

Tournament Rules

Softball

Parsons Sports Ranch follows

Baseball

Parsons Sports Ranch will follow the NFHS (National Federation of High School) Baseball rules for anything not covered by specific rules adopted by PSR. The following rules are enforced at PSR:

- Slash bunting (feigning a bunt and swinging at the pitch) is not allowed in division 12U and below. 13U and older, slash bunting is legal.
- Fake 3rd to 1st pickoff move is not allowed.
- Pitch counts are enforced according to age division.
- All balks are dead ball.

In the event a situation comes up that is not covered in the rules, the tournament director will make the fairest possible ruling, and the ruling will be final.

Time Limits

8U and below – 1:10 (70 minutes) or 6 innings

9U-10U – 1:20 (80 minutes) or 6 innings

11U-12U – 1:30 (90 minutes) or 6 innings

13U-14U – 1:40 (100 minutes) or 7 innings

Games will be scheduled with 10-minute breaks between games. In an effort to stay on schedule, please have your team ready to play at the conclusion of the previous game.

As time expires, all games will finish the current inning in play. A couple of additional rules to time limits:

- With less than 5 minutes, there will be no new inning if the lead is 10 runs or more.

- With less than 5 minutes on the clock, all timeouts will stop the clock – this includes pitching changes (No Stalling).

Game time limits may be adjusted on a tournament to tournament basis depending on weather.

RUN RULES

Inning Run Rules (7U-10U divisions only)

- Standard 7 runs per half inning for baseball
- Standard 6 runs per half inning for softball (all divisions for softball)

7U – 10U divisions

20 after 3 innings

15 after 4 innings

10 after 5 innings

11U – 14U

20 after 2 innings

15 after 3 innings

10 after 4 innings

8 after 5 innings

Forfeits

Teams who forfeit during pool play will be ejected from the tournament and will not be placed in to the championship bracket.

Batting Order

Team have a choice when choosing their batting lineup for each game:

- Bat 9 Straight
- Bat 9 with a DH
- Bat 10 with an EH
- Bat the entire lineup

When not batting the entire lineup, teams must list all eligible subs on the lineup card. Official team lineups must be presented to the opposing coach and umpires at the start

of each game. When batting the entire lineup and a player injured or unable to play. The team must take an out for that spot in the lineup. If the player has not batted, or played in the field and is injured or unable to play, their batting spot will be skipped. Teams cannot use both a DH and EH in a game.

Courtesy Runners

A courtesy runner can be used for the pitcher and the catcher at any time once they reach first base. The courtesy runner must be a legal substitute currently not in the game, including starters that have been substituted for but are legally eligible for re-entry.

Teams batting the entire lineup, the courtesy runner must be the last batter not currently on base.

METAL CLEATS

Metal cleats are prohibited on pitcher's mounds

EJECTIONS

Any coach, player or fan ejected from a game is required to leave the field immediately.

Coaches will receive an additional game suspension including the current game, players will only be ejected from the current game unless the ejection happens in the last inning of the current game. Fans that are ejected will be out for the duration of the game.

COACH PITCH RULES

- Only 4 Coaches are allowed on the field and dugout area during a game.
- The pitching coach must straddle or be behind the pitching rubber that will be set at 40' when releasing the ball. The pitching coach cannot coach any player while he is inside the foul lines and avoid contact with any ball in play. One warning will be given, on the second offense the coach will be removed. The player playing the pitching position must stay behind or beside the offensive coach

pitcher until the ball is hit. When a batted ball hits the pitching coach, the following rules will apply. If in the umpires judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance. If in the umpires judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and no-pitch is declared.

- Ten (10) defensive players will play in the field with four (4) outfielders which must stay in the grass outfield until the ball has been hit.
- No lead off or stealing. No bunting. No infield fly rule is ever in effect.
- Teams may substitute freely on defense.
- Teams will bat their roster and the batting order will remain the same throughout the game.
- Players may not be intentionally walked. .
- Umpires will call "time" after every play and declare the ball dead. "Time" should be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.
- Pitching rules: Coach pitch - 6 pitches or 3 swinging strikes. Batter will continue batting if his last strike is fouled off. The offensive side is retired when 3 outs or seven runs are scored.
- The defensive player listed a pitcher cannot leave the pitching circle until the ball is hit. Penalty: the play continues, after the play has ended, the offensive team has the option of taking the result of the play or no-pitch. If a player violates this rule on his first offense he will be warned, on his second offense he will be removed from the pitching position for the remainder of the game.
- A team may use a courtesy runner for the catcher anytime he gets on base. The courtesy runner must be the last batter not currently on base.
- Two defensive coaches can be outside of the dugout while the ball is in play. No "outfield coaches".

- Coaches are responsible for their team's fans/parents. If a parent or fan is ejected from the game, the head coach will also be ejected.
- Batting out of order: First offense in a single game - when a team is found to be batting out of order by the defensive team or an official, the correct batter will be placed at the plate assuming that the incorrect batters count. Second offense in a single game - when a team is found to be batting out of order by the defensive team or an official, the incorrect batter will be called out after they have received a single pitch and the correct batter will be placed at the plate.

