



2026 ROAD TO VALHALLA SOFTBALL TOURNAMENT RULES



- 1) PLAYER OF THE GAME MEDALS FOR EACH TEAM FOR EVERY POOL PLAY GAME. CHAMPIONSHIP TROPHIES FOR WINNING TEAM PLAYERS IN CHAMPIONSHIP GAME AT EACH LEVEL.
- 2) ALL COACHES MUST PROVIDE TEAM ROSTERS. ANY NON-PERMANENT ROSTERED PLAYERS (SUBS) MUST BAT LAST AND ARE DISALLOWED FROM PITCHING OR CATCHING. PROOF OF INSURANCE CAN BE SENT ELECTRONICALLY WITH YOUR ROSTER BEFORE THE TOURNAMENT.
- 3) SCORES MUST BE DELIVERED BY EACH TEAM TO THE TOURNAMENT DIRECTOR'S TABLE. SCORES WILL BE UPDATED ON CROSSBAR ON THE TOURNAMENT EVENT PAGE.
- 4) GAME TIMES ARE NO NEW INNING AFTER 75 MINUTES WITH A 90-MINUTE DROP-DEAD IF NECESSARY. SCHEDULE ACCOUNTS FOR A POTENTIAL 90-MINUTE DROP-DEAD TIMEFRAME AND 15 MINUTES BETWEEN GAMES. TEAMS MUST BE READY TO START EVERY GAME AT THE SCHEDULED TIME. GAME START TIME WILL BE THE FIRST PITCH OF THE GAME AND ACKNOWLEDGED BY THE UMPIRE GAME START TIME.
- 5) TEAMS MAY START AND FINISH GAMES WITH EIGHT (8) UNIFORMED AND ROSTERED PLAYERS. IF A TEAM HAS TO PLAY WITH EIGHT (8) PLAYERS, THE NINTH SPOT IN THE BATTING ORDER IS AN AUTOMATIC OUT. IF A NINTH UNIFORMED AND ROSTERED PLAYER ARRIVES, THAT PLAYER MAY BE INSERTED INTO THE NINTH SPOT IN THE BATTING ORDER AND THE AUTOMATIC OUT SHALL STOP.
- 6) THE HOME TEAM FOR POOL GAMES SHALL BE DETERMINED BY A COIN FLIP. THE TEAM THAT HAS TRAVELLED THE GREATEST DISTANCE WILL CALL THE FLIP. AN UMPIRE MUST BE PRESENT FOR THE FLIP. THE HIGHER SEED BASED UPON THE ORIGINAL SEEDING WILL BE THE HOME TEAM THROUGHOUT THE PLAYOFFS.
- 7) TEAMS SHOULD FILL FIRST AND THIRD BASE DUGOUTS ON A FIRST-COME, FIRST-SERVED BASIS, IRRESPECTIVE OF HOME AND AWAY DESIGNATION. IF A TEAM HAS BACK-TO-BACK GAMES ON THE SAME FIELD, THEY SHOULD ALWAYS REMAIN IN THE SAME DUGOUT TO AVOID THE EXTRA TIME INVOLVED IN MOVING BAGS, ETC. BRACKET PLAY WILL ALLOW THE HIGHER SEED TO OCCUPY THE 3RD BASE DUGOUT.
- 8) IF A TIEBREAKER IS NEEDED TO DETERMINE PLAYOFF TEAMS (WILDCARDS, ETC.), THE FOLLOWING TIEBREAKERS SHALL BE USED:
 - * OVERALL WON-LOST RECORD
 - * HEAD-TO-HEAD (ONLY APPLIES WHEN TWO TEAMS ARE INVOLVED)
 - * THE LEAST NUMBER OF RUNS ALLOWED THROUGHOUT THE TOURNAMENT
 - * TOTAL RUNS SCORED
 - * COIN FLIP
- 9) IF A PLAYER BECOMES INJURED (AS RULED BY THE UMPIRE) AND IS UNABLE TO CONTINUE PLAYING, HER SPOT IN THE BATTING ORDER SHALL BE SKIPPED WITH NO PENALTY UNLESS THE TEAM HAS A LEGAL, AVAILABLE SUBSTITUTE. ONCE AN INJURED PLAYER LEAVES THE BATTING ORDER, SHE IS DONE FOR THE REMAINDER OF THAT GAME.

