

**HARTFORD ALL-STAR
SOFTBALL INVITATIONAL**



Tournament Dates: June 30 – July 3 (IF NEEDED)

2023 Hartford All-Star Softball Invitational Tournament General Rules

All rules for girls ages 6 – 14 will follow the standard rules set forth in the 2022 – 23 Michigan High School Athletic Association rule book except for the following:

1. The age determination date is **January 1st, 2023**.
2. Any violation of the age limitation for any bracket shall disqualify the entire team from further participation in the tournament. No games will be replayed as a result of the team being disqualified.
3. Tournament officials shall have the right to request a birth certificate for any player(s). If a birth certificate is requested, team managers are required to supply proof of age within twenty-four (24) hours.
4. Registration fees are non-refundable after your team is accepted into the tournament.
5. No smoking is allowed in the ballpark. There are designated areas located just outside of the facility.
6. Team rosters can have a maximum of one (1) manager, two (2) coaches, one (1) scorekeeper, one (1) bat person and fifteen (15) players. No changes to the roster will be allowed after the roster is submitted. The bat person cannot be used as a player. Only those on the roster may be permitted in the dugout (and / or on the field). Be sure to complete all requested data for each player. Team rosters must be turned into a Tournament Director at-least thirty (30) minutes prior to your team's first game. There will be 1st and 2nd place trophies awarded in each division.
7. All team members must have been participants in summer recreation ball this year, with a minimum of five (5) games played in that age division. **TEAMS IN VIOLATION WILL BE REMOVED FROM THE TOURNAMENT. NO TRAVEL TEAMS WILL BE ALLOWED.**
8. All teams must be ready to play thirty (30) minutes before the scheduled game time with roster present unless notified by a Tournament Director. Teams that fail to show up or leave the facility before notification shall forfeit the game.
9. A manager arguing with an umpire's decision, other than a rule interpretation, shall receive one warning. If the argument continues after the warning, the manager shall be ejected from the game. Only managers may approach an umpire. Spectators who unduly criticize umpires, coaches, managers, or players will receive one warning. If the behavior continues, they will be asked to leave, and play will stop until the offender has left the facility. If the offender does not leave within ten (10) minutes, the game will end in a forfeit.
10. There will be no appeals, unless an umpire asks for help (example: a runner missing a base will be a delayed dead ball, and the runner will be called out).
11. There will be no protested games.
12. Home team will be determined by a 'flip of the coin' by an umpire or any tournament official and team representatives, as both teams arrive.
13. Home teams, determined by a coin flip, will use the third base dugout; visiting teams will use the first base dugout.
14. All equipment and team personnel must stay in the dugout, except for base coaches, the batter at the plate, and the on-deck batter.
15. The starting lineup must be presented to the official scorekeeper and the opposing team fifteen (15) minutes before the start of the game. **PLEASE BE PROMPT!** Starting lineups must include the player's full name, uniform number, substitute status, and their fielding position; everything must be written legibly.
16. No infield will be allowed prior to your game in order to help speed the games up, and keep the tournament running on time. Extra field space is available for infield practice, etc. if you so choose. Our pony baseball field, T-Ball field and areas around Redwood Elementary are available for pregame warmup. Each team will only be allowed five (5) minutes (if time allows) of infield on the playing field after it's set up and ready to go. We strongly urge you to take advantage of the other fields to take warm up practice.
 - a. Teams arriving late for games may not be allowed to warm up on the field. Tournament directors have the right to limit the warmup time if the scheduled games are falling behind.
17. **All divisions will play six (6) innings with the following exceptions:**
 - a. All games will have a 1 ½ hour time limit, and no new inning will start one (1) hour and twenty (20) minutes after the start of the game.
 - b. The lone exception to this rule will be a tie. Tie games will be played out until a winner is decided.
18. Teams may start the game with eight (8) players, but the ninth spot will be recorded as an out until the ninth player arrives. Teams reduced to seven (7) players during the game must forfeit that contest.
19. If a game is called due to weather conditions, it is considered an official game, if:
 - a. Four (4) innings have been completed (3 ½ innings if the home team is ahead).
 - b. If the conditions listed above have not been met, the game will resume at the point it was suspended as soon as possible. If the fields cannot be playable within a reasonable amount of time, the game will resume the next day, or rescheduled by the tournament directors.

