



Tournament Information and Rules

Team Rosters & Waivers Submission

- All roster, waivers and insurance submissions will be digital and should be submitted to the tournament director(s) by 8:00 p.m. Thursday May 25th. Rosters will be locked at 11:59 p.m. May 25th.
- An email with a link will be sent to fill out your roster within Tourney Machine, and you will also receive a link via email to complete your team's waiver. Please email a copy of team insurance to wvdusters04@gmail.com by the same deadline above
- Birth certificates will not be collected, but coach/team representative must always have them available during the tournament should an issue arise
- ***VERY IMPORTANT – Once your roster is submitted through Tourney Machine, any need for changes to the roster must be communicated directly with the tournament director(s). No changes, additions or subtractions will be permitted after 6:00 p.m. Friday May 26th unless the change is needed as a result of an illness or injury. All decisions for roster adjustments after initial submission is at the sole discretion of the tournament director(s). If you are unsure if a player can play either day, include them on your roster to ensure they are eligible.***

Team Check-In

- Head coach, manager or team representative needs to check in at your respective site at least one hour before your first scheduled game to ensure all check-in items have been received and entry fees are paid. If any check-in items are missing, you will not be permitted to start your first game. If this results in your team not being ready to play at the scheduled start time, a forfeit may be declared for that game and a 7-0 score will be reported

Facilities

- Both Barboursville and Hurricane sites will open at 7:00 a.m. both Saturday and Sunday

Gate/Spectator/Admission Fee

- \$5/day per adult; coaches, players and kids 12 & under are free.
- *** Please make sure your parents and spectators are respectful of the gate workers, please slow down to allow them to approach the vehicle and ensure we do not have any accidents. Gate workers will be set up on each end of the facility on Park Road (Barboursville site) and entrance to Valley Park Drive (Hurricane site) ***

Concessions/Tournament T-Shirts/Vendors/Raffles

- ***All vendors are independent operators from the tournament. Tournament makes no guarantees of quality, pricing or availability***
- Concessions at both complexes will be available
- Kona-Ice will be at Barboursville site both Saturday and Sunday
- Dragon braiding will be available during select times at the Barboursville site
- T-shirt vendor will be at Barboursville (Saturday) & Hurricane (Sunday)

- Bat raffle tickets can be purchased at tournament central at both Barboursville & Hurricane sites between all day Saturday & Sunday until 11:00 a.m. Tickets - \$5- 1 ticket; \$20 – 5 tickets; Must sell 100 tickets total for raffle to be held. Winner will be drawn and notified via text message. The winner will receive store credit that can be redeemed for one bat with a MSRP value of no more than \$400.00 (no cash back if cost is less than \$400) at Dan’s Sport Shop in Huntington, WV. No other offers or discounts can be used in conjunction with the store credit unless expressly granted by the owners and management of Dan’s Sport Shop. Any taxes/shipping/processing costs that may be associated with the purchase will be the winner’s responsibility

Outside Items

- No grills at either site; coolers are welcome

Weather Delays

- All weather delays will be communicated through Tourney Machine
- Each facility may have radar detection equipment that could cause a delay. These decisions are made by the facility, municipality and county; tournament director has no recourse in these instances. All guidelines put forth will have to be followed
- The tournament directors(s) reserve the right to adjust the format, game lengths, number of games guaranteed, etc. in the event of weather delays

Playing Rules

- NFHS softball rules will apply throughout the tournament:
 - Exceptions – Pitching Distances – Softball Sizes
 - Pitching Distances – 8u & 10u – 35 ft., 11” softball; 12u – 40 ft., 12” softball; 14u & HS – 43 ft, 12” softball
 - 8u- Coach pitch (see 8u rules on pages 4 & 5)
 - 10u- No drop third strike will apply

Warm-Up Areas

- Please use designated warm-up areas only (see complex maps posted in the Tourney Machine documents)