- 10) USSSA GAMEPLAY RULES APPLY EXCEPT:
- A. 10U, 12U, & 14U POOL PLAY GAME TIMES WILL BE 75 MINUTES, FINISH THE INNING, WITH A 90 MINUTE DROP-DEAD. POOL PLAY CAN END IN A TIE.
 - B. 10U - MAX THREE (3) INNINGS FOR A PITCHER PER GAME, NO DROP 3RD STRIKE, NO INFIELD FLY, NO CONTINUOUS WALK, NO STEALING HOME ON THE PITCH. SHOULD THE CATCHER OR PITCHER MAKE AN ATTEMPT ON A RUNNER IN THE FIELD OF PLAY, THAT RUNNER CAN ADVANCE HOME AT THEIR OWN RISK.
 - C. A NEW INNING IS CONSIDERED STARTED WHEN THE HOME TEAM'S 3RD OUT IS RECORDED, AND THE UMPIRE CONFIRMS THERE IS TIME REMAINING.
 - D. 5 RUN LIMIT PER ½ INNING IN 10U GAMES. 6 RUN LIMIT PER ½ INNING IN 12U/14U GAMES.
 - E. RUN RULES IN ALL GAMES WILL BE 15/3, 12/4, AND 7/5.
 - F. ALL AGES - CONTINUOUS BATTING ORDER FOR POOL AND BRACKET PLAY.
 - G. A COURTESY RUNNER WILL BE ALLOWED FOR THE PITCHER AND CATCHER AT ANY TIME. THE COURTESY RUNNER WILL BE THE LAST BATTER NOT ON BASE.
 - * IF THE LAST BATTER NOT ON BASE IS THE PITCHER OR CATCHER, THE DESIGNATED RUNNER WILL ROLL BACK TO THE NEXT AVAILABLE SUB.
 - H. 60-SECOND TIME LIMIT FOR MOUND/DEFENSIVE VISIT. MAXIMUM OF 3 PER GAME.
 - *PACE OF PLAY IS 1 MINUTE BETWEEN INNINGS AND 3 WARMUP PITCHES.
 - I. APPEALS FOR UNSPORTSMANLIKE BEHAVIOR, SUCH AS STALLING, TAUNTING, ETC., CAN FIRST BE MADE TO THE UMPIRE AND ELEVATED TO THE TOURNAMENT DIRECTOR AS NECESSARY.
- 11) FULL INFIELD PRACTICE IS NOT ALLOWED. NO HITTING OR THROWING BALLS AGAINST PERMANENT FENCES. OUTFIELD PRACTICE AND GROUND BALLS ON INFIELD AREAS BEHIND THE BASES ARE ALLOWED IF TIME PERMITS. PITCHERS/CATCHERS MAY WARM UP IN FOUL TERRITORY ON INFIELD DIRT BEFORE GAMES.
- 12) GAMES CAN BE STARTED UP TO 15 MINUTES BEFORE THE SCHEDULED START TIME. IT IS THE COACH'S RESPONSIBILITY TO HAVE THEIR BATTING LINEUP AND TEAM PREPARED TO START AS SOON AS THE UMPIRES ARRIVE AT THE FIELD.
- 13) COACHES ARE RESPONSIBLE FOR ENSURING THAT PLAYERS ARE LEGALLY AND PROPERLY EQUIPPED.
- 14) TEAM PERSONNEL OR SPECTATORS WHO ACT IN AN UNSPORTSMANLIKE MANNER SUBJECT THEMSELVES TO POSSIBLE EJECTION AND THEIR TEAMS TO FORFEIT, COACHES ARE RESPONSIBLE FOR THEIR PLAYERS, COACHES, AND FANS.
- 15) TOURNAMENT OFFICIALS OR ANY AFFILIATES WILL NOT BE LIABLE FOR INJURIES OR LOSSES SUFFERED BY PARTICIPANTS OR SPECTATORS. TEAM REGISTRATION SHALL BE AN ACKNOWLEDGEMENT OF THIS ADVISEMENT.
- 16) THE TOURNAMENT DIRECTOR HAS THE RIGHT TO MODIFY ANY AND/OR ALL ASPECTS OF THIS TOURNAMENT DUE TO WEATHER OR OTHER UNFORESEEN CIRCUMSTANCES. ANY WEATHER RELATED CHANGES WILL BE POSTED ON THE CROSSBAR TOURNAMENT SITE AND COMMUNICATED TO COACHES. [HTTPS://WWW.GENEVASOFTBALL.COM/TOURNAMENT/58519?DIVISION_ID=](https://www.genevasoftball.com/tournament/58519?DIVISION_ID=)