

## 2019 Champlin Park 16<sup>th</sup> Annual Rebel Classic Tournament Rules

1. This tournament offers berths to the NAFA Nationals and USA Nationals. Top team in Gold bracket will have the choice between NAFA or USA Nationals. Second, 3<sup>rd</sup>, and 4<sup>th</sup> place finishers in the Gold Bracket will receive NAFA Berths. The top 2 teams in the Silver Bracket will be offered a berth to the NAFA nationals. NAFA membership prior to the beginning of tournament play is a requirement if you wish to compete for the NAFA national tournament berths.

2. All teams **MUST** submit completed JO Softball rosters. Coaches must turn in their audited signature page and approved USA Roster and cell phone # to the Tournament Director or director's agent at check-in, 30 minutes prior to your first game. **All teams must supply 2 Dudley SB-10 (10U) or SB-12 (12U) balls at check-in as well.**

3. Tournament is Pool Play on Friday and Saturday to Single Elimination Bracket Play on Sunday.

**12U Pool Standings and Bracket Seeding** will be determined by win-loss record. First tiebreaker will be the team's record, second head-to-head competition; third tiebreaker will be least runs allowed; 4<sup>th</sup> tiebreaker will run differential; final tiebreaker will be coin toss.

4. Pool play games may end in a tie. Bracket games will require a winner. Games tied at the end of seven innings or tied at the end of the time limit will go into the international rule tie-breaker in Bracket games only.

5. A ball roll determines home and visiting teams in all Pool Play games. The top seeded team will be the home team for bracket play. The home team will keep official score book and is responsible for ensuring umpire has official score.

6. Any team not on the field and ready to play within five minutes of their game start time will forfeit the game, unless of a previous game delay or other tournament-related delays. Teams **MUST** start with at least 9 players, but can finish a game with 8 players.

**7. All protests will be settled on the field. Umpire decisions are final. No appeals will be allowed to the tournament director. Tournament rule modifications/interpretations and bracket modifications, if necessary, will reside with the Tournament Director only.**

8. In the event of inclement weather or other unforeseen circumstance the tournament director has the right to adjust the format of this event. All parties will be duly notified via updates at [www.cpfastpitch.com](http://www.cpfastpitch.com) and on the Tourney Machine App. Our weather refund policy is full refund if no games played, ½ refund if 1 game played, no refund if more than 1 game played.

9. We will be posting the bracket pairings as soon as we get all of the scores in from the teams in your pool. Please watch Tourney Machine for all updates. Tourney Machine will be the official results. Brackets will be posted at your location.

10. Tournament Director Heath Postma will be available both days. You can reach his cell phone at (218) 201-2123.

11. CPFA as the Tournament Host is not responsible for any injuries or any costs associated with any injuries occurred during/at the Tournament.

12. **Ejections:** Any player, coach, or spectator ejected from a game shall be ejected for all remaining games during the tournament.

13. **Medals** will be awarded to a maximum of 13 players on 1<sup>st</sup> and 2<sup>nd</sup> place teams in the 10U & 12U Gold Brackets & 13 players on the first-place team of the Silver Bracket. Medals for 8U will go to 13 players on the 1<sup>st</sup> and 2<sup>nd</sup> place teams. All 8U players will receive a participation Rebel Classic Dog Tag.

### **12U Rules**

1. Games will be seven innings in length with 70-minute time limits. No new inning will start after 65 minutes. International tiebreaker rule will be invoked if game is tied after regulation innings and time limit has not been reached. Pool play games can end in a tie if time runs out. Bracket play games cannot end in a tie and must have a winner.

2. Run Rule:

All Pool Play games will have a 5-run limit.

12U Silver Bracket play will have a 5-run rule. 12U Gold Bracket play will have 15 runs after 3 innings, 12 runs after 4 innings, and 10 runs after 5 innings.

3. Must bat all players, with open substitution, during both pool and bracket play.

4. Pitching distance will be 40 feet.

5. Courtesy runner (last out or last player to bat this inning) may be used for the pitcher, catcher or injured player.

### **10U Rules**

1. Games will be seven innings in length with 70-minute time limits. No new inning will start after 65 minutes. International Tie-breaker rule will be invoked if game is tied after regulation innings and time limit has not been reached. Pool play games can end in a tie if time runs out. Bracket play games cannot end in a tie and must have a winner.

2. Run Rule: 5 run limit per half inning in both Pool and Bracket play.

3. Must bat all players, with open substitution, during both pool and bracket play.

4. 10U will pitch at 35 feet and will use an 11-inch ball.

5. Courtesy runner (last out or last player to bat this inning) may be used for the pitcher, catcher or injured player

### **8U Rules**

The same above applies EXCEPT:

1. Player Pitch/Coach Pitch: Games will be played with three swinging or called strikes as an out. The strike zone will be determined by the umpire at that game and can discuss this issue with both teams prior to the game beginning.

2. After four balls are called, the batting team's coach (or designated person) will pitch, taking up with the current count. This means:

(1) if the count is four balls, no strikes, the batter gets three strikes;

(2) if the count is four balls, one strike, the batter gets two strikes; and

(3) if the count is four balls and two strikes, the coach can only throw one pitch. The coach/designated pitcher **MUST** attempt to pitch a flat, no arc, fast pitch ball from as close to 30 feet away as they are able. The Umpire will monitor this to make sure that both coaches play by the same rule. There will be **NO** walks. The batter either hits the ball or strikes out. **FOUL BALLS DO NOT COUNT AS THE THIRD STRIKE!** If a player is hit with a pitched ball, the pitch is considered a "ball" and play will continue, there is no base awarded for a hit batter or a walk.

3. Pitching distance is at 30 feet.

4. The player playing in the pitcher position must remain within 3' on the right or left side of the pitching rubber and behind the adult pitcher until the pitch is made by the coach. The coaches will draw a line approximately 25 feet from home plate and agreed on by the coaches as to where the pitcher may not cross until the ball has been hit. The coach will pitch from the farthest distance off home plate they can deliver a hittable pitch in the strike zone.

5. All outfielders must start play in the grass (unless it is an exceptionally deep infield, as agreed by the coaches). They can be as far in or out as the coach chooses.

6. No more than 9 players are allowed on the field at one time.

7. As soon as the ball is thrown by a fielder, the runner needs to stop at the base they are running to.

8. No leading off or stealing is permitted. Sliding is permitted and recommended at home or any plate if the play is close.

9. Any base runner hit directly by a batted ball is out.

10. Teams are required to bat the full roster with unlimited substitutions. No player can sit twice until all players have sat once. Batters will warm up in front of their teams' bench. Only one batter will be allowed to warm up at a time. No throwing of the bats allowed.

11. Batters will not be allowed to take a base if hit by a pitch. Each batter will either strike out or hit the ball.

12. No runner can advance past first base on a walk.

13. A helmet must be worn by all batters. The helmets do not need a face guard or strap.