



# Minot Storm Invitational Fastpitch Tournament 2020 Rules



This is a USA Softball of North Dakota sanctioned tournament. BATS must be approved.

UMPIRES' DECISIONS ARE FINAL. No protests.

Coin flip - 5 minutes before game determines HOME team.

The HOME team is the official scorekeeper. TIME LIMIT: 12U, 14U and 16U/18U - 7 innings or 80 minutes. 10U - 7 innings or 75 minutes. (At time limit - Finish inning and play one more.)

Pool games can end in a tie if time is expired or 7 complete innings have been played.

RUN RULE: 15 after 3, 12 after 4, and 10 after 5 innings of play.

\*Both 10U A and B divisions will have a 6 run limit per inning.

You may bat all players and have unlimited substitutions in the field.

THE WINNING TEAM is responsible for notifying Tournament Headquarters of final score immediately after the game. Umpires will have game score cards.

Coaches must check bracket boards and maintain contact with Tournament Headquarters in case of time changes.

COURTESY RUNNER - A RESERVE MAY COURTESY RUN for the pitcher and/or catcher. Courtesy runner may not run for both the pitcher and catcher in the same inning.

Game results will determine the seeding and/or winner of division depending on how the division is set up. In the event of a tie in, seeding/winner will be based off of the following:

- Win/Loss Record (win=2, loss=0, tie=1)
- Head to head score
- Runs Scored Against

Have your FIRST AID KITS available in the dugout when playing games. Please clean up your dugout after each game. Award will be given to the 1<sup>st</sup> and 2<sup>nd</sup>

Place teams for each Division.

Pick-up players are allowed as long as they are registered, are not on the roster for another team in division, and are age appropriate for the division in which they will be playing.

Game balls are provided.

Concessions and Tournament T-Shirts will be available to purchase.

(OVER)



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## 10U B Tournament Rules:

- Maximum of 10 defensive players (4 outfielders).
- May bat entire lineup. If batter cannot make her at bat (injury, bathroom, etc.) that batter will be skipped in the lineup. That batter may then bat next time she comes up.
- Catcher must squat behind home plate in full gear. A defensive coach can stand behind the catcher to retrieve ball to help speed up the game, but cannot coach from that position.
- NO STEALING - NO BUNTING \* Baserunner shall not leave the base until the ball is hit.
- Players may advance only 1 base on all overthrows, even to the outfield.
- Batters will start with 1 strike.

WORK HARD!  
WEAR SUNSCREEN!  
HAVE FUN!