Queen OF Diamonds

2027 Tournament Rules

Roster/Age Cut-Off

10U: Must be age 10 or younger on September 1, 2026
12U: Must be age 12 or younger on September 1, 2026
14U: Must be age 14 or younger on September 1, 2026

Final roster forms must be provided to the tournament director or dropped off at the main concession stand at least 30 minutes before your first game. Coaches must have available copies of birth certificates for proof of age, if requested by the tournament committee. A game in which an ineligible player has been used will be declared a forfeit.

Game Play / Length

- The home team will be decided by a coin flip in pool play, the team that travels farther will call the flip, after that the home team is the higher seed. Teams need to communicate lineup changes and make changes with the official. The Home Team book is to be considered the official scorer.
- **10U**: 1 hour, 10 mins (70 mins) or 6 innings
- **12U & 14U:** 1 hour, 15 minutes (75 mins) or 6 innings
- The championship game will have no time limit.
- No new inning may start after the time limit. The official starting time will be when the home team takes the field for warm ups and will be announced by the umpire and recorded by the official scorer. The time limit will be when the 3rd out is recorded in the bottom of the inning. In case of inclement weather, games and/or tournament format may be shortened to 1 hour at sole discretion of the tournament director. All ties count in pool play.
- Pool play games called due to weather after 4 complete innings shall be considered official. Games stopped before 4 complete innings shall be resumed if scheduling permits.
- Games may start up to 15 minutes early provided both teams have sufficient players present. Bracket play games will start as soon as the previous game is done. The umpire, prior to calling a forfeit, will provide a 5-minute grace period. Lineups must be provided to the official scorer at least 10 minutes before the scheduled start of each game. Games will start ahead of schedule without warning after your first game is played.
- Please keep the games moving. Repeated and intentional delay of game may result in warnings, restriction to the bench, or forfeiture at the discretion of the Tournament Director.

Extra Innings:

- Pool Play: Games tied will end in a tie at the time limit or completion of 6 innings
- Bracket Play: International Rule- Last out starts on 2nd base with no outs.

Distances / Ball Size

- **10U:** 35 feet/ 11" Softball
- **12U & 14U**: 40 feet/ 12" Softball

Offense

10 Run Rule after 3 innings, 8 Run Rule after 5 innings, including Championship.

Run Limit
10U: 7 run limit per inning
12U & 14U: No run limit

Stealing

- Runners leaving early will be called out.
- Look-back rule is in play: When the pitcher has possession of the ball within the pitching circle and is not making a play, runners must immediately commit to advancing or returning to a base. Runners who stop, hesitate, or change direction after committing will be declared out.
- **10U:** Runner may leave once the ball crosses the plate. No stealing when the coach is pitching. No stealing home. Overthrow of attempted steal of 2nd base, runner can advance to 3rd at own risk, runner can't advance home. Overthrow of attempted steal of 3rd base or attempted pick-off of runner at 3rd base, runner can't advance home.
- **12U & 14U:** Runner may leave once the ball leaves the pitcher's hand. Runners may steal any base.

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Bunting
Bunting is allowed.

Third Strike Rule
10U: On a third strike, the batter is out even if the catcher drops the ball
12U & 14U: Drop 3rd strike is in effect

Batting order
10U: Teams will bat their full rosters
12U & 14U: Teams may choose to bat full roster or 9 with a DH/Flex. If batting a full roster and a player becomes injured during a game, her spot in the order is skipped without penalty, but she may not return for the duration of the game.

Courtesy Runner
- A courtesy runner is allowed for the catcher and the pitcher. Courtesy runner shall be the player who made the last recorded out.
- With 2 outs, the catcher MUST have a courtesy runner.

Coaches Pitch Rule
10U: After one walk has been issued, the coach will pitch on the next walk that inning. No stealing or bunting when the coach is pitching. The coach must pitch from the pitching circle. Pitcher must play defense in the circle

Defense

- **10U:** Teams may play with up to 10 defensive players. 6 infielders (including pitcher position) and 4 outfielders. Outfielders must start on the grass until the ball crosses the plate. 9 players are required to start a game and 8 players are needed to complete a game. Free defensive substitution.
- **12U & 14U:** Teams play with 9 defensive players. 6 infielders (including pitcher position) and 3 outfielders. Outfielders must start on the grass until the ball crosses the plate. 9 players are required to start a game and 8 players are needed to complete a game.

Pitching Limits

Pitchers will be allowed 3 warm-up pitches between innings. A new pitcher allowed a maximum of 5 warm-up pitches. If the pitcher is stalling, in the umpire's judgment, play will be resumed.

- **10U:** 3 Innings total in a 6-inning game
    - A single pitch constitutes a complete inning for that pitcher. If the game goes to extra innings all pitchers will be allowed to re-enter.
- **12U & 14U:** No Limit

Infield Fly Rule:
- **10U**: No Infield Fly Rule
- **12U & 14U**: Infield Fly Rule will be in effect.

Tie Breaker Procedure

In the event two or more teams are tied in the standings, ties shall be broken using the following criteria in order until the tie is resolved:

1. **Head-to-Head**
2. **Fewest Runs Allowed**
3. **Run Differential**
4. **Most Runs Scored**
5. **Coin Flip**

General Rules

- 10U &12U: NO metal cleats.
- Any rule not covered here is governed by WIAA.
- The tournament director reserves the right to change any rules that would be deemed necessary.
- Coaches and players are responsible for maintaining and cleaning their dugout after each game.

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- Coaches and non-players must remain behind the fence except for the first and third base coaches of the batting team and the on-deck batter. One defensive coach may be inside the fence to provide instruction to the defensive team but must remain on their side of the bench. No other coach can be on the opposing bench side instructing from inside or outside the fence.
- Teams will remain in the "bench" area and should not be standing at the backstop during live play
- Players can only be on one roster per tournament.
- Inclement Weather Refund: 0 Games Full Refund, 1 Game Played 50% Refund, no refund after playing 2 or more games.
- No Carry-Ins; Full Concessions are available.
- **No Alcohol, Tobacco products or pets are allowed on school property**

Conduct

- Profanity or harassment by a team member, coach, or fans towards an opposing team or official will not be tolerated. Good sportsmanship is always required. Unsportsmanlike activity can lead to ejection without warning by a tournament committee member or umpire.
- No taunting, intimidating, profane, or derogatory cheers directed toward opponents.
- Umpire will give the team a bench warning with first violation. The 2nd violation will result in the coach being confined to the dugout. The 3rd offense team will forfeit the game.

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