



## **2020 TOURNAMENT RULES** rev 9-6-20

### **TEAM CHECK IN**

A Team Representative **MUST** report to their site registration desk and check in with the on-site tournament coordinator **60 minutes** prior to start of your team's first game.

Team representative will present team and individual Covid-19 Waiver forms, team donations, and payment for pre-ordered T-shirts at check in.

Each rostered player on your team will receive a tournament gift bag.

### **Saturday, September 12, 2020**

**10U Division:**            **Hamilton Girls Softball Association Complex**  
100 Christine Avenue, Mercerville, NJ 08619

**12U Division:**            **Mercer County Park**  
1600 Old Trenton Road, West Windsor, NJ 08550

### **Sunday, September 13, 2020**

**14U Division:**            **Hamilton Girls Softball Association Complex**  
100 Christine Avenue, Mercerville, NJ 08619

**Joseph Lawrence Park**  
316 Ward Avenue, Bordentown, NJ 08505

**16U Division:**            **Mercer County Park**  
1600 Old Trenton Road, West Windsor, NJ 08550

**18U Division:**            **Mercer County Park**  
1600 Old Trenton Road, West Windsor, NJ 08550

**Mercer County Community College**  
1200 Old Trenton Road, West Windsor, NJ 08550

## **TEAM ROSTER**

**\*\*\*\*Teams will utilize a 2021 roster - NO EXCEPTIONS TO THIS RULE.\*\*\***

## **COVID-19 RULES**

1. Team managers will complete and hand in the following at tournament check-in:
  - All coaches, team staff, umpires, volunteers and players must present a signed Pink Tournament Covid-19 Waiver form.
  - Team Pre-Tournament Temperature
  - **ALL 18U TEAMS:** Must complete COVID-19 Screen Questionnaire required for MCCC usage  
**Note: MCCC On-Site Temperature check required for all Coaches, Staff, Volunteers, Players and Umpires.**
2. Only **ONE** spectator is allowed for each player
3. Spectators must remain in outfield areas and follow social distancing requirements or wear masks as recommended.
4. Any person who is sick or exhibits Covid-19 symptoms should stay home.
5. All players, coaches, umpires and spectators should practice “good hygiene” by regularly washing their hands with soap and water or using hand sanitizer that contains at least 60% alcohol. Avoid touching your eyes, nose and mouth. Players and coaches should avoid all but the essential contact.
6. Face Coverings:
  - Athletes, Coaching staff, umpires, and spectators are encouraged to wear cloth face coverings, except when engaging in high intensity aerobic or anaerobic activities or where doing so would inhibit the individual’s health. Staff should wear face-coverings at all times when 6-feet of distancing is not possible.
  - Face coverings are required in common areas and areas where social distancing is not possible, such as rest rooms, snack stand, check in and merchandise tables.
7. No players in dugouts. Extended dugout areas will be marked along baselines to allow for social distancing.
8. Separate space will be marked off for spectators along the outfield perimeter.
9. Game balls will be provided to each team at check-in. Each team will use their own ball when in the field. The team in the field will retrieve foul balls.
10. Teams are to move to a socially distant area when not playing.
11. Masks **MUST** be worn at concession stand, restroom and any other tournament common areas in all playing locations.
12. Teams are asked not to linger at the facility after they are finished playing.

\*\*\*\*Temperature Checks may be required at some sites due to site Covid Policy. Temperature must be below 100.4°F to participate.\*\*\*\*

# 10U TOURNAMENT RULES

Official rules are the 2020 USSSA Fast Pitch and the PINK Tournament rules with the following 10U modifications:

1. **Game scores to be reported by the winning team 5 minutes after completion of play** at the tournament site table. Please be courteous and help us have a smooth and efficient event – submit game scores immediately after your game.
2. **Time limit is 80 minutes (drop dead at 80 minutes) 10U Games use a seeding bracket and can end in a tie.**
  - If no winner at completion of 80 minutes, the game ends in a tie.
3. Team in field to use game ball supplied by tournament and to retrieve any foul game balls in their defensive half of the inning.
4. Team in field takes ball off field at completion of defensive half inning.
5. Teams with game break are to move to a Social Distanced area.
6. No player allowed in dugouts – players to use extended dugout areas only.
7. In the championship, no time limit will be enforced; however, International Tie Breaker rules will go into effect in the eighth inning.
8. Teams are asked to be at assigned field 30 minutes before game time.
9. Game time is forfeit time unless traveling to and from a previously played game at another field location. A maximum of 10 minute warm up time will be allowed at time of arrival at new field.
10. Umpires will speed up play with three warm up pitches or 1 minute between innings. Players must hustle on and off field. **No infield warm-ups after the first inning.**
11. Ejections – SHOULD A MANAGER, COACH, PLAYER OR FAN BE EJECTED FOR ANY REASON, THEY ARE ALSO AUTOMATICALLY MANDATED TO MISS THE NEXT GAME AS WELL. NO EXCEPTIONS!  
THEY MUST IMMEDIATELY LEAVE THE FIELD OF PLAY AND VIEWING AREAS. FAILURE TO DO SO WILL BE A FORFEIT OF THE GAME. SECOND EJECTION FROM SAME INDIVIDUAL OR ANY ADDITIONAL MEMBER OF THAT TEAM, DURING THE REMAINDER OF THE TOURNAMENT, WILL BE AN AUTOMATIC FORFEIT OF THAT GAME AND THE REMAINDER OF THE TOURNAMENT
12. There are no protests. All protests will be decided on the field by the umpire.
13. Coin toss to determine home team during all games **including** championship.
14. **10U Game Rules**
  - a) 10U will play a 6 inning game, using a 35' Mound and an 11" Game Ball
  - b) Dropped third strike is **NOT** in use.
  - c) Teams may field 10 fielders – team choice, but this cannot be changed once the game starts.
  - d) Stealing is permitted.
  - e) **Mercy Rule: 12 Runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings**
  - f) DP/Flex can be used. AP can be used. Team may roster bat their entire line-up.

