**Welcome to Titan Tournaments!**

**It is our goal to offer your team the most enjoyable tournament experience possible. Please feel free to contact us with any questions or suggestions that you have. Thank you for your patronage! We look forward to seeing you soon!**

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**Quick Reference:**

**Time Limits**

8U Coach Pitch – 1hr seeding and bracket

10U thru 18U – 1hr 10min seeding, 1hr 15min bracket

*All time limits are finish the inning.*

*Exceptions: If the home team is batting and has the lead when time expires, then the game will be over, and we will not finish the inning (this includes seeding games). Pool games use a drop dead time limit.*

\*On site director reserves the right to modify game times in the event of bad weather.\*

**Run Rules**

15 run lead after 2 innings

12 run lead after 3 innings

10 run lead after 4 innings

8 run lead after 5 innings

**Regulation Games & Weather Shortened Games**

A game will consist of 7 innings if time permits (except for 8U coach pitch). If weather does not allow a game to be completed, then we will revert back to the score at the end of the last completed inning to determine the winner. I.e. – the home team is winning 5-4 after 2 innings, but the visiting team takes a 7-5 lead in the top of the 3rd, however, weather forces the game to come to an end without the home team having the opportunity to bat. The score will revert back to the last completed inning and be counted as a 5-4 victory for the home team. If the home team is ahead in the bottom of an inning when the game is ended due to weather, then they will receive the win. If we cannot complete an inning to determine a winner, or if the game is tied after the last completed inning, then the higher seeded team will receive the win. In a “blind draw” bracket, when an inning cannot be completed, or if the game is tied after the last completed inning, we will use a coin flip to determine a winner.

**Determining 1st, 2nd, and 3rd Place in a weather shortened event**

- We will use scores from regulation games and weather shortened games to advance teams along in the winner’s bracket. When we can no longer use scores to determine winners, then the higher seed in each remaining matchup will receive the win. In a “blind draw” bracket, when an inning cannot be completed, or if the game is tied after the last completed inning, we will use a coin flip to determine a winner. In a “seeded” bracket when only four teams are left in the winner’s bracket, the highest remaining seed to lose will be awarded 3rd place. In a “blind draw” bracket when only four teams are left in the winner’s bracket, there will be a coin flip between the two losing teams to determine 3rd place. When we seed into gold and silver brackets out of multiple pools: If the rain washes us out before bracket play begins, and we have for instance the top 4 teams in gold, and the bottom 4 teams in silver out of two seeding groups. The two 1 seeds in gold will be crowned Champions, and the two 2 seeds in gold will be crowned Runner Up. The 3 and 4 seeds in Silver will be eliminated without awards. If a rain out occurs once bracket play has begun, we will use the method described in **Regulation Games & Weather Shortened Games** to advance teams along through each bracket and we will determine 1 Champion and 1 Runner Up from each respective bracket.

In a seeded double elimination bracket, we will advance the teams remaining in the winner’s bracket as far as we can based on the results from completed and weather shortened games. When that is no longer an option, the higher seed will advance. In a cross seeded bracket, if you have Titan 1 vs Spartan 1 and the game cannot be played, we will look at the results from both seeding and bracket games to determine who is the better 1 seed, and that team will be the winner of that match up. The team that advances furthest in the winner’s bracket will be crowned champion, and the team that advances the next furthest in the winner’s bracket will be runner up. 3rd place will be awarded to the next team that survived the longest in the winner’s bracket before losing a game.

**Age Requirement Date is December 31st of the previous year.**

- A girl is 10 on December 31st, then she can play 10U in the spring.

- A girl is 11 on December 31st, then she must play 12U in the spring.

**Age Up Date is August 7th of the current year.**

I.E. – The year is 2022: A girl will turn 11 on any date during 2022, then she must play 12U starting with tournaments held on or after August 7, 2022. Even if the girl will not turn 11 until December 31, 2022, she must still play 12U for the fall season. Due to the age up date of August 7, 2022 players start playing their upcoming spring age in the fall.

**Batting Lineup**

- You may bat your entire roster by listing the additional players in the batting lineup as (AP’s). You will have free defensive substitution with all the players listed in your batting lineup. You must finish the game with the same number of players in the lineup as when you began. I.e. – You choose to bat all 12 of your roster players, you must finish the game with 12 players in the batting lineup. If one has to leave due to injury or another occurrence, then you will be forced to take an out when their spot comes up in the lineup.

**Courtesy Runner**

- A courtesy runner may only be used for the pitcher and catcher. The courtesy runner shall be an available substitute player or the last batter due up in the lineup at the time the catcher or pitcher reaches base. If the catcher is the last batter due up at the time the pitcher reaches base, or vice versa, then you may go to the next to last batter due up.

