



BRING THE HEAT

Softball Tournament Rules

Thank you for signing up to play at the NAGS "Bring the Heat" softball tournament. We want your players to have the best experience. Please review all rules carefully.

For any questions, contact our Tournament Director: [Adrian Flansburg 818-800-9237](mailto:Adrian.Flansburg@nags.org)

USA rules will apply in all divisions except as modified by these tournament rules.

TEAM ROSTERS & CHECK-IN

- Eligibility:** All teams must be league or All-Star teams made up from league teams. No travel ball or club teams will be permitted.
- Roster Size:** Teams are limited to a maximum of 13 league players on a roster, plus 3 USA Softball registered add-ons. Players may only be on a roster for one team.
- Check-In Requirements:** Team rosters must be turned in at the check-in table no later than 60 minutes prior to a team's first scheduled game. Check-in will be available at all locations. At check-in, each team must provide:
 - A printed and completed USA Softball roster that includes player names, ID numbers, date of birth, jersey numbers, and coach ID numbers.
 - Coaches must show a copy of their USA Softball digital coach card (screenshot or printed) with two green badges.
 - USA Softball cards or Birth Certificates for all team members are required.
 - Leagues must be fully insured through USA Softball.
- Age Determination:** Age is determined as of August 31st, 2025. Please verify and update this date with the Tournament Director if needed.
- Roster Freeze:** Team rosters become frozen at check-in time. No roster changes are allowed after check-in. Girls who arrive late and are not listed on the game line-up card must sit out for that game.

PLAYING FIELD & EQUIPMENT

The following pitching distances, base distances, and official balls apply for each division:

Division	Pitching Distance	Base Distance	Ball
6U / 8U	30 Feet	60 Feet	10" Soft Dot RIF1
10U	35 Feet	60 Feet	11" RIF10 / Dream Seam
12U	40 Feet	60 Feet	12" Dream Seam
14U	43 Feet	60 Feet	12" Dream Seam
16U / HS	43 Feet	60 Feet	12" Dream Seam

GAME LINE-UPS

1. Line-up cards must be handed to the official scorekeeper no later than 10 minutes before game time. Pitchers and Catchers must be listed on the line-up sheet.
2. Line-ups must list starting players (first name, last name, and number) in batting order, and all available substitutes. Only players listed on the line-up card may play in that game.
3. A game may begin and finish with 8 players (10U–16U/HS) or 10 players (6U/8U). The batting order is considered official when reviewed by both managers and the plate umpire at the pre-game meeting.
4. **Game forfeiture time is 5 minutes after the official start time.** There is no grace period.
5. Players who arrive late and are not listed on the line-up card must sit out for that game. If a player listed on the line-up card is due up to bat and is unavailable (injury, illness, early departure, or otherwise), an out will be recorded — only for the first occurrence.
6. Both teams must sign the official score card. If not signed, the score card provided to the site director by the umpire will be used as the official score card.

MANAGERS & COACHES

1. Only four (4) adults are allowed in the dugout during the game. All coaches must be background checked, SafeSport cleared, and registered and insured with the league their enrolled team is from.
2. Only the Manager/Coach who participated in the pre-game meeting with the umpire may approach or speak with the umpire to discuss a disputed call.
3. If a parent has an issue with the umpire or opposing team, they should direct it to their team manager to discuss and resolve appropriately.
4. Team managers are responsible for and must have control of their players, coaches, and fans at all times.

HOME TEAM & DUGOUTS

1. **Pool Play:** The team listed first on the schedule occupies the third base dugout and is deemed the home team (unless occupied from the previous game). Coin flip will determine home team.
2. **Elimination Games:** The higher seed will be the home team and will have the choice to be home or visitor. If teams are seeded equally, a coin toss will determine who gets the choice. Home teams occupy the 3rd base dugout except when it is more convenient to leave a team in its dugout when playing back-to-back games.
3. **Championship Games:** Coin toss determines the home team.
4. The home team is responsible for providing the official scorekeeper. Each team will provide their own scorebook.

GAME DURATION

1. **Pool Play:** No new inning after 1 hour 15 minutes will be started. 1 hour and 25 minutes Modified Drop Dead. Pool Play games may end in a tie
2. **Drop Dead Rule:** If time expires before the inning completes, the score reverts to the last completed inning UNLESS the home team has scored the same or more runs in the incomplete inning than the visitor team did in the incomplete inning.
3. If the visiting team is up to bat when time is called, the score reverts to the last completed inning.
4. If the home team is up to bat and is leading, the score stands.

