

Playing Rules 12U-18U

Kansas USA Softball Fastpitch All Divisions 2023



- Rules:** The 2023 USA Softball Fastpitch Rule Book will govern ALL games; with exceptions listed below and decided by Tournament Director during the tournament.
- Format:** Pool play to a single elimination bracket. *After pool play is complete, bracket seeding will be set according to the Pool Records, as listed on the TournamentMVP website. The pool standings on the TournamentMVP website are based on; 1st pool record, 2nd runs allowed, 3rd run differential.*
- Time Limits:** **12's thru 18's: Pool games:** 7 innings or 70 minutes, finish the inning. Pool games can end in a tie. **Bracket games:** 7 innings or 70 minutes, finish the inning. **10's thru 18's: Time limit applies to all Championship games.** ITB will apply to any bracket game that ends tied after innings or time has expired. Bracket play needs a winner. **Game time begins with the 1st warm up pitch. No more than 1 minute may be used to deliver no more than 5 warm up pitches between half innings.**
- Game Run Limits:** **12's thru 18's:** 12 after 3, 10 after 4, 8 after 5
- Runs Per Inning:** **12's thru 18's:** Unlimited.
- Home Team:** **Pool games:** Home team will be decided by coin flip. **Bracket games:** Home team will be the team with the higher seed. **Championship game:** Home team will be the team with the higher seed.
- Line-ups:** Home team will be the official scorebook. **12', 14's, 16's, 18's: Bat choice of either full roster, straight 9 or 9/DP Flex each game, declared at pre-game before each game.** Courtesy runners for pitchers and catchers can be any player on the roster and that one courtesy runner can only be used once per inning. If the used player is on base at the time of their at bat, they will be called out as a runner and take their turn at bat.
- Check-in:** Only as needed, Tournament Director/UIC, Loren Fisher & Pete Jackson.
- Official Game Balls:** **12's thru 18'':** Red-stitch ASA/USA Stamped 12" Optic Yellow .47 COR/375 Ball (No USSSA Blue-stitch balls will be used)