IN THE EVENT OF A TIE

Pool Play games will end in a tie when time has expired or the game has been completed.

Bracket Play Only – In the event of a tie when time expires or a complete game is played, a tie breaker will be enforced as play continues. At the start of each half inning, the team batting will start with runners on 2nd and 3rd with 1 out. Teams will continue batting where they are in the lineup. The runners placed on base will be the last two batters from the previous inning. (Example – Leadoff batter is up, 8th batter would be on 3rd and 9th batter would be on 2nd)

We will do our best to ensure all games are played according to schedule. In case of rain/lightning, games will be shortened to 5 innings or 1:15 (75 min). Scores for partially played games will be based on the last completed inning if 3 innings have been completed.

Pool play seeding:

- Record
- Head to head (only if two teams are tied)
- Runs allowed
- Runs differential (max 8)
- Runs Scored
- Coin Toss

BAT DROP RULES

- 14U Must use -3
- 13U can use -5 or -3
- 12U and below can use -10, -8, -5

We will do our best to ensure all games are played according to schedule. In case of rain/lightning, games will be shortened to 5 innings or 1:15 (75 min). Scores for partially played games will be based on the last completed inning if 3 innings have been completed.

- Each coach takes full responsibility to ensure compliance of players (age and amateur status) and to make sure all tournament rules are met.
- The manager is responsible for knowing when pitcher must be removed.
- Open roster.
- Team insurance must be provided 7 days prior to tournament start date.

AGE REQUIREMENT

May 1st will be the designated date to determine ages. Photocopies of birth certificates will be required.

BASEBALL AGE CUTOFF INFORMATION FOR Fall 2025 & Spring/Summer 2026:

- **7U Division Players** who turn 8 prior to May 1 of the current season are not eligible unless they are in the 1st grade. Also, any player turning 9 prior to May 1 will not be eligible
- **8U Division Players** who turn 9 prior to May 1 of the current season are not eligible unless they are in the 2nd grade. Also, any player turning 10 prior to May 1 will not be eligible.
- **9U Division Players** who turn 10 prior to May 1 of the current season are not eligible unless they are in the 3rd grade. Also, any player turning 11 prior to May 1 will not be eligible.

- **10U Division Players** who turn 11 prior to May 1 of the current season are not eligible unless they are in the 4th grade. Also, any player turning 12 prior to May 1 will not be eligible.
- **11U Division Players** who turn 12 prior to May 1 of the current season are not eligible unless they are in the 5th grade. Also, any player turning 13 prior to May 1 will not be eligible.
- **12U Division Players** who turn 13 prior to May 1 of the current season are not eligible unless they are in the 6th grade. Also, any player turning 14 prior to May 1 will not be eligible.
- **13U Division Players** who turn 14 prior to May 1 of the current season are not eligible unless they are in the 7th grade. Also, any player turning 15 prior to May 1 will not be eligible.
- **14U Division Players** who turn 15 prior to May 1 of the current season are not eligible unless they are in the 8th grade. Also, any player turning 16 prior to May 1 will not be eligible.
- **15/16U Division** Players must all be 15 or 16 years old prior to May 1 of the current season. Also, any player turning 17 prior to May 1 will not be eligible unless they are in the 10th grade. The team can have a maximum of half its roster be 16 year old players.

NO MORE THAN THREE GRADE EXCEPTIONS PER TEAM FOR ALL AGE
DIVISIONS

SOFTBALL AGE CUTOFF INFORMATION FOR 2025:

Parsons Sports Ranch follows the NCS Fastpitch Age Qualifications. The age of your oldest player on Aug 31st of the current season will determine your division level. (If your oldest player is 12 on Aug 31st, your team's is eligible for 12U. If your oldest player is 13 on Aug 31st, the team would have to register as 14U or drop the player(s) from your roster.)

PITCHING RULES (Baseball only)

8U: Coach Pitch

9U -12U:

- 30 pitches or less they are allowed to pitch again anytime.

- 31-45 pitches they need 24 hours rest from your games originally scheduled start time
- 46+ pitches they need 2 days rest from your games originally scheduled start time
- Max 80 pitches in 1 day
- No player can pitch in more than 2 games in 1 day

13U, 14U, 15U:

- 35 pitches or less they are allowed to pitch again anytime.
- 36-55 pitches they need 24 hours rest from your games originally scheduled start time
- 56+ pitches they need 2 days rest from your games originally scheduled start time
- Max 100 pitches in 1 day
- No player can pitch in more than 2 games in 1 day

Coaches and scorekeepers are in charge of knowing the number of pitches that their players have made. Any discrepancy will be decided by the umpires and tournament director.

* All pitch count protests must take place at the time of the violation. No protests will be allowed after the conclusion of the game. Any player found to be in violation of the pitching limits will be immediately taken out of the game for the duration of the game, and may not pitch in any remaining games. Additionally, the head coach may be subject to ejection if the violation is deemed blatant and obvious at the discretion of the tournament director.