\*When using a substitute player to courtesy run, you do not have to report it to the umpire, unless they will be entering the game defensively the following inning\*

**Roster/Waiver Forms/Team Insurance/Birth Certificates**

- Teams must submit their roster/ waiver form and a copy of their insurance prior to the start of their first game.

- Once a roster has been submitted, players may no longer be added for that tournament. A copy of each birth certificate must be available.

- Roster/ waiver forms can be found on our website.

**Pickup Players & Tournament Classifications**

- Teams may use pickup players to complete their roster for a given tournament.

- Open classification tournaments: Practically all of our tournaments are open classification events. If a tournament does not state what classification it is, then it is an open tournament, and a player from any classification may be used to complete a roster.

**Section 1 – Pitching**

**- Prior to the pitch being delivered**

- The pitcher shall have the ball in her possession.

- The pitcher shall take a signal or appear to have taken a signal while on the pitching rubber with her hands separated.

- The pitcher’s pivot foot when pushing off may drag in contact with the ground, but both feet being in the air is also allowed. *Notes: a pitcher may take a step back with the non-pivot foot from the plate prior, during, or after the hands are brought together. The pitcher can step back whether they start with two feet on the pitching rubber, or from the starting position of one foot on and one foot off.*

**Illegal Actions:**

- Making two revolutions of the arm during the pitch.

- Making a revolution of the arm after the pitch.

- Using anything other than an underhand motion to deliver the pitch.

- Failing to deliver the ball after simulating a pitching motion.

- Failing to deliver another pitch within 20 seconds of receiving the ball.

- Crow Hopping, also known as re-planting and pushing off of the dirt after the initial push from the pitching rubber.

**Illegal Pitch** – Is a ball on the batter. *Note: Runners will no longer be advanced one base without liability to be put out.*

Examples (also reference illegal actions):

- During a pitcher’s delivery, a player on defense is outside of the playing lines.

- If the catcher is outside of the catcher’s box when a pitch is released.

- In a live ball situation when the pitcher throws to a base with one of her feet touching the pitching rubber.

- With less than 3 strikes on a batter, the catcher throws the ball to an unoccupied base.

**Warm Up Pitches** – 5 pitches between innings or 1 minute, whichever comes first.

**Intentional Walk** – The pitcher must throw four balls to the batter in order for the batter to be awarded first base, the catcher shall remain positioned in the catcher’s box until each pitch is released.

**Section 2 – Visits & Coach’s Guidelines (Offensive & Defensive)**

- Offensive: One offensive timeout is allowed per inning.

- Coaches: A third base coach and first base coach are allowed during your team’s at bat. All other coaches must remain in the dugout.

- Defensive: Three defensive timeouts are allowed during a seven inning game. On the fourth and each additional defensive timeout, the pitcher must be removed from the pitching position for the duration of the game. In the event of extra innings, one defensive timeout per inning is allowed.

- Coaches: One coach will be allowed to sit on a bucket just outside of the dugout for the purpose of calling pitches. The coach must make every effort possible not to interfere with the game.

**Section 3 – Batting Lineup, Flex, DP, & Courtesy Runners**

**Batting Lineup**

- You may bat your entire roster by listing the additional players in the batting lineup as (AP’s). You will have free defensive substitution with all the players listed in your batting lineup. You must finish the game with the same number of players in the lineup as when you began. I.e. – You choose to bat all 12 of your roster players, you must finish the game with 12 players in the batting lineup. If one has to leave due to injury or another occurrence, then you will be forced to take an out when their spot comes up in the lineup.

- A team may start a game with only 8 players, however an out will be incurred in the 9th spot in the batting lineup until that player arrives.

**Flex and Designated Player “DP”**

The DP bats for the Flex and the Flex only plays defense, unless you replace the DP with the Flex. The Flex shall be listed at the bottom of the lineup. The DP can play defense for any player without changing the batting lineup.

If you would like to let the Flex hit, then they must replace the DP in the batting lineup. This will reduce the number of players in the lineup by one. The DP will become a sub, they may re-enter the game one time, and must go back into the same spot in the batting lineup. The Flex is allowed to re-enter the game one time at the bottom of the lineup playing defense only, or hitting in the DP’s spot in the batting lineup.

**Courtesy Runner**

- A courtesy runner may only be used for the pitcher and catcher. The courtesy runner shall be an available substitute player or the last batter due up in the lineup at the time the catcher or pitcher reaches base. If the catcher is the last batter due up at the time the pitcher reaches base, or vice versa, then you may go to the next to last batter due up.

