

Hudson Border Battle Tournament



June 12-14, 2026 (8U & 14U)

June 19-21, 2026 (10U & 12U)

Tournament Information Packet

Tournament Director:
Jaime Kanzler (651)343-0043

General Information

Where: Grandview Park (908 Carmichael Rd, Hudson, WI 54016)

Age Levels: 8U, 10U, 12U & 14U

Level of Play: A/B & B/C

Type of Play:

- 8U B/C – Pool play into a single elimination bracket. Seeding based on overall pool play.
- 10U A/B - Pool play into a single elimination bracket. Seeding based on overall pool play
- 10U B/C - Pool play into bracket play (seeding based on overall pool play – top 4 teams Gold bracket, and bottom 4 teams Silver Bracket). Pool play on Friday evening and Saturday, single elimination bracket play starts Sunday morning.
- 12U A/B – Pool play into bracket play (seeding based on overall pool play – top 4 teams Gold bracket, and bottom 4 teams Silver Bracket). Pool play on Friday evening and Saturday, single elimination bracket play starts Sunday morning.
- 12U B/C - Pool play into bracket play (seeding based on overall pool play – top 4 teams Gold bracket, and bottom 4 teams Silver Bracket). Pool play on Friday evening and Saturday, single elimination bracket play starts Sunday morning.
- 14U A/B - Pool play into bracket play (seeding based on overall pool play – top 4 teams Gold bracket, and bottom 4 teams Silver Bracket). Pool play on Friday evening and Saturday, single elimination bracket play starts Sunday morning.
- 14U B/C - Pool play into single elimination bracket play (seeding based on overall pool play – top 4 teams Gold bracket, Silver bracket (5-8), and Bronze bracket (9-12) . Pool play starts on Friday evening and Saturday, single elimination bracket play starts Sunday morning.

National Berths: Unpaid MONSTA berths awarded to the winner in Gold & Silver bracket 1st and 2nd place for 8U, 10U, 12U, and 14U. Unpaid NAFA berths awarded to Gold and Silver bracket 1st and 2nd place for 8U, 10U, 12U and 14U.

Check-In Information:

- Check in at least 45 minutes before you begin play at the Tournament Information Table (by concession stand)
- **Please provide two new Dudley softballs at check in (8U and 10U = 11", 12U and 14U = 12")**
- **Team rosters for the tournament are now paperless. Printed rosters are NO longer needed.**
 - Each coach is responsible for making sure all players playing for their team at the tournament are listed on the team's electronic roster on the Minnesota Softball website during the tournament weekend.
 - **Failure to roster any player in the tournament could result in a forfeit.** If age eligibility is not verified on the electronic roster (look for the green check mark), then players should have a picture or copy of the player's birth certificate available for review in the event of a protest.

- Double-check the posted schedules on the MN Softball event website for any changes both prior to and during the tournament.

Pool Play and Bracket Schedule:

- Will be posted on the Minnesota Softball website/app
- Last-minute communications will come to the Head Coach via either MN Softball website/app, email and/or text message

Field Map and Complex Information:



Warm-up Areas:

- Behind temporary outfield fences on fields 1-4
- Batting cages behind field 2 right field and field 5
- Any grassy area that doesn't interfere with games

Concessions/Restrooms:

- Will be offered at the building – Cash or Credit Card
- Building located in the center of fields 1-4 with indoor bathrooms

Tournament t-shirts will be available for sale by Hudson Boosters! (Cash, Venmo or Credit card)

Tournament Rules and Regulations:

Game Rules

1. USA Softball Rulebook rules apply except as specifically noted below.
2. Home team for each game will be determined by a coin flip. Home team will keep official score book for games. Umpires will report final scores for each game.
3. All games for Pool Play and Bracket Play are **7 innings or 65 minutes**, whichever comes first. No new inning may start after 65 minute time limit has expired. Innings begun prior to time limit shall be completed unless the home team is leading and the top half of the inning is complete.
4. Pool play games may end in a tie and NO extra innings shall be played regardless of time limit.
5. Bracket play games ending in a tie at the completion of 7 innings or the time limit shall continue and immediately begin play under international tie breaker rules: Runner starts at 2nd base with 0 outs (Runner shall be the player scheduled to bat last in that respective half inning – for example, if the number 5 batter is the leadoff batter, the number four batter in the batting order will be placed on second base).
6. Coaches are responsible to verify posted game results for accuracy and notify Tournament Director promptly of any discrepancies.
7. All 10U/12U/14U games will have 1 umpire, except championship Gold bracket games may have 2 umpires (depending on umpire availability – not guaranteed).
8. All protests will be settled on the field before play continues. Umpire may consult with the Tournament Director however umpire decisions are final. No appeals to the Tournament Director are allowed.
9. Weather Decisions - Umpire will consult with the Tournament Director and UIC prior to delaying or calling off a game due to weather.
10. On deck batters must be placed to the back of the batter for safety purposes.
11. All teams are required to bat their entire roster (players) in attendance.
12. Courtesy runners may be used for the pitcher, catcher or an injured player that must leave the game. Courtesy runners are to be the last out, or the last player due to bat in the inning if no outs. Subsequent courtesy runners in the same inning begin with the next to last out or second to last batter scheduled for the inning.
13. Unlimited substitution of players on defense is allowed.
14. Teams will play with nine (9) defenders, three (3) of which must be in the grass outfield.
15. There are no restrictions on the number of innings a pitcher can pitch.
16. Per inning run limits:

