



2026 Spring Lake Park Panther Classic Tournament Information

ALL TEAMS MUST HAVE AN APPROVED ROSTER ACCESSIBLE ON MNSOFTBALL.COM AT CHECK IN. TEAMS WITHOUT AN APPROVED ROSTER WILL NOT BE ALLOWED ON THE FIELDS UNTIL THE ROSTER IS COMPLETED/APPROVED.

Check-In Protocols (all levels):

- The head coach/team manager of each team will check in their team near the concession stand. (1 hour prior to the team's first game)
 - Proof of an approved roster on www.mnsoftball.com
 - Provide two (2) new Dudley softballs.

Player & Spectator Rules (all levels):

Heckling of the umpire will not be tolerated. The coach of the team whose fans violate this rule will be warned once. If the heckling continues, fans will be asked to leave the facility. Fans not complying within two (2) minutes will cause the forfeiture of the game to the opposing team.

General Rules (U10 & U12):

- The Panther Classic is USA Softball & ASA sanctioned for all age groups. USA Softball rules apply unless noted otherwise.
- Any players "picked-up" must be from within the association. Any "picked-up" players must be from the same level of competition as the team or lower (A "B" team can pick up another "B" player or a "C" player, but not an "A" player).
- All teams are responsible for removing ALL trash from bench areas after each game.
- All protests will be settled on the field. **Umpire decisions are final.** No appeals will be allowed to the Tournament Director.
- The Tournament Director reserves the right to shorten the games in the event of bad weather. All parties will be duly notified.

Tournament Play Rules (U10 & U12):

- Each team will play 3 games (Bracket Play) on Saturday May 9th, 2026.
- For all games, 'Ball roll' to decide Home or Visitor - closest to the pitcher's plate as rolled from home plate will select either Home or Visitor.
- Games in Rounds 1 and 2 will be seven (7) innings long with a 65 minute-time limit. No new inning will start after 65 minutes. Games in Round 3 will be 70 minutes long.
- Innings will be finished – There is no drop-dead time.

- Games cannot end in a tie.
- Tie Breaker Rule - If the game is tied after regulation innings or if time limit has been reached.
 - 1st extra inning - Last out from the previous inning will begin on 2nd base and the inning will start with 2 outs.
 - If a winner is not determined after the first extra inning, the last out from the previous inning will begin on 2nd base, and the inning will start with 1 out.
- Teams must bat their entire roster.
- There are unlimited substitutions of players on defense.
- Courtesy runners for pitchers & catchers – last out or last available batter if the last out is a pitcher or catcher.
- If an injury occurs and results in a player not being able to participate. When their turn to bat comes up, skip the batter and move to the next batter – **NO OUT IS CHARGED**.
- Any team not on the field and ready to play within 5 minutes of their scheduled start time will forfeit the game, unless delay results from previous game delay.
- All Teams should be ready up to 30 minutes prior to game start.
- The drop 3rd strike rule will be in place for both 10U and 12U divisions
- **Runners may advance on a drop 3rd strike**
- Run Rule:
 - 15 runs after three (3) innings.
 - 10 runs after five (5) innings.
 - Maximum of 5 Runs per inning.
- NAFA Nationals, MONSTA, or USA Softball National Berth will be awarded to 1st and 2nd place in each division.

8U Fastpitch Jamboree Tournament Rules

American Fastpitch Association (AFA) rules apply except as follows: Each team shall keep score in an official score book. Please exchange line-ups prior to the game start time. Each scorer shall keep score for both teams and are encouraged to check with each other throughout the game to confirm the score and minimize any scoring disputes. The umpire does not keep any score and will not resolve any disputes involving game scores.

Ball roll - closest to pitcher's plate as rolled from home plate will select either Home or Visitor. Home team supplies the parent umpire and game ball.

Games will go 6 innings or until the time limit of 70 minutes is reached, whichever comes first. You will finish the entire inning you are in when the time limit is reached. There is no drop-dead time.

If games end in a tie, the winning team will be determined by a Ball Roll. Closest to the pitcher's plate as rolled from home plate will be the winner.

Five runs per inning rule. A team may score a maximum of five runs per inning. This also includes the last inning.

Two coaches will be allowed to be out in the field (plus the coach who is running the pitching machine) at all times. This will allow the girls to learn. The goal is to teach the girls. All coaches must be 18 years of age or older.

Each batter gets 3 swings or 5 pitches unless the last pitch is a foul ball. The at bat will continue on a foul ball just as with all other age groups.

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.

No more than 10 players are allowed on the field at one time.

The player playing in the pitcher position must remain within 3' on the right or left side of the pitching rubber and behind the pitching machine 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.

Runners may advance only one base unless the ball reaches the outfield. As soon as the ball that reaches the outfield is thrown, the runners need to stop at the base they are running to. There will be no stealing of bases. There will be no leading off on bases.

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

Teams are required to bat the full roster with unlimited substitutions. No player can sit twice until all players have sat once. On deck batters will warm up to the back of the batter up to bat. Only one batter will be allowed to warm up at a time. No throwing of the bats allowed.

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

Face masks are highly recommended for the pitcher and any infielders.

Round Robin Tournament Play:

- Wins vs Losses
- Head to Head
- Runs Allowed
- Runs Scored
- Coin Flip

Tournament play (1st, 3rd, and 5th place games) = 70 minute time limit. Time is measured at the last out of the inning.