



**USA SOFTBALL OF MASSACHUSETTS TOURNAMENT RULES
REQUIRED RULES (CLASS 10U, 12U & 14U Tournaments)**

The following rule references support all sanctioned USA SOFTBALL OF MASSACHUSETTS LOCAL, INVITATIONAL and STATE ASSOCIATION TOURNAMENTS for the Class C Junior Olympic Youth Tournaments.

C Division Tournament Rules

	10U	12U	14U
Time Limit – Pool Play <i>Tournament Director Option</i> <i>(must be decided prior to start of the tournament)</i>	90 minutes, finish inning OR 80 minutes, finish inning, play 1 more inning		
Time Limit – Elimination	80 minutes, finish inning, play 1 more inning		
Semifinals and Finals	NO TIME LIMIT		
Tie Breaker – Pool Play	None		
Tie Breaker – Elimination	Next inning after time limit or after last inning		
Maximum Runs per inning *Exception: Home Run OVER the fence (all runs count)	4 runs	5 runs	
Maximum innings in a game	6	7	
Unlimited Inning – Pool Play <i>Could result in no unlimited inning</i>	6 th Inning	7 th Inning	
Unlimited Inning – Elimination Play	Declared last inning (and any tie breaker innings)		
Complete Game	6 Innings	7 Innings	
Tie Breaker (Elimination Play Only)	USA Softball tiebreaker (Rule 5-11)		
Run Ahead Rule	12 after 3, 10 after 4, 8 after 5		
Infield Fly Rule	No	Yes	
Dropped 3rd Strike	No	Yes	
Slashing (see below for definition and penalty)	No		Yes



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PLAYERS and LINEUPS

- Lineup options (coach choice) – UMPIRES MUST TAKE LINEUP CARDS
 - Straight 9
 - DP/Flex
 - 9 Plus 1 Extra Player
 - DP/Flex Plus 1 Extra Player
 - Bat up to all roster players, extra batters listed as EP anywhere in the batting order and may play defense at any position.
- Shorthanded Rule: Out is taken when a lineup drops below 9 players only.
- If a player leaves the game for injury, they may not return (Exception: Blood Rule return is allowed)
- If a player is ejected for unsportsmanlike conduct, the game is over.

RUNNERS

- PINCH RUNNERS: Teams will NOT be allowed pinch runners/hitters when batting everyone.
- COURTESY RUNNERS: All unused subs must be used first, then, the last out recorded may be used.

BATTING

- 10U and 12U: SLASHING: (The motion to execute a bunt and pull your bat backwards to swing away is not allowed).
 - The first occasion will result in a warning to the team. If this occurs again by any member of the same team, this will result in an out being called on the batter.

****10U ONLY****

- Stealing
 - Only 1 stolen base per pitch; no stealing home
 - No other advancement on overthrows back to the pitcher or ball out of play on plays starting with a pitched ball only. This doesn't apply to a batted ball.
 - There is no continuation on a walked batter. The batter/runner may overrun first base but must return to first base. If the batter/runner continues to second base after a walk they will be called out.
- Lineup
 - Additional Option: Bat 10 and Play 10 on defense (4 outfielders)
 - Outfielders must start on the grass.