\*When using a substitute player to courtesy run, you do not have to report it to the umpire, unless they will be entering the game defensively the following inning\*

\*If it is discovered that the wrong player was placed on base as a courtesy runner, there will be no penalty. We will simply replace the incorrect runner with the correct runner, and proceed with the game\*

**Batters**

- The on deck circle is located outside of your team’s dugout. This is the on deck circle that you are required to use.

- Will be allowed to fake a bunt, pull back, and swing.

- Holding the bat out to bunt without moving the bat towards the ball is not an attempt to swing, only if the bat moves towards the ball, or the ball crosses through the strike zone shall a strike be called.

**Runners**

- Will be allowed to slide headfirst.

- Must make an attempt to avoid contact on a play at the plate, they do not have to slide. Failure to make an attempt to avoid contact, will result in the runner being called out. If the umpire judges malicious intent, then the runner will also be ejected.

**Section 4 – Substitutions**

- Substitutes are players that are not listed in the batting lineup. They shall be listed as substitutes beneath the batting lineup. Substitutes are allowed to enter the game for a player in the batting lineup, that player must come out of the game, and become listed as a sub. When making a substitution, the team must notify the umpire of the change. The umpire shall then notify the opposing team’s scorekeeper.

- The batting lineup cannot be added to or taken away from. I.e. – if you start the game batting 10 players, then you must finish batting with 10 players.

- Any player (including substitutes) may re-enter the game one time, but they must go back into the same spot in the batting lineup that they previously occupied. Therefore, a starter re-entering the game cannot be listed in the batting lineup at the same time as the sub who took their place.

- When an AP (Additional Player) enters the game on defense, it does not have to be reported to the umpire, because it does not affect the batting lineup.

**Section 5 – Batting Out of Order**

- Batting out of order can only be appealed by the defensive team.

- The appeal must be made prior to the next pitch, legal or illegal.

- The appeal must be made prior to the defensive players having left their fielding positions.

- If batting out of order is revealed:

1) During the at bat of the incorrect batter: The correct batter will take the place of the incorrect batter and assume the count. All advances and scores by runners are legal.

2) After the incorrect batter has completed their at bat: The player who should have batted is called out. Any runners that advanced or scored will not be counted. The next batter will be the player in the lineup listed directly after the player who was called out for failing to bat. If the batter due up is the player who just batted incorrectly, then skip them and the batter due up after them will be the batter.

3) If a pitch legal or illegal is thrown after the at bat is completed, then all actions become legal.

**Section 6 – Interference & Obstruction**

- Interference is when the offensive player keeps the defensive player from being able to make a play.

- Obstruction is when the defensive player keeps the offensive player from being able to advance to another base.

- Interference and obstruction are judgment calls by the umpire. They can award bases or call outs based on what they see. These calls cannot be protested.

\*If a runner is struck by a batted ball in the field of play there are 2 scenarios: If the runner is in front of the fielder when they are hit, they will be called out, and the ball is dead. If the runner is behind the fielder, there will be no call, and the ball remains live.\*

**Section 7 – Infield Fly & Dropped 3rd Strike**

Infield Fly – occurs when there are less than 2 outs, a force play can be made at 3 or more bases, and a fielder drops a fly ball that could have been caught with routine effort. The batter will be called out, and the force play is removed. Runners may advance at their own risk, and must be tagged to be called out. The umpire’s judgment will determine “routine effort”.

Dropped 3rd Strike – a batter can advance to first base on a dropped 3rd strike in 2 scenarios: first base is unoccupied, or there are 2 outs. All runners may advance at their own risk.

\*If a force play is present with 2 outs and a dropped 3rd strike occurs, then a force out can be made to end the inning. I.e. – bases loaded and 2 outs, the 3rd strike is dropped, a defensive player can make a force out at any base.\*

**Section 8 – Tournament Seeding, Championship Games, & Tiebreakers**

Seeding will be determined in the following order:

1) Best Record

2) Head to Head

3) Runs Allowed

4) Runs Scored

5) Coin Flip

- Seeding is done from the top down. The 1 seed is determined, then the 2 seed, etc...

- If 2 or more teams have the same record, the only way head to head can be used is if one of the teams has beaten all the other teams with the same record. Otherwise, you must progress to runs allowed, and the team with the fewest runs allowed will become the highest seed. If runs allowed are the same, we will progress to runs scored, if runs scored are the same, we will progress to a coin flip.

- At no point will we revert back to head to head after we have progressed to runs allowed.

- If a seeding game ends in a tie, then the game will be counted as ½ a win, and ½ a loss.

