



## 2026 TOURNAMENT RULES

The **PINK Tournament** is a fundraising event. All participating teams are encouraged to fundraise for and to spread breast cancer awareness to those they reach in their fundraising efforts prior to the tournament. The Top Fundraising Team and the Top Fundraising Individual in each youth age group will win a fundraising contest prize and will have team representatives at the check presentation ceremony in November 2026.

**Fundraising Requirement for Championship Games:** Only players and/or teams who take part in pre-tournament fundraising are eligible to participate in tournament championship games. Our tournament sponsors donate gifts and prizes to tournament players and championship participants solely to reward fundraising contribution for the charities.

**TODAY IS ABOUT COMMARADERIE, COMMUNITY, SUPPORT AND SPIRIT**





# **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 donations as well as any payment for pre-ordered T-shirts at check in.

Each rostered player on your team who has participated in pre-tournament fundraising will receive a tournament gift bag.

## **Saturday, September 12, 2026**

|                               |                                                                                                                                           |
|-------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| <b><u>8U Division:</u></b>    | <b>Armstrong Park</b><br>323 Ewingville Road, Ewing, NJ 08638                                                                             |
| <b><u>10U Division:</u></b>   | <b>Tantum Park</b><br>280 Meadowbrook Road, Robbinsville, NJ 08691                                                                        |
| <b><u>10U C Division:</u></b> | <b>Hamilton Girls Softball Association Complex</b><br>353 Armour Avenue, Mercerville, NJ 08619                                            |
| <b><u>12U Division:</u></b>   | <b>Armstrong Park</b><br>323 Ewingville Road, Ewing, NJ 08638                                                                             |
| <b><u>12U C Division:</u></b> | <b>Armstrong Park</b><br>323 Ewingville Road, Ewing, NJ 08638<br><br><b>Northern Community Park</b><br>Groveville Road, Trenton, NJ 08620 |

## **Sunday, September 13, 2026**

|                                  |                                                                                                                                                                                                                                   |
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| <b><u>14U Division:</u></b>      | <b>Hamilton Girls Softball Association Complex</b><br>353 Armour Avenue, Mercerville, NJ 08619                                                                                                                                    |
| <b><u>14U C Division:</u></b>    | <b>Tantum Park</b><br>280 Meadowbrook Road, Robbinsville, NJ 08691                                                                                                                                                                |
| <b><u>16U Division:</u></b>      | <b>Armstrong Park</b><br>323 Ewingville Road, Ewing, NJ 08638                                                                                                                                                                     |
| <b><u>18U Division:</u></b>      | <b>Armstrong Park</b><br>323 Ewingville Road, Ewing, NJ 08638<br><br><b>Rider University</b><br>2083 Lawrenceville Road, Lawrenceville, NJ 08648<br><br><b>The College of New Jersey</b><br>2000 Pennington Road, Ewing, NJ 08618 |
| <b><u>Women's Slowpitch:</u></b> | <b>Warwick Park</b><br>3080 Quakerbridge Road, Trenton NJ 08619                                                                                                                                                                   |

**There is no alcohol or drugs permitted at any playing location.**  
**PINK, our tournament participants and fans are guests at each location.**  
**Please follow all rules and guidelines our field donors provide.**

## **TEAM ROSTER**

1. Teams must utilize a 2027 Age Eligible Roster – NO EXCEPTIONS TO THIS RULE
2. All 10u, 10u C, 12u, 12u C, 14u, and 14u C Rosters must be submitted to USSSA via USSSA team page.
3. All 8U, 16u, 18u and WSP Rosters must be submitted on the Tourney Machine Tournament Site.

## **TEAM INSURANCE**

4. 10u, 10u C, 12u, 12u C, 14u, and 14u C teams must provide current insurance documentation either through the USSSA event page or at tournament check in.
5. 8U, 16u and 18U teams must provide current insurance documentation either through the Tourney Machine event page or at tournament check in.
6. Women's Slowpitch Teams must provide a signed team tournament waiver (in lieu of individual insurance documentation) at tournament check in. Waiver must include all rostered players information and signatures.

