

BRIGHTON YOUTH BASEBALL/SOFTBALL PROGRAM
JEANNINE M. DUFAULT'S FAST PITCH
SOFTBALL TOURNAMENT
2025

***** TOURNAMENT RULES *****

The 2025 BRIGHTON YOUTH BASEBALL SOFTBALL PROGRAM Annual Girls Fast Pitch Softball Tournament shall be governed and adhere to the rules and regulations set forth in the "Official Rules of Softball 2025 by the National Federation of State High School Association" unless otherwise superseded by specific BYBSP tournament rules as stated herein:

TOURNAMENT OBJECTIVE

- A. Each team will be guaranteed at least three (3) games.
- B. The tournament will be a round-robin format within each pool, or a combination round-robin crossover with the other pool. NOTE: This format may be revised by Tournament Director to accommodate changes in number of team entries or weather conditions. Check for your specific division format at registration.
- C. Awards will be presented as follows:

Individual Team First Place & Second Place Trophies in each age division.
Maximum 15 players per roster.

PLAYERS

- A. A player must not have attained the following ages, prior to 1-1-2025
 - U8 9 years
 - U10 11 years
 - U12 13 years
 - U14 15 years
 - High School 19 years
- B. Age verification will be required. Verification must be a copy of a birth certificate or pictured I.D. driver's license. If verification is not presented, the player in question will be unable to participate until verification can be presented. Tournament Director/Coordinator's judgment may be used in specific cases.

TEAMS

- A. Official Team Roster must be presented to Tournament Committee UPON ARRIVAL AT THE TOURNAMENT or mailed in advance with entry form. Rosters must be verified by the Tournament Officials prior to any team playing its first game. Once submitted, no changes are allowed.
- B. Any illegal entry of any non-verified/registered player will result in immediate forfeiture of all games and elimination of team from tournament. No refunds will be given.

SCHEDULES/GAMES

- A. In the event of any acts of Mother Nature (unplayable weather conditions, etc.), Tournament format and schedule may need to be revised. All efforts to declare a tournament champion will be made which may result in a tie breaker being used. No refunds will be given unless entire tournament is canceled in advance. Judgment of Tournament Director shall be final.
- B. Teams are expected to be ready to begin game promptly, according to the Tournament schedule. Teams should be at the field 15 minutes early, ready to go with lineup - as you could start early. Starting time may be delayed if preceding game runs overtime due to tie game situation. Game time is forfeit time.
- C. Team designation (home or visitor) shall be decided by a coin flip prior to each game for all pool play and Championship game. For semifinals the higher seed will be HOME team. Home team will be the Official Scorekeeper if no official scorekeeper has been assigned by Tournament Committee. Immediately following each game, the winning team shall complete the Official Game Record sheet provided, signed by both coaches and returned to Tournament Official. To avoid discrepancy, verify the score after the completion of each inning.
- D. The winning team is responsible for submitting scores. Scores can be texted to group text provided before tournament. All scores will be reported online or posted at the Tournament Headquarters – Hawkins.
- E. Lineups must be exchanged between teams and Official Scorekeeper prior to start of game. Lineups must include player's last name, number and starting position. All changes must be reported to Head Umpire and Official Scorekeeper.
- F. Game start time starts when umpire completes ground rules with a coach from each team. This shall be recorded on Official Score sheet.

- G. No new inning shall start after one (1) hour and 20 minutes for all pool play and semi-finals. Exception: Championship games. WILL NOT have a time limit; however, inclement weather and Mercy rule WILL apply. Inning in progress when time expires must be completed.
- H. A regulation game shall consist of seven (7) complete innings with the exception of U8 and U10 – six (6) innings.
- I. In case of inclement weather, or when Mercy rule is in effect, three (3) innings constitute a game.
- J. Mercy rule: fifteen (15) runs after three (3) complete innings, twelve (12) runs after four (4) complete innings, and eight (8) runs after five (5) complete innings for all games.
- K. All pool games are allowed to end in a tie. Points will be given as follows: Win = 2 points, Tie = 1 point and Loss = 0 points. There will be no ties for semi-finals or championship games. If the semi-final or championship game is tied after the last inning of regulation game, one more inning will be played. If after the extra inning the game is still tied – international rules will be applied.
- L. International Tie Breaker; Each team will start off their half of the inning by placing the last batter on second base with no outs. Game is played until the tie is broken.
- M. For tie-breaking purposes, forfeited games will be scored at 8-0.
- N. The following tie-breakers will be used in pool play:
 1. Head to head play.
 2. Least amount of runs scored against in all games.
 3. Most runs scored in all games.
 4. Run differential in all games with the team having the greater differential being declared the winner.

