



NJ Heat Tournament Rules

USA Softball RULES APPLY

Courtesy Runners

- Courtesy Runner should be used at all times for Pitchers and Catchers to speed up play and must be used with 2 outs.
 - Courtesy Runner must come from the bench (any player not in game) or last batted out (in that order).
 - Courtesy Runner(s) must be different for pitcher and catcher within the same inning.

Player Line Ups:

- Teams may choose to bat entire roster if they would like to. Normal substitution rules apply.
- DP/FLEX rule may also be used in addition to the EP above and will follow USA Softball rules regarding such.

Game Length & Time:

Saturday Pool Games

- Home team decided by coin flip. The team that traveled furthest distance will call.
- 6 inning games for 10U, 7 Inning games for all other divisions
- **Game times will be 1h20m – FINISH THE INNING / 1h40m FINISH THE BATTER**
 - No new inning after time limit. If time expires before the inning is completed, the game reverts to the last completed inning unless the home team has taken the lead in the bottom half of the inning.
- Games can end in a tie. If time permits use International Tie Breaker.

Sunday Elimination Games

- Higher seed has choice of home or away.
- 6 inning games for 10U, 7 Inning games for all other divisions
- **Game times will be 1h20m – FINISH THE INNING**
- We will need a winner. If game is tied when time expires, must go to International Tie Break.

Run Ahead:

12 runs after 3 innings; 10 runs after 4 innings; 8 runs after 5 innings

10U Modifications:

- Teams may bat up to their entire roster. If team bats their entire roster, they risk an out for any injured player who cannot come to bat. Must follow USA Softball substitution rules.
- No Dropped Third Strike
- No Infield Fly
- Slapping is allowed, but batters cannot square to bunt, pull-back and swing
- **Stealing of all bases IS ALLOWED**
- Five (5) runs maximum allowed per inning for innings 1, 2 and 3. Unlimited runs allowed beginning the 4th inning.

Seeding:

Pool Tiebreakers:

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 cannot 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).