## **8U PINK TOURNAMENT RULES**

Official rules are the Current USSSA Fast Pitch and the PINK Tournament rules with the following 8U modifications:

- a. **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.
- b. **Time limit is 70 minutes.**  
**At Drop Dead time, if game is tied OR the home team is winning, score is Final. If not, score will revert back to the last completed inning.**  
**8U Seeding and Consolation Games can end in a tie.**
- c. In the 8U Championship or Play-In game, time limit will be enforced. If the game is tied at the completion of the time limit inning or the 6<sup>th</sup> inning, International Tie Breaker rules will go into effect in the seventh inning.
- d. Teams are asked to be at assigned field 30 minutes before game time.
- e. 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.
- f. 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.**
- g. 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
- h. There are no protests. All protests will be decided on the field by the umpire.
- i. Coin toss to determine home team during all games **including** championship.
- j. **8U Game Rules**
  - 8U will play a 6 inning game, using a 35' Mound and an 11" Game Ball
  - Games will be coach pitch, Coach must start with foot on the pitching rubber.
  - 5 runs per inning, except for the 6th inning and any extra innings will be unlimited runs.
  - 6 pitches per batter. If the last pitch is fouled off, another pitch will be given.
  - Half way line will be used. When the pitcher has control of the ball inside the circle, any runner that is NOT past half way will return to previous base
  - Dropped third strike is **NOT** in use.
  - Teams may field 9 or 10 fielders. 10<sup>th</sup> Fielder must remain in the outfield until the ball crosses the plate or is hit.
  - Team may also bat their entire line-up. However, if for any reason player does not take their turn at bat, it will be recorded as an out.
  - Stealing is **NOT** permitted.
  - No Bunting or Slash Bunting
  - Infield fly rule is not in effect
  - **Mercy Rule: 12 Runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings**
  - You may use a courtesy runner for your catcher at any time. You must first use any player that has not been in the game yet, if exhausted or not available then you may use your last completed at bat.

# **10U PINK TOURNAMENT RULES**

Official rules are the Current 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.**  
**At Drop Dead time, if game is tied OR the home team is winning, score is Final. If not, score will revert back to the last completed inning.**  
**10U Seeding and Consolation Games can end in a tie.**
3. In the 10U Championship or Play-In game, an 80 minute finish the inning time limit will be enforced. If the game is tied at the completion of the time limit inning or the 6<sup>th</sup> inning, International Tie Breaker rules will go into effect.
4. Teams are asked to be at assigned field 30 minutes before game time.
5. 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.
6. 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.**
7. 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
8. There are no protests. All protests will be decided on the field by the umpire.
9. Coin toss to determine home team during all games **including** championship.
10. **10U Game Rules**
  - 10U will play a 6 inning game, using a 35' Mound and an 11" Game Ball
  - Dropped third strike is in use.
  - Teams may field 9 or 10 fielders. 10<sup>th</sup> Fielder must remain in the outfield until the ball crosses the plate or is hit.
  - Stealing is permitted.
  - **Mercy Rule: 12 Runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings**
  - You may use a courtesy runner for your pitcher or catcher at any time. Must not be the same player for both in the same inning. You must first use any player that has not been in the game yet, if exhausted or not available then you may use your last completed at bat.
  - DP/Flex and/or AP can be used.
  - Team may also bat their entire line-up. However, if for any reason player does not take their turn at bat, it will be recorded as an out.



