



2025 Queen City Tournament Rules & Regulations

REGISTRATION AND ROSTERS

1. The 2025 Queen City Classic tournament will comply with the 2025 iPride ratings & guidelines.
2. The iPride database will be used to verify player ratings. All players must have played in an iPride member city and have an active player rating. Any rostered player's rating that cannot be verified in the database will be ruled ineligible to play. League commissioners may be asked to verify ratings for players that do not have current iPride rating.
3. The Queen City Classic follows iPride's guideline of three (3) non-LGBT players maximum per roster.
4. Players MUST register before tournament play begins for that respective division. Once tournament play begins, there will be no additional registrations unless approved by the Tournament Director (or proxy) as a hardship.
5. A photo ID will be required to register.
6. Players who have not signed the official Queen City Classic roster prior to playing in a game will result in a forfeiture of the game being played when the error is discovered.
7. All players must be at least 18 years of age.

Division	Team Ratings Thresholds	Individual Ratings Threshold
E	Up to 65	Up to 6
D	Up to 100	Up to 10
C	Up to 130	Up to 14
UPPER DIVISION	No Team Cap	No Ratings

Team ratings will be calculated by adding the top 10 rated players.

GAME PLAY AND GENERAL RULES

1. USA rules will be followed unless otherwise provided for in the Queen City Classic rules and regulations.
2. Line up cards will be provided. Each team is required to completely fill out the lineup card (including first and last names, jersey numbers, and positions) and distribute to the opposing team and the umpire immediately prior to game time.
3. 12 batter lineup (acceptable).
4. Round robin games will begin with a 1-1 count, with **NO courtesy foul**. All other games will begin with a 1-1 count, with **ONE courtesy foul**.
5. One (1) courtesy runner per inning. The runner can be any player on the lineup card or roster (including subs). If the courtesy runner is on base when they come up in the lineup, an out will be assessed for that player.
6. 6'-12' pitch arch.
7. Only certified USA bats will be allowed. Umpires will check bats before play begins. Any player caught using an illegal, banned or altered bat will immediately be ejected from the game and may be excluded from further play at the discretion of the Tournament Director (or proxy). *See current list of non-approved USA bats.*
8. Players MUST slide or yield to play. (Please be safe - no 'bulldozing' over players.) **Player subject to ejection. **
9. A five (5) minute grace period will be given for the first games of the day only.
10. Any home run (over-the-fence) beyond the limit stated will result in an inning-ending out.
 - a. Upper Division will be allowed two (2) over-the fence home runs
 - b. C Division will be allowed one (1) over-the-fence home run.
 - c. D Division will be allowed no (0) over-the-fence home runs.
 - d. E Division will be allowed no (0) over-the-fence home runs.
11. Run Rules will apply for all games including all trophy games.
 - e. 20 runs after 3 innings
 - f. 15 runs after 4 innings
 - g. 10 runs after 5 innings
12. The 10-player rule applies (Standard USA rules) – Start/finish with 10 players
13. Home team is the official scorebook (confirmed with the umpire).
14. The assigned game time is the forfeit time. Any team not on the field at the game time results in a forfeit.
15. At the end of any game, leave the dugout immediately so that the next team can enter and prepare for their game.
16. Each coach MUST sign the line-up card at the end of the game. This will serve as verification of the game's score.

POOL PLAY

1. Pool play draws are random. However, entries from the same city will be dispersed so that they will not have to play each other (if possible).
2. Coin flip for home team.
3. Game time limit - 45 minutes Drop Dead.
4. Pool Play games can end in a tie.

SEEDING

1. For the purpose of seeding, the following priority will be utilized:
 - (win-loss-tie) 2-0-0 > 1-0-1 > 1-1-0 > 0-0-2 > 0-1-1 > 0-2-0
2. Random draws will be used for teams with the same win/loss record.
3. Seeding will also follow iPride rule 30.22 with regard to teams from the same city. If two teams from the same member association are drawn to play each other in the first round of the double-elimination bracket, the lower seeded team will be dropped one seed.

TOURNAMENT RULES

1. Double-elimination format will be used for all divisions.
2. Tournament play will be 55 minutes. Tournament play will not end in a tie.
3. Home team will be the higher seed
4. Home team is the winner of the bracket winner in the championship game.
5. Home team will be determined by coin flip for the championship IF game.
6. Only the championship and IF games will be a full 7 innings with no time limit. Standard USA run rule applies.
7. NO Protests will be permitted in trophy or championship games.
8. Tournament games may start earlier than scheduled as fields become available.

