U Freedom Rules:

- 12" ball to be used (One new provided per game)
- Game Line-ups will consist of 9 players in the field.
- Run Rule: 12 after 3, 10 after 4, 8 after 5
- Any Rule not covered above will be strictly enforced from the UGSA book rule (<https://www.ugsasoftball.com/home>) following Liberty Guidelines. Any rule covered above will override book rule.

14U/15U Rules:

- 12" ball to be used (One new provided per game)
- Game Line-ups will consist of 9 players in the field.
- Run Rule: 12 after 3, 10 after 4, 8 after 5.
- Any Rule not covered above will be strictly enforced from the UGSA book rule (<https://www.ugsasoftball.com/home>). Any rule covered above will override book rule.

3. Seeding

Teams must report scores after each game via text (856-577-0363) in the following format:

Start Time

Field

Division

Home Team Name & Score

Away Team Name & Score

Unreported scores will be recorded as 7-7 ties. Seeding is based on W-L record w/the following tie breakers (in priority order):

1. Head-to-Head (unless more than 2 teams are involved)
2. Runs Against (max 15 per game).
3. Runs For (max 15 per game).
4. Run Differential (max 15 per game).
5. Coin Flip

The Tournament Director reserves the right to adjust the final seeding in order to avoid having teams from the same Program play each other in the first elimination round.

4. Protests

There will be no protests. The home plate umpire will settle rule disagreements at the time they occur. **Do not argue.** Remember the spirit of the tournament. Umpires are instructed not to take any abuse from players, coaches or fans. If an umpire feels that anyone is overly abusive towards them, that person will be asked to leave the complex. If that person fails to leave in 5 minutes, their team will forfeit the game. Upon review by the tournament director, they could forfeit all remaining games. Let's show the girls that we're here for them and act with dignity even if a call goes against us! Remember, **"Sportsmanship Begins With You!"**

Any manager, coach or player who causes him or herself to be ejected from any game will also sit out the rest of that day. Any fan that is thrown out will not be allowed back for the rest of the tournament.

5. **Warm Up....** No practicing on infields at any time! You may use the outfield and any area outside of the playing area to warm-up. Pitchers are allowed 3 warm-up pitches. Pitchers may warm-up on sidelines while her team is batting.

6. Injuries

It is recommended that each team bring their own first aid supplies. If a player on your team experiences an injury that requires immediate medical attention, call 911. You should also contact Tournament personnel.

7. Weather Contingencies

In case of uncontrollable circumstances or interruptions due to weather, the Tournament Director reserves the right to alter the tournament format in any way necessary to reach a conclusion. This can include, but may not be limited to, shortened game times, fewer games guaranteed or playing rule changes. Games interrupted might not be resumed. Everything possible will be done to get the players on the field as soon as possible.

8. **NO SMOKING** is allowed on the fields, dugouts, bleachers or concession areas. If you need to smoke, please leave the complex or you will be asked to leave

9. **PLEASE KEEP THE FIELDS AND PARK AREA CLEAN!!** Please pick up your trash after the game and place it in the receptacles provided near the dugout. ***Thank you and enjoy the tournament!***

10. **Once the tournament starts and you have completed one game, no refunds will be given.** If you decide to leave the tournament days leading up to the tournament, a partial refund may be provided.