



St. Louis Park Orioles Opener Rules and Guidelines (8U)

General:

- Teams must check in at least 30 minutes before starting their first game. An approved roster must be registered on MnSoftball. The roster must be approved. Players can be rostered on only one team.
- In case of inclement weather, the schedule may be changed at the discretion of the Tournament Director. Check out the tournament website for updates.
- No soft toss against the fences.
- The use of tobacco and alcohol is prohibited at all tournament sites.
- Heckling, deliberately distracting, or interfering with umpires or players is forbidden. The coach of the team whose fans are in violation will be warned once. Further violations result in fan expulsion. Failure to leave within two minutes results in forfeiture.
- Protests will be decided on the field. Teams should work together to find solutions, including a “do-over.”
- Four-game guarantee (except in inclement weather).
- No scholarships are handed out during this tournament; the priority is a fun, positive experience for all players and teams.
- Tournament Director: Sara Rowan (SLPTournament@slpfastpitch.org)

Competition:

- A team not ready within 10 minutes of game time will forfeit (unless delayed by a prior game).
- Minnesota Softball/Big West 8U League rules apply with these additions:
 - Home team is determined by rolling a softball toward the pitcher’s mound; the team whose ball stops closest to the pitching rubber chooses to be home or away.
 - 7 innings games or 65 minutes (no new innings after 65 minutes). May be shortened to weather.
 - Max 5 runs per half-inning. No run rules to end the game.
 - No minimum number of players—those present play.
 - Entire roster bats; free substitution required.
 - Missing players do not count as outs. Injured players can be skipped (cannot re-enter). Late players added last in lineup.
 - On-deck batter positioning: Right-handed: 3rd base dugout; Left-handed: 1st base dugout
 - Outfielders start near grass/dirt line; no crowding the infield.
 - **Outfield rule:**
 - Runners may advance until an outfielder gains control and throws toward the infield.
 - Once thrown, runners stop at the next base (even if throw doesn’t reach dirt).
 - Exception: if an outfielder carries the ball in, runners may continue advancing.
 - **Pitchers:**
 - Must stay in circle and behind/on coach’s side until contact.
 - Cannot move in front of the pitching machine/coach before pitching.
 - **Coaches on field:**
 - 2 offensive, 2 defensive, 1 pitching coach allowed.
 - The pitching coach must confirm that defense is ready before each pitch.
 - **Tiebreakers (bracket play):**
 - Runner starts on 2nd (last batter in lineup), 2 outs.
 - Play 2 innings.
 - If still tied → coin flip.
 - **Umpires:**
 - The umpire is the final authority, positioned behind the home plate.
 - Winning team reports score within 15 minutes to the Tournament Director.