



12th Annual Bismarck Blast Girls Fastpitch Tournament Game Rules

This is a USA Softball of North Dakota sanctioned tournament. BATS must be approved.

UMPIRES' DECISIONS ARE FINAL. No protests.

HOME team determination: Coin flip - 5 minutes before game.

The HOME team is the official scorekeeper.

TIME LIMIT: 12U, 14U and 16U/18U – 7 innings or 80 minutes and finish the inning.

10U - 7 innings or 70 minutes and finish the inning.

POOL PLAY will follow JO rules. BRACKET PLAY will follow JO rules using the EP.

Pool games can end in a tie if time has expired, or 7 complete innings have been played.

RUN RULE: 15 after 3, 12 after 4, and 8 after 5 innings of play.

*Both 10U Gold and Silver divisions will have a 6-run limit per inning.

THE WINNING TEAM is responsible for notifying Tournament Headquarters of the final score immediately after the game. Send a text to (701)581-5161 with head coach name, division, opponents, and scores.

Coaches must check bracket boards and maintain contact with Tournament Headquarters in case of time changes.

COURTESY RUNNER - A RESERVE MAY COURTESY RUN for the pitcher and/or catcher. A courtesy runner may not run for both the pitcher and catcher in the same inning.

Game results will determine the seeding and/or winner of the division depending on how the division is set up. In the event of a tie in, seeding/winner will be based on the following:

- Win/Loss Record (win=2, loss=0, tie=1)
- Head-to-head score
- Runs Scored Against

Have your FIRST AID KITS available in the dugout when playing games.

Please clean up your dugout after each game.

Awards will be given to the 1st, 2nd, and 3rd place teams for each division.

Pick-up players are allowed if they are registered, are not on the roster for another team in division and are age appropriate for the division in which they will be playing.

Players can only participate on one team in one division.

Game balls are provided.

Concessions and Tournament T-Shirts will be available to purchase.





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10U Silver Tournament Rules

Maximum of 10 defensive players (4 outfielders).

May bat the entire lineup. If a batter cannot make her at bat (injury, bathroom, Etc.) that batter will be skipped in the lineup. That batter may then bat next time she comes up.

Catchers must squat behind home plate in full gear.

A defensive coach can stand behind the catcher to retrieve the ball to help speed up the game but cannot coach from that position.

No stealing and no bunting!!

The baserunner shall not leave the base until the ball is hit.

Players may advance only 1 base on all overthrows, even to the outfield.

Batters will start with 1 strike.