Game Times

- Please be ready to play up to 30 minutes prior to your scheduled start time
- Umpire will start the “clock” at the conclusion of the plate meeting
- Time limits may be altered due to weather to ensure tournament remains on schedule
- **Pool Play**
 - *70 minutes finish the inning or seven innings (8u- 6 innings)*
 - *Pool games can end in a tie*
 - *Home team will be decided by a coin flip at the coaches pregame meeting*
- **Bracket Play**
 - *70 minutes finish the inning*
 - *Home team will be the higher seed*
 - *If tied at the time limit or seven innings (8u – 6 innings), international tiebreaker rules will be utilized*
- **Championship Games**
 - *75 minutes finish the inning or 7 innings (8u – 6 innings)*
 - *Home team will be the higher seed (12u only – If two teams are the same seed, coin flip will determine the home team)*
 - *If tied after 75 minutes or 7 innings (8u – 6 innings), international tiebreaker rules will be utilized*

Run Rules

- 12 after 4; 10 after 5 innings for all divisions If a team is ahead by 12 runs after 4 complete innings (3 and ½ innings, if the home team is ahead), or 10 runs after 5 complete innings (4 and ½ innings if the home team is ahead), the game is over at the conclusion of the inning (or half inning if home team is ahead).

Roster Batting/Free substitution

- Teams may roster bat all weekend and use free defensive substitutions
- If you have subs or use the DP/Flex (8u - DP/Flex not permitted), normal substitution rules will apply
- If a player is injured and team is roster batting (no subs not in batting lineup), an out shall be taken at the injured players proceeding at bats during the current game

Courtesy Runners

- Pitcher/Catcher Only – Last batted out unless team has subs, then those must be used first
- Subs can pinch run for anyone in the lineup, but normal sub rules will apply

Tiebreakers/Bracket Seeding

- Win-Loss Record
- Head-to-Head (if only two teams are tied and played in pool play. 3 teams or more or two tied teams didn't play in pool, move to next tiebreaker)
- Runs Allowed
- Runs Differential
- Coin Flip
- 12u Only – 12u has two pools (Pool A & Pool B – Each pool will be seeded 1-4 for placement into the bracket – Bracket is posted within the Tourney Machine app)

Scorekeeping

- Each team shall provide one written lineup copy to the opposing team and umpire. No alterations to the lineup can be made once the plate meeting has occurred.
- The official scorebook shall be the designated home team determined by a coin flip at the plate meeting at the start of each pool game. Home team will be the higher seed in bracket play.
- The home team of each game (pool and bracket) is responsible for turning in the score at the conclusion of each game. Please submit scores to the tournament/site director via text to 740-646-4861. Text should include age group, both team names and score for each team.
- It is the responsibility of both coaches to check the tourney machine website/app to ensure the proper score has been turned in/posted. Any scoring discrepancies/issues must be reported to the tournament/site director within 30 minutes of the conclusion of the game.
- All tournament scheduling/score posting will be completed through the tournaments Tourney Machine platform. We encourage all coaches and parents to follow your team.

Facilities/Dugouts

- Please have your parents and players keep all areas around the fields, facilities and dugouts clean. Please do not leave trash laying around for someone else to have to pick up. “Leave it better than you found it”.
- NO METAL CLEATS are allowed at both Barboursville LL or Valley Park. Please wear molded cleats, turf shoes or tennis shoes on all turf fields.
- NO gum or sunflower seeds are permitted inside the field area (this includes the dugouts)

Protests/Ejections

- Roster protests will require a cash payment of \$100 to tournament/site director. If an ineligible player is found to be on a roster, protesting team will receive their money back. If player is deemed eligible, no

refund will be given. If player is deemed ineligible, head coach of offending player and offending player will be expelled for the remainder of the tournament and no additions shall be made to the roster.

