

Lebanon Fastpitch Recreational Softball Tournament Info “Memorial Mash”

- **Please check in before your first game at Colonial Park East Concession Building to turn in any payments or Rosters to one of the board members on hand.**
- **Once Pool Play Begins and final rosters are submitted to Lebanon Fastpitch, no additional players may be added. Please contact us at LebanonFastpitch.OH@gmail.com with any roster questions or updates.**
- Please make sure you turn in your scores immediately following your game(s). This will allow us to update/post in a timely manner. Please text the score to **Andy Groseclose @ 513-460-6720**. Please include the game time and team names along with the score. (e.g.4:30 Gray Twisters - 5 10U Raptors - 4)
- In order to keep the games on schedule, please be ready to play 15 minutes before your game is scheduled to begin. Please have your teams promptly exit the dugout at the end of your game so that incoming teams can begin on time.
- No tobacco, vaping, or alcoholic beverages permitted in the parks. Family members must go to our parking lot or risk being ejected from their player's game. We continue to have problems with this issue each year and we would appreciate all coaches relaying this to their parents, so there are no negative confrontations during the course of games. We all have players and family members that have asthma or other medical conditions making it medically necessary for players to not be around smoke of any sort. **Adults will be sent to the parking lot if caught smoking near the ball fields**

USSSA Rules & Regulations will be followed with these exceptions:

ALL AGE Divisions

1. Saturday Pool Games: Are 75 minutes drop dead and the score is reported. The game may end with the away team up-to-bat. Equal batting attempts are not guaranteed.
2. Sunday Bracket Games: will be based on time limit first and then innings. No new inning can start after 75 minutes. If the home team is winning at that time, the game ends, and the scores are reported. If not, play shall continue until that inning is completed and scores are reported as of the end of that inning.

2. Ties are possible in pool play games. There will be no time limit for championship games, a complete game will be played for those games (mercy run rules are in effect). The international tie-breaker will start after innings are exhausted in championship games.
3. Mercy Run Rule: (12/3, 10/4, 8/5) criteria will be used for all divisions. The international tie-breaker will start after innings are exhausted in championship games.
4. **12u Division Runs Per Inning** No more than six (6) runs can be scored by any offensive team, per inning, except in the sixth (6) if time allows.
5. **Batting:** Roster batting may be used by all teams.
6. **Courtesy runner:** may be used for the pitcher or catcher once they become a base runner. If a courtesy runner is used, it must be someone who will not become a batter while being the courtesy runner and the same runner cannot be used for both in the same inning.
7. **Substitution:** Unlimited defensive substitutions.
8. **Home team:** will be determined by our website/schedule during pool play. The home team for elimination games will be based on seed.
9. **Seeding:** will be determined by: win/loss, head to head, runs allowed, runs scored, and then coin toss if needed.
10. All teams must be ready to play 15 minutes prior to your scheduled game time.
11. **Pitching Distance:** 35ft (10U), 40ft (12U), 43ft (14U)
12. NO METAL CLEATS – (except 14U)
13. Only positive cheering directed at your own team or players is permitted. (No screaming or taunting of the umpires, other team, or players will be tolerated.) Penalties may include removal from the park, associated player(s) removal from the game, and game forfeiture.

Additional 10-U Division Rules

1. A complete game will be after 75 minutes unless the home team is ahead after 5 ½ innings or the run rule is in effect at any point in the game.
2. Runs Per Inning: No more than five (5) runs can be scored by any offensive team, per inning, except in the sixth (6) if time allows.
3. A base runner can only steal one base per legal delivery. A walked batter cannot advance/steal to second.
4. Stealing of home base is permitted. A runner may advance/steal to home if the defense attempts to make a play on the runner at third base once third base has been earned, a passed ball from the catcher, and on a throw down to 2nd.
5. No dropped 3rd strike.
6. A team may use 10 players defensively, by having 4 outfielders. Outfield positions must be at least 20 feet behind the normal base path at the start of the pitch.
7. The infield fly rule is not in effect.