



## MOORPARK GIRLS SOFTBALL 2026 TOURNAMENT RULES

1. The 2026 USA Fastpitch softball rules will be in effect unless otherwise stated herein.
2. Game balls will be provided for each game played. You must use balls provided. **NO EXCEPTIONS**
3. Each team must present its team roster (roster forms may be found on the website) at least one hour prior to the start of their first game. Birth certificates or other legal documents will be required for each player unless the team has individual USA player cards. **Teams must check in at the Arroyo Vista Park Snack Bar area.**
  - **Sportsmanship Awards:** Each team will be given “Sportsmanship” awards. Choose one player on the opposing team that displays good sportsmanship as defined below and give her the award after the game. What to look for: 1) Hustle 2) Supporting teammates 3) Responding positively to adversity 4) Good sportsmanship not just talent.
4. No more than 4 adults will be allowed in the dugout during the game. (This will be enforced)
5. Rosters cannot exceed 15 players. No player may be added after the start of the 1st game. Players may only be on a roster for one team.
6. Pitching distance: 8U-30’, 10U-35’, 12U-40’
7. Bases will be set at 60’ for all divisions.
8. Home team during pool play will be determined by a coin toss at home plate.
9. Home team will be responsible for providing an official scorekeeper. Lineup sheets must be handed to the official scorekeeper prior to game time. **Home Team Scorekeeper must complete and turn in the game card, providing their phone number.**
10. The team that is listed as home team on the schedule will occupy the third base dugout. The only exception will be back-to-back games on the same field; teams will not be required to change dugouts.
11. Any team not ready to play at the scheduled game time shall forfeit the game. Exceptions will be made for teams playing back-to-back games on different fields or locations.
12. No infield practice is allowed. Designated warm-up areas will be provided at each field for the exclusive use of the teams playing in the next game at that field.
13. To accommodate the tight game schedule and to allow time to prep the fields, there will be no post-game celebrations on the infield between games.



14. Teams are responsible for their conduct, as well as the conduct of their fans, on and off the field during the tournament. Improper conduct during the games, on the park premises, or at local facilities may result in disqualification from the tournament.

15. Any manager, coach, parent or player asked to leave the game shall do so immediately. They shall not be allowed on the playing field, dugout area, stands or general vicinity of the game for the remainder of the game. Upon a second ejection, the ejected person may not participate in the remainder of the tournament.



## Game Play Rules

### Pool Play Games:

1. 6U Division - one (1) hour and ten (10) minutes, finish the batter or 5 innings completed prior to time expiration. If Home team is behind at the expiration of time and the inning was not completed, then score reverts to the last full inning. Games may end in a tie.
2. 8U – 12U Divisions - one (1) hour and fifteen (15) minutes no new inning will be started. One (1) hour and twenty-five (25) minutes Modified Drop Dead. Pool Play games may end in a tie.
  - a. If the visiting team is up to bat at the time game is called, the score shall revert to the last completed inning.
  - b. If the home team is up to bat at the time game is called (and 3 outs have not been recorded) and they are losing the game; the score shall revert to the last completed inning.
  - c. If the home team is up to bat at the time game is called (and 3 outs have not been recorded) and the home team has tied the game in that half inning; the score shall stand and will not revert.
  - d. If the home team is up to bat at the time the game is called and the visiting team has tied the game in the previous half inning; the score will revert to the last completed inning.
  - e. If the home team is up to bat and is leading, the score shall stand and will not revert.

### Elimination and Semi-Final Games:

3. 6U Division – completion of **5 innings** or a one (1) hour and ten (10) minutes time limit after which no new inning may start. Games cannot end in a tie. In elimination and semi-final games, International Tie Breakers (ITB) rules go into effect in the top of the first inning after time expires.
4. 8U – 12U Divisions – completion of **6 innings** or a one (1) hour and fifteen (15) minute time limit after which no new inning may start. Games cannot end in a tie. In elimination and semi-final games, International Tie Breakers (ITB) rules go into effect in the top of the first inning after time expires.

### Championship Games:

5. 6U Division – completion of **5 innings** or a one (1) hour and ten (10) minutes time limit after which no new inning may start. Games cannot end in a tie. International Tie Breakers (ITB) rules go into effect at the top of the first inning after time expires.



6. 8U-10U Division – completion of **6 innings** or a one (1) hour and twenty (20) minute time limit after which no new inning may start. If at the conclusion of 6 innings or time has expired and the game is tied, then the international tie breaker will go into effect at the top of the first inning after time expires
7. 12U Division – completion of **7 innings** or a one (1) hour and twenty (20) minute time limit after which no new inning may start. If at the conclusion of 7 innings or time has expired and the game is tied, then the international tie breaker will go into effect at the top of the first inning after time expires
8. **For All 8U-12U Division Games:** USA Mercy Rule is in effect: 15 runs after 3 innings, 12 runs after 4 innings, 8 runs after 5 innings.