Run Limit per Inning	Pool Play	Bracket Play
8U B/C	5	5
10U A/B & B/C	5	5

12U A/B	0	0
12U B/C	5	5
14U A/B & B/C	0	0

17. Softballs and Pitching Distances:

	Pitching Mound Distance	Softball Size
8U B/C	35'	11"
10U A/B/C	35'	11"
12U A/B/C	40'	12"
14U A/B/C	43'	12"

18. Run Rules: 12 after 3 innings, 10 after 4 innings and 8 after 5 innings.

19. The Tournament Director reserves the right to shorten games or amend the schedule/ tournament as may be deemed necessary.

20. A forfeit **MAY** be awarded by an umpire, after consultation with the Tournament Director, should any team not be able to commence play at the scheduled time. If a forfeit is awarded, it will be with a score of 8-0. Note: if a team is coming directly from another game, they will be given the option of a 15-minute break before the next game.

10U Specific Rules – Application of Dropped 3rd Strike Rules and Per Inning Run Limit

1. 10U A/B follow the same dropped 3rd strike rules as the older age groups.
2. 10U B/C will follow the dropped 3rd strike rule. Batter will be out on a dropped 3rd strike. On-base runners may advance at their own risk.
3. All 10U teams are limited to 5 runs per half inning. The last batter to bat, if they were not out or were not a part of the 5th run, will be up first in the next inning.

Player and Fan Code of Conduct

- Profanity or harassment by a team member, coach or fan toward an opposing team, umpire or official of the tournament will NOT be tolerated. This type of activity can lead to ejection without warning by Tournament Director or Umpire.
- Teams must remove all trash from the bench area after each game.

Bracket Seeding

- 8U plays Pool play into a single elimination bracket.
- For 10U, 12U, and 14U, bracket seeding will occur based on pool play performance:

1. Record
2. Head-to-Head (Used only when all tied teams have played each other)
3. Runs Allowed (An average is used if teams have not played equal number of games)
4. Runs Scored (An average is used if teams have not played equal number of games)
5. Computer Generated Coin Flip (A system random number generator break ties at this stage)

Note: If the system can not break ties at a particular tiebreaking stage, the system will move to the next tiebreaker and not return or revert back to a previous tiebreaker.

Note about the Head-to-Head tiebreaker: Head-to-Head is ignored if all tied teams do not play each other at least once. For example, if three teams are tied, and one team plays the other two, but the other two do not play, this tiebreaker is ignored (regardless of the outcome of the two games played by the first team).

8U Specific Rules

1. 8U games will have no umpires or have parent volunteers as umpires- coaches decide prior to the game.
2. Dudley SB-11 softball and Blue Louisville Slugger Pitching Machine set at 30-34mph.
3. Defense will have 9 players on the field.
4. 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.
5. Bunting is not allowed.
6. The Infield Fly Rule will not be applied.
7. Runners will not be allowed to advance after a dropped third strike.
8. Stealing is not allowed.
9. Designated players will not be allowed.
10. Leading off is not allowed. Runners may not leave their base until ball contact with the bat.
11. The pitcher must stay in the pitcher's circle and behind or on the side of the coach until the ball contacts the bat. The pitcher may line up on either side of the pitching machine. However, absolutely no movement can be made by the pitcher with places them in front of the pitching machine and or the coach prior to the pitch.
12. Prior to the pitch, the pitching coach must verbalize and check that the defense is in the ready position and ready for play to begin.
13. Outfielders must start the play standing on the grass at the edge of the infield. They can't move until the bat has made contact with the ball.
14. Players and runners will stop when:
 - a. A ball that never leaves the infield: If no fielder has control of the ball the runners may continue to advance. However, once a fielder has control of the ball the runners should stop at the next base. This encourages the infielder to throw the ball to the appropriate base without the fear of runners advancing to the next base because of an overthrow.

15. A ball hit to the outfield: If no outfielder has control of the ball the runners may continue to advance. Once the outfielder gains control of the ball and throws it toward the infield the runners will stop at the next base. Even if the ball doesn't make it to the "dirt" on the throw, the act of throwing the ball in is the attempt at making the correct play. Players must stop at the next base. Exception, the outfielder can carry the ball to the infield to make an out. The runners can keep advancing in this situation.
16. Coaches need to operate the game with the highest amount of integrity. At all times keep the kid's best interest in mind.
17. The defense will have three (3) coaches. Two (2) coaches can assist on the field. One (1) will assist the catcher with returning balls to the pitching coach.
18. The offense will have three (3) coaches. Two (2) will be base coaches. One (1) will run the pitching machine.
19. Coaches are part of the field and are in play and need to make every effort to stay out of player's way.
20. The coach feeding the pitching machine must keep a maximum of two (2) softballs in his/her possession, and not lying on the ground around the machine.