BRING THE HEAT — Softball Tournament Rules 2026

- If the home team is up to bat and has tied the game in that half inning, the score stands.
- If the home team is up to bat and is losing, the score reverts to the last completed inning.
- Elimination & Semi-Final Games:** One (1) hour and fifteen (15) minutes, after which no new inning may start. Games cannot end in a tie. International Tie Breaker (ITB) rules go into effect in the top of the first inning after time expires.
- Championship Games (10U–16U/HS):** One (1) hour and fifteen (15) minutes, after which no new inning may start. If the game is tied after 7 innings, the ITB goes into effect.
- Championship Games (6U-8U):** One (1) hour and fifteen (15) minutes, after which no new inning may start. If the game is tied after 6 innings, the ITB goes into effect.

POOL PLAY SEEDING & TIE-BREAKERS

Ties for entry into elimination rounds are broken in the following order:

2-Team Tie-Breaker	3-Team Tie-Breaker
1. Winning Percentage	1. Winning Percentage
2. Head-to-Head Results	2. Fewest Total Runs Against
3. Fewest Total Runs Against	3. Total Runs For
4. Total Runs For	4. Total Runs Differential
5. Total Runs Differential	5. Coin Toss
6. Coin Toss	

RUN LIMITS

Pool Play — All Divisions

- 6U: 4 runs per inning — or — 2 above a tie (whichever is greater)
- 8U: 4 runs per inning
- 10U: 4 runs per inning
- 12U: 5 runs per inning
- 14U: 5 runs per inning
- 16U/HS: 5 runs per inning

During Elimination Games and the Championship Game, there is NO run limit per inning.

MERCY RULE

The USA mercy rule is in effect for all divisions: 15 runs after 3 innings, 12 runs after 4 innings, 8 runs after 5 innings.

SUBSTITUTIONS & RE-ENTRY

- Pool Play — All Divisions:** All teams must bat Round Robin (all rostered players bat). When a team hits Round Robin, they gain free substitution on defense. The courtesy runner for the pitcher and catcher will be the last recorded out (OK at any time).
- 8U — Elimination & Championship:** Round Robin batting is mandatory. In the case of an injury, the last recorded out may be used for the injured player at the umpire's discretion.
- 10U–16U/HS — Elimination & Championship:** Teams have the option to bat Round Robin or batting 9 only. This must be declared no later than the pre-game manager meeting. Designated Player (DP), Extra

BRING THE HEAT — Softball Tournament Rules 2026

Player (EP), and DP/FLEX may be used. If a team elects not to bat all players, USA rules apply and the player re-entry rule is in effect.

PROTESTS

There will be NO PROTESTS allowed. All umpire decisions are final. Umpires and/or the Tournament Site Director(s) shall have the responsibility of settling any on-field dispute. The tournament committee will resolve any situation not covered by the above rules or in the USA rulebook, and all tournament committee decisions will be final.

SPORTSMANSHIP

1. Good sportsmanship is encouraged at all times. Each team is given “Sportsmanship” awards for their first 2 games. Choose one player on the opposing team that displays good sportsmanship and present the award by name after the game. What to look for: Hustle, supporting teammates, responding positively to adversity.
2. Umpires will stop play and may charge a strike on the batter if teams time or escalate chants at the pitcher’s release (e.g., “ah, ah, ah, CHOOOO!”). This is at the umpire’s discretion only and is NOT grounds for protest.

MUSIC & NOISE

1. Music is permitted and must be appropriate (no foul language, no negativity). The Tournament Director has sole discretion on what is deemed appropriate. No music on field 7 before 8:00 am.
2. Walk-up music is permissible and must NOT be played when the ball is live or when the pitcher and batter are ready. Music is controlled by the “at bat” team.
3. Only the team at bat is allowed to play music between innings.
4. **NO NOISE MAKERS** (whistles, rattles, cranks, etc.) are NOT permitted at this tournament. Tournament Director will forfeit any team that violates this rule.
5. Should there be complaints from neighboring fields, or if music is being used to intimidate opposing teams, music will not be allowed by any team for the remainder of the event.

CONDUCT & EJECTIONS

1. The USA Softball Code of Conduct will be strictly enforced. Umpires and/or the Tournament Director shall have the responsibility of ejecting coaches, players, or spectators for abusive language or other acts contrary to the objective and purpose of USA Softball.
2. Any Manager, Coach, or Player ejected from a game shall remain ejected for the remainder of the game and must sit out the next game. Upon ejection, the individual must leave the vicinity of the field immediately.
3. If the ejected person fails to leave the vicinity (at the umpire’s discretion), the game will end as a forfeit by that person’s team.
4. Violations resulting in ejection or team forfeiture will NOT cause any refund.