- All non-roster related ejections are at the umpire's discretion.
- If an ejection occurs, the coach, player or spectator must leave the premises for the remainder of the game. Failure to comply may result in a team forfeiting the game. Coach, player or spectator may return for the next game with the following exception(s), the Umpire in Chief and/or tournament/site director has the final decision:
 - If the ejection is from a rule's infraction
 - Roster Protest – See above
 - Improper equipment – Remainder of current game for player and coach; coach must sit out next game
 - Public Safety Issue – Remainder of tournament
- If more than one ejection occurs to one team, the coach, player or spectator will be banned for the remainder of the tournament.
- **Balls and strikes shall not be questioned. Judgement calls of umpires are final, only rules interpretation may be discussed. No toleration will be given to coaches, players or spectators for unsportsmanlike conduct toward the opposing team or umpires.**

8u Rules

- **General**
- Pool Play & Bracket – Games will be 70 minutes finish the inning or 6 innings; Championship Game - 75 minutes or 6 innings.
- Pool play games can end in a tie; bracket games tied at the end of the time limit or six innings will go to international tie-breaker rules.
- Umpires shall call “Time” after every play and declare the ball dead. “Time” will be called at the umpire's determination when the ball has been returned to the player pitcher with one foot in the “pitching circle” and the lead runner is not attempting to advance. All dead ball and advancement/return decisions are at the umpire's discretion and are final.
- DP/Flex will **NOT** be allowed.
- Roster batting is permitted throughout the tournament. Traditional sub in/out rules will apply if not roster batting.
- Mercy Rule - 12 after 4; 10 after 5 innings. If a team is ahead by 12 runs after 4 complete innings (3 and ½ innings, if the home team is ahead), or 10 runs after 5 complete innings (4 and ½ innings if the home team is ahead), the game is over at the conclusion of the inning (or half inning if home team is ahead).
- **Defensive**
 - Team must have a minimum of eight (8), but no more than ten (10) defensive fielders (6 infielders/4 outfielders: no rovers) at a time.
 - Free defensive substitution throughout the game is permitted if roster batting. If you choose to play only 10 players that is ok, all 10 players must be in the batting lineup and traditional sub in/out rules will apply.
 - Pitcher must have one foot inside the circle when the batters coach is pitching and stay at the pitching rubber distance or behind until the pitch is delivered.
 - A defensive team can have two coaches in the outfield but shall refrain from interfering with the defensive play or the offensive base runners. Additionally, one defensive coach may be at the backstop to retrieve pitched balls to keep the games moving.
- **Offensive**
 - Bunting is **NOT** permitted. If the ball is bunted, the play is DEAD and batter is out. All baserunners shall be returned to the base occupied at the time of the pitch.
 - Infield fly rule will **NOT** be in effect.

- Batter will receive 5 pitches or 3 (swinging) strikes per at-bat. At bat continues if 5th pitch is fouled off and will continue if player continues to foul off last pitch. Out is declared on third (3rd) swinging strike whether caught or uncaught by the catcher. Baserunners may not advance.
- 3 outs or 6 runs scored completes an inning. Max 6 runs per inning except unlimited runs in the last inning (sixth inning).
- Pitching coach must have one foot on the pitching rubber at the time of the pitch. Pitching coach may not coach batter runner or baserunners after pitch is delivered.
- A batted ball that unintentionally hits pitching coach is declared dead and all runners will get 1 base. If the umpire's judgement the contact was intentional by the pitching coach, the lead baserunner will be out; batter will be called out if no runners on base at the time of the pitch.
- All other coaches (both offensive and defensive) shall also refrain from intentionally interfering with a play. In the umpire's judgement, any intentional interference deemed by A) Offensive coach shall be immediately called dead and lead runner shall be called out or batter runner if no runners on base at the time of the pitch; B) Defensive coach shall be called dead and number of additional bases shall be awarded to all runners, including batter runner, based on umpires judgement of what the final outcome of the play had no intentional interference occurred.
- Batter may leave the base when the ball reaches home plate.
- Stealing is **NOT** permitted.