



All games will be played at the following locations

- **Hartford Rd Softball Complex, located at 201 Hartford Rd, Medford NJ**
- **Hartford Crossing Complex Fields (adjacent to outer softball parking on top of hill)**

Concessions and restrooms are available

1. Each team must check in at least 30 minutes prior to your first game at the registration table at the front of the Complex. You must provide a *copy* of **PROOF OF INSURANCE FORM**. **Also have birth certificates with you if there may be a need.**
2. Each manager must provide a phone number where the Tournament director can reach them in case of inclement weather.
3. Team rosters may not exceed **15** players!
4. Home Team for every game on Saturday will be determined by coin-flip, with the team traveling the furthest calling the toss. The Home Teams scorebook will be used to resolve any conflicts. The higher seeds will have choice of home/visitors on Sunday's playoff and championship games.
5. We will award 1st Place trophies and 2nd Place medals in each age bracket. MVP Medals for each pool play game as well.

8U- All teams make Playoffs

10U- All teams make playoffs

12U- All teams make playoffs

14U- All teams make playoffs

6. Umpires are instructed not to take any abuse from players, coaches, parents, or fans! Let's set a good example for our girls.
7. Teams will be seeded after the third game on day two.
 - A. Wins, losses, ties – 2pt for win, 0 point for loss and 1 point for tie.
 1. Head to Head; if teams didn't play each other, then:
 2. Least amount of **runs allowed** in the 3 games; if still tied, then:
 3. Run Differential

4. Coin Flip by Tournament director

8. All Age Divisions will use the following **Mercy Rule**:

A. 15 runs ahead after 3 full innings (Away Team leading); 2 ½ innings (Home Team leading)

B. 10 runs ahead after 4 full innings (Away Team leading); 3 ½ innings (Home Team leading)

***There will be a 5 run limit per inning with the last inning being unlimited for all age brackets. The last inning will be the 7th unless stated by the umpire due to time constraint.

9. All teams will bat the roster and we will use a friendly format where unlimited substitutions are allowed. 10U and 12U may play with 4 outfielders.

10. Complete games will be 7 innings (6 innings for 10U) up to the time limit. See Below!

11. **No new inning may start after 1 hour and 10 minutes!** If the top of the inning begins prior to 1 hr. 10min then the full inning will be played....only FINALS games are played without a time limit.

****If the game is tied after the time limit a tie will be awarded during the bracket play. During the playoff elimination games the international tie breaker rule will be in effect with a runner starting on second. The final game will play until a winner is declared.

12. In an effort to speed up the games and keep on schedule the pitchers will get 4 pitches in between innings with the catcher throwing the 4th pitch down to a chosen base. No warm-ups in the infield or outfield after the 1st inning.

13. Courtesy runners are allowed **at any time** for pitchers and catchers...With 2 outs, courtesy runner is **mandatory** for catchers. You must use the last batted out.

14. There are **NO** protests allowed on any calls. All discrepancies or rules interpretations will be settled by the home-plate umpire.

15. Should weather become an issue, the Tournament director reserves the right to declare a rain Schedule.....this means that games may be shortened to as little as 45-60 minutes maximum to accommodate all teams.

*Should weather become an issue on Sunday, and games are not able to be completed then awards will be awarded based on Saturday's results.

16.. Winning teams are responsible to make sure that the correct score is posted at the registration area. **All brackets will be updated after each game is played!**

8-U RULES FOR THIS TOURNAMENT

- Cage helmets must be worn by all players.
- No composite bats will be permitted to be used in this tournament.

- 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
- 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
- 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 pitchers circle.
- Players less than half way 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 may only advance one base on an overthrow to 1st base; it is considered a dead ball. 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. 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 batters 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.
- Teams will be required to bat the entire roster. Innings are complete with 3 outs or a maximum of 5 runs.
- Mercy rule will be 12 runs after 4 innings.
- 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.
- Games will be 6 innings. No new inning after 70 minutes. Last inning will be declared by umpire, with unlimited runs. **ITB RULE IN EFFECT IF TIME REMAINING ON CLOCK ON SATURDAYS GAMES ONLY. THERE MUST BE A WINNER ON SUNDAY.**
- Any manager, coach or player who causes him or herself to be ejected from any game will also sit out the next played game.

10-U RULE MODIFICATIONS FOR THIS TOURNAMENT

- Stealing is on pitcher's release and is allowed to second and third base only.
- No stealing home, a runner must be batted in or forced in by walk or hit batter.
- No drop third strike
- No infield fly rule
- No continuous walk

- All runners must slide or veer at a play at the base. One warning will be issued for each team and then it is umpire's discretion to call a runner out.
- If the umpire determines the runner is leaving before the pitcher's release they will be sent back to the base with a warning. Second time will be an automatic out.

**** Any situation that comes up that is not covered in the above rules will be handled by the umpire and tournament director. Please let me know if you feel that something is not covered or if you have any questions.**

**Thanks,
Medford Renegades**

Tournament Directors

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14U	Ken Buchanan	Ken.buchanan@hotmail.com	609-781-7108