AWARDS

1. Trophies or Rings will be awarded to 1st and 2nd place teams in all divisions.
2. **Spirit / Sportsmanship Award:** Each team will present an award to one player on the opposing team at the conclusion of each of their first two Pool Play games.

HIDDEN COMMODITY RULE (PITCHERS)

1. Every pitcher must pitch during pool play. Any pitcher who did not pitch during pool play is ineligible during elimination play, unless that pitcher was absent from the tournament during pool play.
2. Managers are responsible for ensuring all pitchers receive playing time during pool play. Questions about eligibility should be directed to the Tournament Director before elimination begins.

RAINOUT POLICY

1. No games played — 100% refund
2. 1 game played — 50% refund
3. 2 or more games played — No refund

FACILITY RULES

All visitors to NAGS / Granada Hills Little League fields are expected to adhere to the following rules:

1. **No dogs or other pets of any kind are allowed** on any tournament grounds. Failure to adhere to this rule could result in forfeiture.
2. At NAGS locations, there is no dirt on fan stands — please avoid shelled snacks unless you have a cup to discard shells. Do NOT discard shells or trash on the floor or in dugouts. No sunflower seeds, please.
3. Enter and park at your own risk. Softballs/baseballs fly anywhere.
4. **No alcoholic beverages.** Violation: suspension of the individual(s) and affiliated team(s)/group(s) from the tournament. **PLEASE ADVISE ALL families that alcohol is prohibited and will result in a TEAM FORFEIT.** No sneaking alcohol in coolers, fast-food cups, Solo cups, or otherwise.
5. **NO smoking or vaping** is allowed on the premises.
6. Please use trash cans. Each team is responsible for cleaning their dugout at the end of each game.
7. 10 mph speed limit at all times.
8. No infield practice or warm-up prior to the commencement of any game. Warm-up fields and locations will be designated at each respective location.

8U Division — Additional Rules

The following rules apply specifically to the 8U Division and modify USA or the above general rules where indicated.

1. **Cold Home Plate.**
2. **No Infield Fly Rule.**
3. Maximum of 6 innings per game.
4. 10 players on defense; the 10th player must be an outfielder.
5. Free substitution of all players for all positions while on defense.
6. Round Robin batting mandatory in all game types.
7. **Stealing:** One base per pitch only. Runners may NOT advance on an overthrow, even if the ball goes out of play.
8. **No Dropped 3rd Strike.**

6U Division – Modified Rules

The 6U division shall play by USA Softball Playing Rules as outlined in the current Official Guide with the following exceptions:

1. Round Robin batting is mandatory. Every player must bat.
2. Each batter receives 5 pitches from a coach. If the last pitch results in a foul ball, the batter receives additional pitches until she either misses completely or fails to swing. **No tee ball in this tournament.**
3. There is a 10-foot arc in front of home plate extending from the 1st base line to the 3rd base line. A hit ball that does not pass this line is a foul ball.
4. Base runners cannot leave their base until after the ball is hit and can only advance to home on a ball put in play. **If a runner is off the base when the ball is hit, the ball is dead, the runner is out.**
5. Runners may advance one base on an overthrown ball.
6. For any ball hit in play, if a play is stopped and a dead ball called when the ball is caught in or passes through the pitcher's circle. If base runner(s) have already passed the halfway line when the ball enters the circle, they advance to that base; otherwise they return to their last base safely reached. Once a ball is declared dead, it cannot be made alive again. **However, if the pitcher has the ball and the runner is advancing while deadball call and without hesitation the pitcher can tag the runner out.**
7. The umpire will determine if an overthrown ball has gone out of play. If a runner has already passed the halfway line to the next base, she may advance to that base.
8. There may be two adult offensive coaches — one at the first base coaching box and one at the third base coaching box — in addition to the adult pitcher. All other coaches must remain in the dugout.
9. **No bunting allowed.**

Game Length

1. **Pool Play:** No new inning after 1 hour 15 minutes will be started. 1 hour and 25 minutes Modified Drop Dead. Pool Play games may end in a tie.
2. **Drop Dead Rule:** If time expires before the inning completes, the score reverts unless the home team has scored the same or more runs in the incomplete inning than the visitor team did in the incomplete inning.
3. **Elimination Play:** No new inning after 1 hour 15 minutes. The championship game will be 5 innings or no new inning after 1:15. If a tie still stands after either 5 innings or time has expired, ITB rules will be used until a winner is determined.