# **10U C PINK TOURNAMENT RULES**

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

3. **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.
4. **Time limit is 80 minutes.**  
**At Drop Dead time, if game is tied OR the home team is winning, score is Final. If not, score will revert back to the last completed inning.**  
**10U C Seeding and Consolation Games can end in a tie.**
5. In the 10U C Championship or Play-In game, an 80 minute finish the inning time limit will be enforced. If the game is tied at the completion of the time limit inning or the 6<sup>th</sup> inning, International Tie Breaker rules will go into effect.
6. Teams are asked to be at assigned field 30 minutes before game time.
7. 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.
8. 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.**
9. 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
10. There are no protests. All protests will be decided on the field by the umpire.
11. Coin toss to determine home team during all games **including** championship.
12. **10U C Game Rules.**
  - a. 10U C will play a 6 inning game, using a 35' Mound and an 11" Game Ball
  - b. The infield fly rule does not apply. The ball remains alive with all runners in jeopardy of being put out.
  - c. The dropped third strike rule does not apply. Whether or not the 3rd strike is caught, the batter is out.
  - d. 10 & under C base stealing is allowed under the following rules.
    - Runners starting at first base or second base are entitled to steal one base only per pitch with liability to be put out.
    - A Runner cannot steal home.
    - Runners are not entitled to advance more than one base per pitch unless there is a batted ball or the ball goes out of play resulting in awarded bases.
    - A runner attempting to advance beyond the one base they are entitled to steal may be put out while between bases or in contact with a base to which the runner is not entitled.
    - After all play ceases and the ball becomes dead, if a runner occupies a base beyond the one the runner was entitled to steal, the runner will be returned to the correct base without liability to be put out.
    - A batter runner, who has received a base on balls, cannot attempt to steal second base.
    - Awarded bases will apply to all runners. This includes an overthrow into dead ball territory
  - e. Runners can only score on:
    - A batted ball
    - A base on balls or hit batter with bases loaded
    - An awarded base when the ball goes out of play to include a pitch that goes out of play.
  - f. A 5 run limit per inning shall be imposed on any inning that begins less than 60-minutes from the start of the game. All subsequent innings shall have no run limit. The plate umpire will note when the 60-minute time mark is reached in the game
  - g. **Mercy Rule: 12 Runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings**
  - h. You may use a courtesy runner for your pitcher or catcher at any time. Must not be the same player for both in the same inning. You must first use any player that has not been in the game yet, if exhausted or not available then you may use your last completed at bat.
  - i. DP/Flex and/or AP can be used.
  - j. Team may also bat their entire line-up. However, if for any reason player does not take their turn at bat, it will be recorded as an out.

## **12U & 12U C PINK TOURNAMENT RULES**

Official rules are the Current 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.**  
**At Drop Dead time, if game is tied OR the home team is winning, score is Final. If not, score will revert back to the last completed inning.**  
**12U & 12U C Seeding and Consolation Games can end in a tie.**
3. In the 12U & 12U C Championship or Play-In games, an 80 minute finish the inning time limit will be enforced. If the game is tied at the completion of the time limit inning or the 7<sup>th</sup> inning, International Tie Breaker rules will go into effect.
4. Teams are asked to be at assigned field 30 minutes before game time.
5. 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.
6. 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.**
7. 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
8. There are no protests. All protests will be decided on the field by the umpire.
9. Coin toss to determine home team during all games **including** championship.
10. **12U & 12U C Game Rules**
  - 12U & 12U C will play a 7 inning game using a 40' 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.**
  - You may use a courtesy runner for your pitcher or catcher at any time. Must not be the same player for both in the same inning. You must first use any player that has not been in the game yet, if exhausted or not available then you may use your last completed at bat.
  - DP/Flex and/or AP can be used.
  - Teams may bat their entire line up. However, if for any reason player does not take their turn at bat, it will be recorded as an out



## **14U & 14U C PINK TOURNAMENT RULES**

Official rules are the Current USSSA Fast Pitch and the **PINK** Tournament rules with the following 14U modifications:

- a. **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.
- b. **Time limit is 80 minutes.**  
**At Drop Dead time, if game is tied OR the home team is winning, score is Final. If not, score will revert back to the last completed inning.**  
**14U & 14U C Seeding and Consolation Games can end in a tie.**  
**If a Play in game to the Championship is necessary, Drop Dead rules will apply. If reverting back to the last completed inning does not determine a winner, a new inning will begin using International Tie Breaker Rules.**
- c. In the 14U & 14U C Championship games, no time limit will be enforced. If the game is tied at the completion of the 7<sup>th</sup> inning, International Tie Breaker rules will go into effect.
- d. Teams are asked to be at assigned field 30 minutes before game time.
- e. 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.
- f. 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.**
- g. 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
- h. There are no protests. All protests will be decided on the field by the umpire.
- i. Coin toss to determine home team during all games **including** championship.
- j. **14U Game Rules**
  - 14U & 14U C 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.**
  - You may use a courtesy runner for your pitcher or catcher at any time. Must not be the same player for both in the same inning. You must first use any player that has not been in the game yet, if exhausted or not available then you may use your last completed at bat.
  - DP/Flex and/or AP can be used.
  - Teams may bat their entire line up. However, if for any reason player does not take her turn at bat, it will be recorded as an out.