TIE BREAKER

1. The International TieBreaker Rule will be used in the event of a tie at the end of a double-elimination game.
2. The last out from the previous inning will begin on second base. A courtesy runner cannot be used. The runner can be substituted for.
3. Play will resume with each team getting three (3) outs and the count starting at 1-1 with one (1) courtesy foul. Complete innings will be played until the tie is broken.
4. Each team will be given the same number of innings.

OTHER RULES

1. Uniform Rule: Teams are not required to have like-colored uniforms, however an Arabic whole number (0-99) of contrasting color, at least 6 inches high must be worn and visible on the back of all uniform shirts. Players without numbers will not be permitted to play.
2. No jewelry (such as neck chains, watches, fit-bits, bracelets, or earrings that extend below the earlobe) is allowed that is judged to be hazardous or potentially dangerous by the umpire. This is COMPLETELY at the discretion of the umpire. Any player not obeying the dress code will not be allowed to play in that game.
3. No music played in dugouts during the game. Please respect the teams playing on the field when playing (loud) music. If asked to turn it down (or off), please extend the courtesy of doing so.
4. Metal cleats are not allowed.
5. Sportsmanship is expected during all Queen City Classic tournament games and events.
6. At the discretion of the field umpire, Umpire-in-Chief (UIC), or any tournament official, any team or fan making excessive noise (horns, noisemakers, loud or obscene music, whistles, etc.) or

using obscene language or gestures will first be asked to cease the action. If the action continues, the players or fans in question will be asked to leave or will be removed from the park.

7. Misconduct may result in penalizing an individual and/or a team with respect to:
 - a. **No Individual Shall:** At any time lay a hand upon, shove, strike, or threaten (either verbally or physically) to strike an individual.
 - b. **No Individual Shall:** Be guilty of objectionable demonstration of dissent by throwing gloves, bats, balls, or any other forceful action.
 - c. **No Individual Shall:** Discuss with an official, on or off the field, a decision reached by that official, except for a manager, coach, or captain who should limit the interaction to the field.
 - d. **No Individual Shall:** Use unnecessarily rough tactics in the play of the game.
 - e. **No Individual Shall:** Physically attack or assault any individual, including aggressively responding to threats or actions initiated by others when such response is not reasonably necessary in the situation.
 - f. **No Individual Shall:** Be abusive towards, verbally attack, bully, or otherwise harass any individual on or off the field, which includes the prohibition of ongoing, unwanted, and reasonably offensive sexual advances which were known or should have been known at the time to make the targeted individual uncomfortable.
 - g. **No Individual Shall:** Use profane, obscene, or vulgar language directed at or towards any player, official, or umpire, on or off the playing field at any time.
 - h. **No Individual Shall:** Be on the field of play, at any time, in an intoxicated condition or under the influence of any drug if either will unreasonably infringe upon the safety of the individual and/or the safety of others.
 - i. **No Individual Shall:** Damage, destroy, or steal property, including but not limited to all forms of property owned by the City, CPSA, umpires, officials, coaches, or players.
 - j. **No Individual Shall:** Violate rules, regulations, and laws regarding the consumption of alcohol and tobacco, especially when participating in a CPSA and/or iPride related event.
 - k. **No Individual Shall:** Unreasonably disparage, verbally or in writing, the personal character of umpires, officials, coaches, board members, or other individuals in the process of pursuing grievances or complaints, which includes the use of social media.
 - l. **No Individual Shall:** Damage league property through intent or negligence.
 - m. **No Individual Shall:** Use team or league activities to generate personal financial profit.
8. Any player ejected from a game for unsportsmanlike conduct will automatically be disqualified from the next game. However, depending on the severity, the player may be disqualified from the tournament at the discretion of the Tournament Director, Umpire or tournament official.
9. Only a coach or manager should ask an umpire for clarification on a call.
10. In the event of inclement weather, the tournament may revert to a one-pitch format, reduce the game time, or any other modifications deemed necessary at the discretion of tournament directors or proxy.
11. Tournament officials are defined as the Tournament Directors (or proxy) and/or, the Carolina Piedmont Softball Association (CPSA) Commissioner.