- If a team plays an extra seeding game in a format that involves an odd number of teams with an odd number of seeding games, they will have their worst game thrown out (the head to head portion will still remain). I.E. – 3 seeding with 5 teams. The game that is thrown out will still count towards their opponent’s seeding. I.E. - team A beats team B, team B decides to drop that game, team A will still be credited with a Head to Head win for seeding purposes.

- In bracket play and ranking games, the higher seed chooses home or visitor, until we reach the championship game, at which point, the team that is undefeated in bracket play will get to choose home or away. The “if” game will be determined by a coin flip.

- Teams will not be allowed to forfeit seeding games for the purposes of falling into a lower bracket.

**Championship Games and “IF” Games**

Saturday Only Tournament – If the championship game starts by 8:00pm there will be a 90 minute time limit if both coaches agree to it.

Sunday Championship – If the championship game starts by 5:30pm there will be a 90 minute time limit if both coaches agree to it.

“IF” Games – Will use the tiebreaker method described below to determine a winner. Teams will be allowed 10 minutes between the Championship game and the “IF” game to write a new lineup.

**Tiebreaker**

The last batter due up in the lineup will be placed on 2nd base with no outs. Each team will receive an at bat, whoever is winning after one inning wins the game. If the teams are still tied, we will repeat this process until a winner can be declared. The tiebreaker method will also be used to determine a winner for any bracket game that is tied at the end of regulation.

**Section 9: Bat, Cleat, and Game Ball Regulations**

*Cleats:*

Ages 8U through 12U – rubber cleats only

Ages 14U and older – metal cleats allowed

*Bats:*

*Must not produce a Batted Ball Speed greater than 98mph*

*\*Please Note: USSSA Ghost Bats & USA/ASA Ghost Bats are Titan Legal\**

*Game Balls:*

*Must be optic yellow, with a .47 core and a max compression of 375*

*8U and 10U – 11 inch softball*

*12U and Older – 12 inch softball*

**Section 10: Pitching & Base Distances by Age**

8U Coach Pitch – 35ft pitching

10U – 35ft pitching

12U – 40ft pitching

14U and Older – 43ft pitching

\*All ages play on 60ft bases\*

**Section 11: 8U Coach Pitch Rules**

- Games are 6 innings if time permits.

- Each batter will be allowed 6 pitches or 3 swinging strikes. A foul ball on the 6th pitch and any subsequent pitches will result in another pitch being thrown.

- Play stops if the defensive player stops the lead runner or when all play has stopped and time is called by the umpire. The umpire’s judgment will decide where each runner was when time was called. If the runner was at or beyond the halfway point, they will receive the next base. If the runner was short of the halfway point, they must go back to the previous base.

- The run limit is 8 runs per inning. Exception: an inning that starts with less than 5 minutes on the game clock will have no run limit.

- Runners may continue to advance on overthrows until play is stopped.

- The coach pitching must have at least one foot in the circle when releasing the pitch.

- Bunting is not allowed.

- Intentional walks are not allowed.

- Slap hitting is not allowed.

- Runners may not lead off until the pitch crosses the plate.

- Stealing is not allowed.

- Teams may use 10 players on defense, 4 of them must be outfielders.

- Two coaches from the defensive team will be permitted to stand beyond the 4 outfielders for instructional purposes. They must do everything possible not to interfere with the game.

**Section 12: Protests and Ejections**

- A $200 protest fee must be paid in cash to the tournament director on site before a ruling will be made in correlation to an umpire’s application of a rule on the field. Judgment calls cannot be protested.

- There is no protest fee to challenge a roster or a player’s age eligibility, however, there will be two outcomes:

*If the team challenging is right and the player on the opposing team is ineligible, then the opposing team must forfeit that game.*

*If the team challenging is wrong and the player on the opposing team is eligible, then the challenging team must forfeit that game.*

- An ejection will result in removal from the current game, and an additional one game suspension. Flagrant violations are subject to further suspension at the discretion of the on site director.

**Section 13: Refund Policy**

- $65 credit towards a future event for each game less than the number of games that were guaranteed. Example: 3 Game Guarantee, but your team only played 2 games = $65 credit/ only played 1 game = $130 credit.

- If a pitch is thrown then a game is counted as played, because the umpires will be paid for the full game.

- All ticket sales and team gate fees are non-refundable.

- In the event of a total wash out prior to the tournament starting, teams that have paid will receive a full refund.

**Section 14: Closing Words**

- This rule book is an overview of the rules that will be followed by Titan Tournaments. Anything that has not been covered in this overview will default to the National Governing Body of Softball.

**All rulings made by the tournament director on site will be final.**

**Thanks for playing ball with Titan Tournaments!**