# **16U PINK TOURNAMENT RULES**

Official rules are the Current USSSA Fast Pitch and the PINK Tournament rules with the following 16U modifications:

**Mercer County Community College, Rider University and The College of New Jersey have strict field usage guidelines that MUST be followed. Teams found violating these guidelines are at risk of a forfeit and removal from the tournament.**

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.**  
**At Drop Dead time, if game is tied OR the home team is winning, score is Final. If not, score will revert back to the last completed inning.**  
**16U Seeding and Consolation Games can end in a tie.**  
**If a Play in game to the Championship is necessary. Drop Dead rules will apply. If reverting back to the last completed inning does not determine a winner, a new inning will begin using International Tie Breaker Rules.**
3. In the 16U Championship game, no time limit will be enforced. If the game is tied at the completion of the 7<sup>th</sup> inning, International Tie Breaker rules will go into effect.
4. Teams are asked to be at assigned field 30 minutes before game time.
5. 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.
6. 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.**
7. 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
8. There are no protests. All protests will be decided on the field by the umpire.
9. Coin toss to determine home team during all games **including** championship.
10. **16U Game Rules**
  - a. 16U will play a 7 inning game using a 43' Mound and a 12" game ball.
  - b. **Mercy Rule: 12 Runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.**
  - c. 16U Teams may use unlimited defensive substitution and bat unlimited players during the tournament.
  - d. 16U 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.

# **18U TOURNAMENT RULES**

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

**Mercer County Community College, Rider University and The College of New Jersey have strict field usage guidelines that MUST be followed. Teams found violating these guidelines are at risk of a forfeit and removal from the tournament.**

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.**  
**At Drop Dead time, if game is tied OR the home team is winning, score is Final. If not, score will revert back to the last completed inning.**  
**18U Seeding and Consolation Games can end in a tie.**  
**If a Play in game to the Championship is necessary, Drop Dead rules will apply. If reverting back to the last completed inning does not determine a winner, a new inning will begin using International Tie Breaker Rules.**
3. In the 18U Championship game, no time limit will be enforced. If the game is tied at the completion of the 7<sup>th</sup> inning, International Tie Breaker rules will go into effect.
4. Teams are asked to be at assigned field 30 minutes before game time.
5. 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.
6. 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.**
7. 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
8. There are no protests. All protests will be decided on the field by the umpire.
9. Coin toss to determine home team during all games **including** championship.
10. **18U Game Rules**
  - 18U will play a 7 inning game using a 43' Mound and a 12" game ball.
  - **Mercy Rule: 12 Runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.**
  - 18U Teams may use unlimited defensive substitution and bat unlimited players during the tournament.
  - 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.

# **Women's Slowpitch Division TOURNAMENT RULES**

Official rules are the Current USSSA Slowpitch and the **PINK** Tournament rules with the following Women's Slowpitch Division modifications:

- a) **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.
- b) **Time limit – At 50 minutes, finish the inning + 1 additional inning. Drop Dead time is 90 minutes.**  
**At Drop Dead time, if game is tied OR the home team is winning, score is Final. If not, score will revert back to the last completed inning.**  
**Women's Slowpitch Division Seeding and Consolation Games can end in a tie.**  
**If a Play in game to the Championship is necessary. Drop Dead rules will apply. If reverting back to the last completed inning does not determine a winner, a new inning will begin using International Tie Breaker Rules.**
- c) In the Women's Slowpitch Championship game, no time limit will be enforced. If the game is tied at the completion of the 7<sup>th</sup> inning, International Tie Breaker rules will go into effect.
- d) Teams are asked to be at assigned field 30 minutes before game time.
- e) 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.
- f) 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.**
- g) 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
- h) There are no protests. All protests will be decided on the field by the umpire.
- i) Coin toss to determine home team during all games **including** championship.
- j) **Women's Slowpitch Division Game Rules**
  - Women's Slowpitch Division will play a 7 inning game using a 50' Mound, 65' Bases and an 11" Tattoo Classic W core game ball.
  - Metals cleats/spikes are prohibited. Players may wear molded cleats/spikes.
  - **Mercy Rule: 20 Runs after 3 innings, 15 runs after 4 innings, 10 runs after 5 innings.**
  - Batter will begin at-bat with a 1-1 count.
  - Batters must use USSSA approved bats.
  - No plate and mat. Standard strike zone will be used.
  - No courtesy foul.
  - Teams may use unlimited defensive substitutions, and bat up to 14 players during the tournament.
  - Teams may utilize 2 courtesy runners for any player per inning. Courtesy runners can be any player, but if a courtesy runner is on base when it comes time for their at bat, they are out.