PLAYING RULES

- A. Infield practice will not be allowed on game fields.
- B. “SOFT TOSS” or “PEPPER” will not be allowed against any fence.
- C. Pitching distance shall be:

U8 / U10 = 35’ U12 = 40’ U14/High School = 43’
- D. If players act as base coach, a helmet must be worn.
- E. Speed-up rule: Courtesy runner may be used for pitcher/catchers only and are mandatory for catcher when on base with two (2) outs. Only 1 warm up pitches between innings and only 5 for a new pitcher.

- F. The communicable disease procedure will be as follows: A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered in a reasonable amount of time, the individual would not have to leave the game. The length of time that is considered to be reasonable is Umpire judgment. The re-entry rule would apply to players that are removed. If there is an excessive amount of blood on the uniform, it must be changed before that individual participates again.
- G. U10, U12 and U14 Age group: All players on roster will bat, with free defensive substitutions.
 - a. High School: Option of batting all or 9 players with DP Flex
 - b. All players on your roster will bat with free defensive substitutions. (exception High School) will have their choice of batting all or batting 9 with a DP Flex, umpires must be told at the coaches meeting
- H. Teams must finish with the same number of batters you started with, excluding injury or illness.
- I. 10U – 6 innings
- J. 10U – No infield fly rule
- K. 10U– maximum 7 runs per inning
- L. 10U –Outfielders are required to play at least 20 feet behind the infield bases

FIELD DECORUM

- A. Due to time constraints, players are asked to hustle during the game. Maintaining speediness of play is essential for a good tournament. Any delay of game will result in a warning; continued delay may result in a game forfeit.
- B. Brighton Area School District has adopted a drug-free zone. **USE OF TOBACCO IS NOT ALLOWED ANYWHERE ON SCHOOL PROPERTY. ALCOHOLIC BEVERAGES ARE STRICTLY PROHIBITED ON ALL SCHOOL PROPERTY.**
- C. **MANAGERS AND COACHES ARE RESPONSIBLE FOR THE BEHAVIOR OF THEIR ENTIRE TEAM, ASSISTANTS AND FANS.**
- D. Any unsportsmanlike act, malicious or flagrant play or conduct will result in ejection from the game and suspension from the next game. Other unsportsmanlike conduct such as throwing bats or helmets, improper or abusive language or gestures, will also result in ejection. Any coach ejected for obscene or abusive language or gestures will be suspended from further participation in the tournament.

UNIFORMS

- A. All batters/base runners must wear protective helmets with face mask at all times when in playing area whenever ball is alive.
- B. Proper shoes are required; no thongs or sandals. Metal cleats are acceptable for older age division. U14 and High School only

- C. All catchers must wear helmets and chest protector.
- D. Players warming up pitchers must wear a helmet.
- E. Since the potential for an all-star in-house tournament team participating, we encourage all players to dress alike as much as possible.

VIII. PROTESTS

- A. There will be no protests. In the event of a challenge regarding rules or rule interpretations, both managers may confer with the umpires. All Disputes will be settled at that time. If necessary, a tournament representative will be included in any discussion, home plate umpire's decision is final. Judgment calls may not be disputed.
- B. Clock continues to run during any/all discussions with umpire(s).

Specific Rules for U8

- All players on the roster will bat.
- Free defensive substitution is allowed for all players.
- Catapult pitching machine will be used for all games and the offensive coach will operate the machine. The machine will be placed approximately 35 feet from home plate.
- Batter is out after 5 pitches. No base on balls.
- 3-swinging strikes is an out. If batter does not swing, it is not a strike.
- If the batter fouls off the 5th pitch it will not be treated as an out, and the at bat continues.
- A hit ball that makes contact with the machine or the coach loading the machine is a dead ball. The batter gets 1st base and only forced runners advance 1 base.
- No stealing.
- No leading off the bases.
- Runner may advance only 1 base on an obvious overthrow to any base. This does not include a ball that was mishandled by the 1st, 2nd, or 3rd baseman.
- Overthrows made to the pitcher do not apply for advancement.
- Play ends when an infielder has possession of the ball in the infield. A runner who violates this must go back. Umpire will determine if runner was more than halfway to next base when play is over. If more than halfway to the base, runner gets that base. If less than halfway, runner will retreat. This is in the umpire's judgement and the call is not to be argued by players, coaches or fans.
- A half inning will end after 3 outs or 5 runs, whichever comes first; inning ends after the 5th run scores and no additional runs are counted.
- A team can score up to 7 runs in the 6th inning ONLY. If your game doesn't make it to the 6th inning due to time limits, you do not have the ability to score 7 runs.
- No dropped 3rd strike.
- No infield fly rule.
- No bunting.
- Pitcher's mound will have 8 ft diameter circle. Player pitcher must have at least one foot in this circle during play.
- Player pitcher must wear a mask or helmet with a mask.