



# St. Louis Park Orioles Opener Rules and Guidelines (10U)

## General:

- Except where modified, USA Softball rules govern play.
- Teams must check in at least 30 minutes before their first game at the shed located next to field 1.
- Players may be rostered on only one team on Minnesota Softball.
- In case of inclement weather, the tournament director may adjust the schedule. Check the Oriole Opener website for updates.
- No soft toss against fences.
- Tobacco and alcohol are prohibited at all tournament sites.
- Heckling or interfering with umpires or players is forbidden. One warning will be given; further violations result in fan ejection. Failure to leave within two minutes results in forfeiture.
- Protests will be decided on the field; the umpire decision is final.
- Four-game guarantee (subject to weather). ASA/NAFA rules apply.
- Friday and Saturday pool play results determine seeding for tiered brackets. Brackets will be posted once scores are finalized.
- Tournament Director: Sarah Rowan (email: [SLPTournament@slpfastpitch.org](mailto:SLPTournament@slpfastpitch.org))

## Competition:

- Teams not ready within 10 minutes of start time forfeit (unless delayed by prior game).
- Home team is determined by rolling a softball toward the pitcher's mound; the team whose ball stops closest to the pitching rubber chooses to be home or away.
- Entire roster bats; free substitutions. No pitching limits.
- Courtesy runner allowed for pitcher or catcher (last out).
- Games are 7 innings or time-limited:
  - *Pool play*: no new inning after 65 minutes
  - *Bracket play*: no new inning after 70 minutes
  - May be shortened due to weather
- Run rules: 15 after 3 innings, 10 after 4 innings, 8 after 5 innings
- Pool play games may end in a tie
- Bracket play tiebreaker: Runner starts on 2nd (last batter due up) with 1 out
- Max 5 runs per half-inning
- Unlimited stealing allowed
- No dropped third strike—batter is out

## Seeding Tiebreakers:

1. Win/Loss record
2. Head-to-head
3. Runs allowed
4. Runs scored
5. Coin toss