

General Guidelines

- **Safety:** Please keep spectators and photographers off the field while games are actively playing
- Team Rosters:
 - **Online Rosters must be completed by Thursday.**
 - All players must carry a photo ID while at the park.
- Lineup Submission:
 - Each team will provide lineup to the umpire before your scheduled game.
 - Lineup cards are available at the registration tent (free of charge).
 - Failure to have your team and lineup ready at game time results in forfeiting the first at-bat.
 - Games will start immediately at their scheduled times.
- Home Team:
 - Home team is based off the schedule.
- PineRider branded softballs Only:
 - The following softballs will be provided by the league director
 - Men's 12" and Women's 11" PineRiders branded softballs
- Player Eligibility:
 - Minimum player age is 18. (Unless approved by the director)
 - No children under 18 are allowed on the field or in dugouts at any time. Please ensure children stay in safe areas, away from swinging bats and softballs.
- Code of Conduct – Must Read
 - Offenses: 1st - Verbal Warning, 2nd - Player Ejection, 3rd - Coach Ejection
 - Smoking in dugouts or on the field is strictly prohibited.
 - Alcohol consumption is not allowed anywhere in the complex.
 - Cigarette smoking is only permitted in designated areas outside the complex.
 - Any player or coach caught smoking in restricted areas will be asked to leave
 - Vapes are allowed inside the complex, as long as they don't interfere with gameplay or other attendees.

In-Game Rules

Governing Rules:

All games will be governed by the 2025 USSSA rulebook unless otherwise noted.



Game Time & Grace Period Rules

- Games consist of 7 innings or a 50-minute time limit, whichever comes first.
- No new inning will begin after 50 minutes unless the game is tied.
- Tie Breakers:
 - A modified 1-Pitch California Tie-Breaker will be used.
 - Batting continues from the previous inning with the last batter placed on 2nd base.
 - Each team gets one at-bat, with a maximum of 5 runs allowed per team.
 - The game will result in a tie if neither team can take the lead
- Rosters and Gameplay:
 - Maximum of 14 players per roster (12 batters and 2 subs).
 - Minimum of 9 players to play; missing batting positions will result in outs.
 - Substitutions must be announced to umpire to be valid.
 - Teams should consist of 5/5, or 6/6 gender split with a maximum of 5 male players allowed on the field at one time.
 - A lineup of 11 players will only be allowed if there's 6 females and 5 males.
 - Batting order must alternate genders, and 2 males can not bat in a row.
 - Subs must be of the same gender as the player being replaced.
 - If a male is walked he advances to 2nd base and the female has the option to walk or bat.
 - One courtesy runner per gender is allowed per inning, and the runner must be the same gender.
 - If the next scheduled batter is on base as the courtesy runner, it will result in an out.
 - All players must be present at start of the game otherwise the team will forfeit home field advantage and/or their first at-bat
 - After 10 minutes, if the team still does not have at least 9 players, they forfeit the game.
 - Teams must be in the dugout and ready to play at the top of the hour or immediately after the game ends, or they will forfeit their first at-bat.

In-Game Rules - Cont.

- **Home Runs:**
 - 1 home run is allowed per team any additional will result in a single base
- **Equipment:**
 - Only 240 USSSA approved bats are allowed. No shaved or modified bats allowed.
 - No metal cleats are allowed.
 - Pitchers and infielders are highly recommended to wear protective headgear with a mask.
 - First base gloves are only permitted for the 1st baseman and catcher.
- **Protest Rulings:**
 - To protest a ruling, the player must call time and request a tournament official to clarify.
 - Balls, strikes and base running calls stand.
- **Run Rules:**
 - 15-run lead after 3 innings
 - 12-run lead after 4 innings
 - 10-run lead after 5 innings
- **Flip Flop Rule:**
 - In the inning before a run rule is exceeded (after 2 innings), if the home team is losing, they will remain at bat and become the visiting team.
 - If the new visiting team fails to reduce the run difference below the run rule, the game is over.
 - If they do reduce the run difference, the new home team will bat. If they reach the run rule, the game is over.
 - **If a team has not batted through their entire lineup, they will be granted the opportunity at the end of the game regardless of outs.**



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