**Standings and Tiebreakers:**

7. This is a pool-play tournament. Tie Breaker will be determined using the following criteria for entry into elimination rounds:

- a. Winning Percentage
- b. Head-To-Head
- c. Total Runs Against
- d. Total Runs For
- e. Average Runs Differential
- f. Coin Toss

8. Wins will be counted as 1 point, ties will be counted as ½ point and losses 0 points.

9. Home plate umpire and the UIC will finalize all protests on the field at the time of the protest.



## 6U Division Special Rules

### General Rules:

1. Each  $\frac{1}{2}$  inning ends when a maximum of three (3) runs is scored by the offense or when the defense records three (3) outs.
2. The home team is responsible for providing an official scorekeeper.
  - In addition to the score, the scorekeeper shall report the **total number of outs each team makes** on the scorecard.
3. Coach pitching distance is 30 feet from home plate.
  - A chalk circle will be drawn around the center of the pitching area and will be called the "pitcher's circle."
  - Coach must remain in contact with pitching rubber during pitch.
4. After a ball is put into play, the coach-pitcher **MUST** get out of the way of defensive team players who are attempting to field the ball.
5. Violations of rule 4 above will result in a dead ball out and all runners will be returned to the last base occupied at the start of the play.
6. If a batted ball hits the Coach-pitcher, the ball will be considered a live ball.

### Offensive Rules:

7. Round-robin batting order must be used in the 6U division. Every player must bat in a fixed rotation.
8. Each batter receives **three (3) pitches** (or fourth if foul ball, etc.) from a coach and then: **two (2) swings** off the tee to put a ball in play.
9. If an infielder, while in control of the ball, makes an attempt on a runner by throwing to a teammate covering a base, that runner may advance one base on an overthrow at their own risk. This one base limit also applies to all runners on the bases.
10. When using the tee, the batters and runners may only advance one (1) base. One additional base is allowed for all runners on an overthrown attempt at a base per rule 9.
10. There will be a 15-foot arc in front of home plate extending from the first base line to third base line. A batted ball coming to rest inside the arc line is considered a foul ball.



11. Base runners cannot leave their base until after the ball is hit and can only advance to home on a ball put in play.

12. For any ball hit in play, play will be stopped and dead ball called when the ball lands or is caught in the pitcher's circle. The definition of "Lands in" is when the ball crosses the plane of the pitching circle line (from any direction), regardless of where it ends up.

- If the base runner(s) have already passed the halfway line at the time the ball enters the pitcher's circle they will advance to that base(s), otherwise they will return to their last base reached safely. Once a ball is declared "dead", it cannot be made "alive" again.

13. The Umpire will determine if an overthrown ball has gone out of play at which point if a runner has already passed the halfway line to the next base, then they can advance to that base.

### **Defensive Rules**

14. No more than 10 defensive position players will be allowed on the field at one time.

15. With 10 players on the field there must be 4 outfielders.

16. All outfielders must be standing in the **outfield at least 10 feet behind the base line at the beginning of each play.**

17. A player must NOT sit out in two consecutive innings unless there is an injury that must be told to the opposing manager.

18. Player-pitcher must have one foot completely in the pitching circle and may not be in front of the coach-pitcher until the ball is put into play.

18. Two coaches are allowed in the outfield when their team takes the field for defense.



## 8U Division Special Rules

1. Each ½ inning ends when a maximum of four (4) runs is scored by the offense or when the defense records three (3) outs.
2. Dropped third strike and infield fly rule are **not** in effect.
3. No stealing home.
  - Home Plate is frozen. Runners can only score on a hit ball, or if a runner is forced home on a walk or hit batter
4. Stealing bases are limited to one base per pitch
5. Runners cannot advance past first base on a walk until the next pitch
6. Pitching: called balls and strikes, **NO COACH PITCH**
7. No more than 10 defensive position players will be allowed on the field at one time.
8. With 10 players on the field there must be 4 outfielders.
9. All outfielders must be standing in the **outfield at least 15 feet behind the base line at the beginning of each play.**
10. Round-robin batting order must be used in the 8U division. Every player must bat in a fixed rotation.
11. Courtesy runners (last recorded out) will be allowed for the pitcher and catcher only.



### **10U and 12U Special Rules**

1. Each ½ inning ends when a maximum of **five (5) runs** is scored by the offense or when the defense records three (3) outs **during pool play**.
  - Each ½ inning ends when a maximum of **six (6) runs** is scored by the offense or when the defense records three (3) outs **during elimination and championship games**.
2. Dropped third strike and infield fly are in effect.
3. Teams may bat round robin or only nine. Teams batting only nine may utilize the DP/Flex.
4. Courtesy runners (last recorded out) will be allowed for the pitcher and catcher only.



**Miscellaneous Rules:**

- Due to City regulations, no parking of motorhomes or buses in the Parks parking lot. They may be parked along the road next to the fields.
- No dogs, skateboards, scooters, bikes or barbeques allowed at any field.
- No drugs or alcohol will be allowed
- Anything not covered under these rules will be at the discretion of the Tournament Director or his/her designee

**RAINOUT POLICY:**

No games played-100% refund

1 game played – 50% refund

2 games played – No refund