20. **EIGHT RUN RULE:** A game will end when a team is ahead by eight (8) or more runs anytime after five (5) innings, or 4 ½ innings if the home team is ahead.
21. **TEN RUN RULE:** A game will end when a team is ahead by ten (10) or more runs anytime after four (4) innings, or 3 ½ innings if the home team is ahead.
22. **ADDITIONAL MERCY RULES:** If a team is ahead by fifteen (15) or more runs at any time after the end of three (3) innings, the game is considered a complete game. If a team is ahead by twenty (20) or more runs at any time after the end of two (2) innings, the game is considered a complete game.
23. **SUBSTITUTIONS:** Any player removed from the game may return at any time. However, the starting player may re-enter the game only once, and must bat in her original spot in the batting order. High School fastpitch rules are in effect. A starting pitcher who is removed from the pitching position may return to the pitching position only once.
24. The manager may only make two trips to the pitching circle. On the third trip, the pitcher must be removed.
25. "Time" may only be called once during an inning. Exceptions will be made for changing a pitcher, attending to an injured player, or fixing equipment.
26. **SLIDING:** Sliding is required for any base runner in all brackets to avoid collision on any close play, except first base (umpire's discretion).
27. No head-first sliding is allowed into any base. The exception to this rule would be sliding back to a base.
28. Courtesy runners are allowed and recommended for catchers & pitchers. Runners shall not be in the game at the time, or the player that made the last out may also be used.
29. **DRESS CODE:** Players must be dressed in an appropriate softball uniform. No loafers or loose-fitting shoes are allowed. Jerseys must be tucked in. **METAL CLEATS ARE NOT ALLOWED.** All other dugout personnel must wear 'appropriate apparel'. Bathing suits, tank tops, and other inappropriate clothing are not allowed. Tournament officials will determine when inappropriate attire is being worn. In addition, no jewelry, necklaces, or bracelets may be worn during the game.
30. **BAT RULES:** All bats will be checked prior to each game. **ALL ILLEGAL BATS ARE STRICTLY PROHIBITED AND WILL BE THROWN OUT OF THE GAME.** If any illegal bats are brought back into play, the violating team's player and / or manager will be subject to ejection (umpire's discretion).
31. Pitchers in the 8U and 10U divisions (pitching machine) must wear a helmet with a face mask for safety. In addition, players in both pitching machine and live pitch games are expected to wear a face mask when they are out on the playing field.
32. Face masks for all batting helmets are required.

INDIVIDUAL DIVISION RULES

8U Division – Pitching Machine:

1. Pitching machine will be set at 36 miles per hour during the entire tournament.
2. The pitching machine distance will be at thirty-five (35) feet, bases at sixty (60) feet, and an eleven (11) inch ball will be used.
3. A circle with an eight (8) foot radius will be made around the pitching machine. Play will stop once the pitcher has control of the ball within the pitcher's circle (umpire's judgment). Runners will advance to the next base if they are across the hash lines more than halfway between the bases; the umpire shall determine the positions of each runner.
4. Ten (10) players will be allowed on the field, with a maximum of six (6) players allowed on the infield at the start of the pitch. All players must start in a 'normal' fielding position at the start of the pitch. This ensures the safety of all players (umpire's discretion).
5. **Each team may bat the entire roster. This is up to the manager, and the decision needs to be declared prior to the start of the game. If you choose not to bat everyone, then the team will only bat ten (10) players, and the rest of the players on the roster will be treated as substitutes. Please remember that you must finish with how you start the game.**
6. Pitchers must be on the left side of the pitching machine, and even with the machine until the ball is pitched. Pitchers must always wear a helmet with a face mask – no exceptions.
7. The pitching machine will be considered a dead ball, and balls hitting the machine will be dead regardless where the ball lands. Runners will only advance, if forced.
8. Pitches that are swung at will be considered a 'strike' regardless of the pitch location. Pitches outside the strike zone not swung at may be considered a 'no pitch' (umpire's discretion).
9. There will be no infield fly rule.
10. Only two (2) bunts per team, per inning will be allowed. Any additional bunting will result in a dead ball and an out.
11. There is no stealing. If a runner is caught leaving early, she will be sent back to the nearest open base from where she left upon the conclusion of the play on the first offense. This will be considered a team warning. A second, or any additional subsequent offense, will result in the runner being called out. Players shall not leave the base until contact with the ball is made.
12. Coaches will not be allowed on the field during play.

10U Division – Pitching Machine:

1. **The 10U division will play the same rules as the 8U division, except for the following rules:**
2. Pitching machine will be set at 42 miles per hour during the entire tournament.

3. Ten (10) players will be allowed on the field, with a maximum of six (6) players allowed on the infield at the start of the pitch. All players must start in a 'normal' fielding position at the start of the pitch. This ensures the safety of all players (umpire's discretion).
4. **Each team may bat the entire roster. This is up to the manager, and the decision needs to be declared prior to the start of the game. If you choose not to bat everyone, then the team will only bat ten (10) players, and the rest of the players on the roster will be treated as substitutes. Please remember that you must finish with how you start the game.**
5. Stealing is allowed. Runners may leave the base once the ball crosses home plate, or the ball is put into play.

12U / 14U Divisions – Live Pitch:

1. The pitching circle distance for the 12U division will be at forty (40) feet. The pitching distance for the 14U division will be at forty-three (43) feet. Bases will be set at sixty (60) feet, and a twelve (12) inch ball will be used.
2. Nine (9) players maximum will be allowed on the field, with a maximum of six (6) players allowed on the infield at the start of each pitch.
3. **Each team may bat the entire roster. This is up to the manager, and the decision needs to be declared prior to the start of the game. If you choose not to bat everyone, then the team will only bat nine (9) players, and the rest of the players on the roster will be treated as substitutes. Please remember that you must finish with how you start the game.**
4. Dropped third strike and infield fly rules will both be played.