## **12U / 14U / 16U TOURNAMENT RULES**

Official rules are the 2020 USSSA Fast Pitch and the PINK Tournament rules with the following 12U modifications:

1. **Game scores to be reported by the winning team 5 minutes after completion of play** at the tournament site table. Please be courteous and help us have a smooth and efficient event – submit game scores immediately after your game.
2. **Time limit is 80 minutes (drop dead at 80 minutes) 12U Games use a seeding bracket and can end in a tie.**
  - If no winner at completion of 80 minutes, the game ends in a tie.
3. Team in field to use game ball supplied by tournament and to retrieve any foul game balls in their defensive half of the inning.
4. Team in field takes ball off field at completion of defensive half inning.
5. Teams with game break are to move to a Social Distanced area.
6. No player allowed in dugouts – players to use extended dugout areas only.
7. In the championship, no time limit will be enforced; however, International Tie Breaker rules will go into effect in the eighth inning.
8. Teams are asked to be at assigned field 30 minutes before game time.
9. Game time is forfeit time unless traveling to and from a previously played game at another field location. A maximum of 10 minute warm up time will be allowed at time of arrival at new field.
10. Umpires will speed up play with three warm up pitches or 1 minute between innings. Players must hustle on and off field. **No infield warm-ups after the first inning.**
11. Ejections – SHOULD A MANAGER, COACH, PLAYER OR FAN BE EJECTED FOR ANY REASON, THEY ARE ALSO AUTOMATICALLY MANDATED TO MISS THE NEXT GAME AS WELL. NO EXCEPTIONS!  
THEY MUST IMMEDIATELY LEAVE THE FIELD OF PLAY AND VIEWING AREAS. FAILURE TO DO SO WILL BE A FORFEIT OF THE GAME. SECOND EJECTION FROM SAME INDIVIDUAL OR ANY ADDITIONAL MEMBER OF THAT TEAM, DURING THE REMAINDER OF THE TOURNAMENT, WILL BE AN AUTOMATIC FORFEIT OF THAT GAME AND THE REMAINDER OF THE TOURNAMENT
12. There are no protests. All protests will be decided on the field by the umpire.
13. Coin toss to determine home team during all games **including** championship.
14. **12U / 14U / 16U Game Rules**
  - 12U will play a 7 inning game using a 40' Mound and a 12" game ball.
  - 14U will play a 7 inning game using a 43' Mound and a 12" game ball.
  - 16U will play a 7 inning game using a 43' Mound and a 12" game ball.
  - Dropped third strike is in use.
  - **Mercy Rule: 12 Runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.**
  - DP/Flex can be used. AP can be used. Team may roster bat their entire line-up

# **18U TOURNAMENT RULES**

Official rules are the 2020 USSSA Fast Pitch and the PINK Tournament rules with the following 18U modifications:

1. **Game scores to be reported by the winning team 5 minutes after completion of play** at the tournament site table. Please be courteous and help us have a smooth and efficient event – submit game scores immediately after your game.
2. **Time limit is 80 minutes (drop dead at 80 minutes) 18U Games use a seeding bracket and can end in a tie.**
  - If no winner at completion of 80 minutes, the game ends in a tie.
3. Team in field to use game ball supplied by tournament and to retrieve any foul game balls in their defensive half of the inning.
4. Team in field takes ball off field at completion of defensive half inning.
5. Teams with game break are to move to a Social Distanced area.
6. No player allowed in dugouts – players to use extended dugout areas only.
7. In the championship, no time limit will be enforced; however, International Tie Breaker rules will go into effect in the eighth inning.
8. Teams are asked to be at assigned field 30 minutes before game time.
9. Game time is forfeit time unless traveling to and from a previously played game at another field location. A maximum of 10 minute warm up time will be allowed at time of arrival at new field.
10. Umpires will speed up play with three warm up pitches or 1 minute between innings. Players must hustle on and off field. **No infield warm-ups after the first inning.**
11. Ejections – SHOULD A MANAGER, COACH, PLAYER OR FAN BE EJECTED FOR ANY REASON, THEY ARE ALSO AUTOMATICALLY MANDATED TO MISS THE NEXT GAME AS WELL. NO EXCEPTIONS!  
THEY MUST IMMEDIATELY LEAVE THE FIELD OF PLAY AND VIEWING AREAS. FAILURE TO DO SO WILL BE A FORFEIT OF THE GAME. SECOND EJECTION FROM SAME INDIVIDUAL OR ANY ADDITIONAL MEMBER OF THAT TEAM, DURING THE REMAINDER OF THE TOURNAMENT, WILL BE AN AUTOMATIC FORFEIT OF THAT GAME AND THE REMAINDER OF THE TOURNAMENT
12. There are no protests. All protests will be decided on the field by the umpire.
13. Coin toss to determine home team during all games **including** championship.
14. **18U Game Rules**
  - a) 18U will play a 7 inning game using a 43' Mound and a 12" game ball.
  - a) **Mercy Rule: 12 Runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.**
  - b) 18U Teams may use unlimited defensive substitution and bat unlimited players during the tournament.
  - c) 18U Teams may utilize the courtesy runner for any player in the game as long as you do not delay play. A courtesy runner can be any player.
  - d) **18U Championship** game is held at a local college field that does not have lights and therefore the division must be completed to get to a 4 PM Championship game. Know the division rules. Make sure your games move quickly.