



Bloomington BASH Fastpitch Tournament 2026

Tournament Rules and Conditions

10U/12U/14U

Check-in Requirements

- Teams must check in at least 30 minutes prior to their first game.
- **Teams must have an official josoftball.com roster and be approved by the state office. It will say “approved” on the roster. We will not be collecting paper rosters but will verify in advance online.**
- Any ASA certified bat is acceptable and may be checked at the umpire’s discretion at any time.
- Teams must provide 2 (two) new game balls.

Game Rules

- A team not ready to play 5 minutes after the start time of their game will forfeit that game with a score of 7-0. (Must have 7 players to start a game)
 - *If a team is coming directly from another game, they will be given the option of a 15 minute break before the next game.*
- A coin toss at the beginning of each game will determine the home team, and the home team will keep the official score book for games.
 - **Umpires will report the official final scores.**
- All 10U/12U/14U games will have an umpire.
- All protests will be settled on the field. Umpire decisions are final. No appeals will be allowed to the Tournament Director.
- Courtesy runners may be used for the pitcher, catcher or an injured player that must leave the game. Courtesy runners are to be the last out, or the last player due to bat in the inning if no outs. Subsequent courtesy runners in the same inning begin with the next-to-last out or next-to-last batter scheduled for the inning. Note in the event of an injury an out does not need to be recorded when they are due to bat.
- There are no restrictions on the number of innings a pitcher can pitch.
- Unlimited substitution of players on defense is allowed.
- Batting lineups that include the entire roster of players in attendance is required.
- Dropped 3rd strike rule in effect except for 10U B/C.
- **Run Limits** see the below chart for specific run limits.

Run Limit per Inning	Pool Play	Bracket Play	Championship Games
10U A/B	5	5	5
10U B/C	5	5	5
12U A/B	0	0	0
12U B/C	5	5	5
14 A/B	0	0	0

- **Run Rules/Margins** as follows:
 - 15 runs after three (3) innings
 - 10 runs after four (4) innings
 - 8 runs after five (5) innings
- **10U Specific Rules** as follows:
 - ○ 35' pitching distance
 - ○ Dudley SB-11 ball shall be used
- **12U Specific Rules** as follows:
 - ○ 40' pitching distance
 - ○ Dudley SB-12 ball shall be used
- **14U Specific Rules** as follows:
 - ○ 43' pitching distance
 - ○ Dudley SB-12 ball shall be used
- If a game cannot be finished due to time (fields must be closed by 10pm), OR due to a weather delay that would cause a game to run past 10pm, the score will revert to the last completed inning.
- The Tournament Director reserves the right to delay, shorten, or cancel the games in the event of bad weather. Every attempt to complete all games will be made. City of Bloomington will dictate the continued use of the fields after heavy rainfall.

Spectator/Player Rules

- Teams must remove all trash from the bench area after each game.
- **Heckling of the umpires will not be allowed.** The coach of the team whose fans violate this rule will be warned once. If the heckling continues, fans will be asked to leave the premises. Fans not complying within two minutes will cause the forfeiture of the game to the opposing team.
 - **Coaches, please discuss this with your fans prior to the tournament to avoid confusion.**

Tournament Time Limits

Pool play game time limits

No new inning starts after the 1st to occur of either: a) **65 minutes**; or b) completion of 5 innings (10U), 6 innings (12U), or 7 innings (14U).

Pool play games may end in a tie and no extra innings shall be played regardless of time limit.

Bracket play game time limits

No new inning starts after the 1st to occur of either: a) **65 minutes**; or b) the completion of 5 innings (10U), 6 innings (12U), or 7 innings (14U), unless tied.

Bracket play games ending in a tie at the completion of regulation game or the time limit shall continue with the next inning beginning under international tie breaker rules: Runner starting at second base with 0 outs (Runner shall be that player who is scheduled to bat last in the inning). Games cannot end in a tie.

Championship games: International Tie Breaker used if tied after the 1st to occur of either: a) **70 minutes**; or b) inning completed as listed below.

- 10U – 5 innings
- 12U – 6 innings

- 14U – 7 innings

Tournament Format

Tournament format listed is based on projected registration. Format subject to change.

Each team is guaranteed 5 games (pending weather). Byes in bracket play and forfeited games count towards the 5 game guarantee.

Brackets & seeding determined following pool play using the following criteria in order of priority:

1. Record (Winning pct, number Wins)
2. Head-to-Head (Used only when all tied teams have played each other)
3. Points Allowed (An average is used if teams have not played an equal number of games)
4. Points Scored (An average is used if teams have not played an equal number of games)
5. Computer Generated Coin Flip (A system random number generator breaks ties at this stage)

Note: If the system can not break ties at a particular tiebreaking stage, the system will move to the next tiebreaker and not return or revert back to a previous tiebreaker.

Note about the Head-to-Head tiebreaker: Head-to-Head is ignored if all tied teams do not play each other at least once. For example, if three teams are tied, and one team plays the other two, but the other two do not play, this tiebreaker is ignored (regardless of the outcome of the two games played by the first team).

10U

- Two Divisions: A/B and B/C
- The format is pool play with three (3) games with seeding to Consolation Brackets.

12U

- Two Divisions: A/B and B/C
- The format is pool play with three (3) games with seeding to Consolation Brackets.

14U

- One Division: A/B
- The format is pool play with three (3) games with seeding to Consolation Brackets.

In the event of canceled or incomplete (unable to finish 3 innings) bracket games due to weather, games will be awarded a winner based on the following criteria:

1. Head to head pool play result, (if applicable);
2. Overall record (including pool play) - Teams receiving a bye in bracket play count that as a win;
3. Least runs allowed in bracket play (completed innings);
4. Least runs allowed all tournament (completed innings);
5. Highest bracket seed;
6. Most runs scored in bracket play;
7. Most runs scored all tournament;
8. Coin flip

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Tournament Berths

Tournament berths will be awarded for MONSTA and NAFA for the teams finishing 1st and 2nd in each bracket. Details about bracket structure and berth allocation will be added as additional information becomes available.