General Rules

1. Two (2)-up rule for 6U only. A team may score up to 4 runs per inning or as many runs as needed to take the lead by 4 runs in that inning, whichever is greater.
2. **No Infield Fly Rule.**
3. The home team is responsible for the official score. At the end of each pool play game, also report the total number of outs each team has recorded.
4. Coach pitching distance is 30 feet from home plate. A chalk circle will be drawn around the center of the pitching area and called the "pitcher's circle."
5. The player pitcher may stand anywhere behind the pitching rubber with both feet in the pitching circle when the adult coach pitcher is pitching.

BRING THE HEAT — Softball Tournament Rules 2026

6. After a ball is put in play, the coach pitcher **MUST** get out of the way of defensive players attempting to field the ball. **If the pitching coach is hit by the batter's batted ball, that batter is out and all base runners are returned to their last base.**
7. The coach pitcher **CANNOT** coach base runners from the pitcher's circle, nor coach the batter after the ball is hit.
8. **Violation of rules 6 and/or 7 will result in a dead ball out on the batter; all runners return to the last base they occupied at the start of the play.**

Offensive Rules

Defensive Rules

1. A player must **NOT** sit out two consecutive innings unless there is an injury that has been communicated to the opposing manager.
2. No more than 10 players may be on the field at one time. With 10 players on the field, there will be 4 outfielders.
3. All outfielders must be standing in the outfield at least 10 feet behind the base line at the beginning of each play.
4. The catcher must remain in the defensive catching position until after the ball has been hit.
5. No player can be closer to the batter than the pitcher (other than the catcher).
6. Two coaches are allowed in the outfield when their team takes the field.
7. **Infield Fly Rule is NOT in effect in 6U.**

Umpires

All decisions made by the umpire are final. Violations that cause ejection or team forfeiture will **NOT** result in any refund.

Good Luck to EVERY TEAM!!!!

Thank you for ending your 2026 Summer with NAGS.

Tournament Director:

Please call to ask about any rule(s), warm-up location, code of conduct, address, etc.

Managers are responsible for knowing the rules prior to game time.

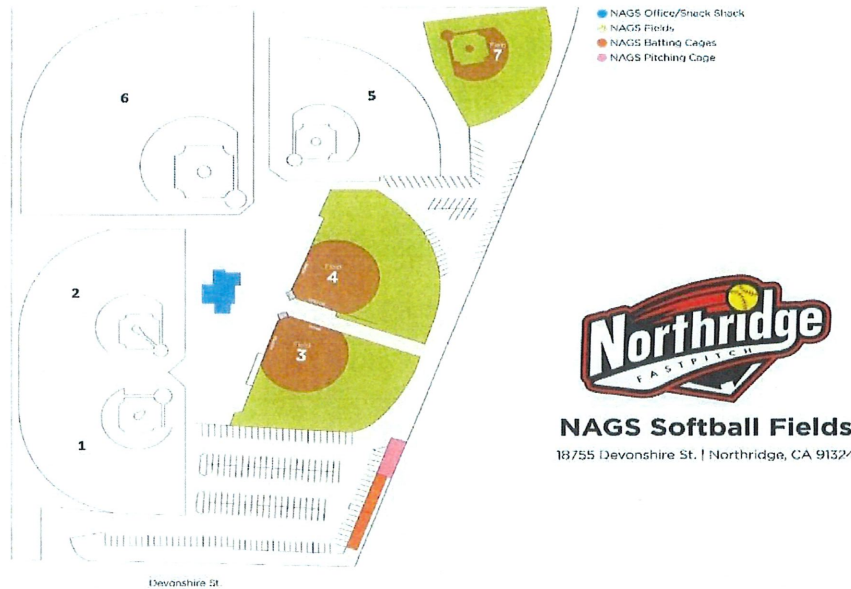
TOURNAMENT LOCATIONS

Location 1 — NAGS (Northridge All Girls Softball)

18755 Devonshire Street, Northridge, CA 91324

Fields: Field 1. Warm-up areas: Field 1 or 2 outfield only.

NO DOGS ALLOWED • NO SUNFLOWER SEEDS PLEASE



Location 2 — Granada Hills Little League (GHLL)

16035 Rinaldi Street, Granada Hills, CA 91344

Field: Fourth Field (dirt infield) to the LEFT. Warm-up area designated at check-in.

NO DOGS ALLOWED • NO SUNFLOWER SEEDS PLEASE

