



2026 Alliance Fastpitch Championship Series - 12u/14u

Event Rules and Details

**All 2026 AFCS Events will be held in the Indianapolis Area
Westfield, Indiana & Kokomo, Indiana**

[AFCS CALENDAR LINK - See Link for details on event calendar](#)

[Alliance Rules & Policies Website Link - See Link for all information on rules and policies](#)

Playing Rules:

- All Games will play according to [NFHS rules](#), with modifications. ([Link to modifications](#))
 - Pitching Modification/Clarification - All Games will be played by the current NCAA College Pitching rule.
- [AFCS Age Requirements - Click Here](#)
- [Event Roster Rules - Click Here](#)
- All Games will have a coin flip for choice of Home or Visitor
 - Any "If Game" will also have coin flip
 - Best 2 out of 3 Championship Series - Teams will flip for choice on game 1 and 3, but will switch from game 1 for game 2
- Bownet is the Official Ball of the Alliance Fastpitch
- All Games – No Time Limit (In any event of extended delay and inclement weather, any changes to time limit will need to be decided and approved by the Alliance Rules committee)
- Standard ITB if tied after 7 innings (Runner on 2nd) (Applies to every additional inning)
- Cleat Rule - No Metal Cleats on any turf fields, no limitations on dirt fields
- Games –
 - Line up can consist of up to 11 players
 - 9 players – straight 9
 - 10 players – batting 10, or 9 with flex/DP
 - 11 players – batting 10 with a EP and flex/DP
- **Game Run rule** – 10 after 4 innings, 8 after 5 innings
- **Umpires** - covered in entry fee. 2 umpires for all Regional and Super Regional Round games. 3 man crews for Tier 1 Elite 8, and all Championship Series



AFCS 2025 12u/14u Format

Day 0 - Player Experience Day

Check In, Coaches Meetings, Camps, Player Challenges, All Star Game

Day 1-2 - Regional round

- 16 Regional Brackets - each playing a modified double elimination bracket
 - The Top team from each Region will advance to the Tier 1 Super Regionals as the top seed from that region
 - The 2nd team from each Region will advance to the Tier 1 Super Regionals as the 2nd seed from that region
 - The 3/4th place teams will advance to the Tier 2 Super Regionals
 - All other teams will advance to the Tier 3 Super Regionals

Day 3-4 - Super Regional Rounds (T1, T2, T3)

- Each Tier (1,2,3) will have 4 brackets played as a double elimination bracket
- The Winner of each Super Regional will advance to the Elite 8 as the Super Regional Top Seed
- The 2nd place team in each Super Regional will advance to the Elite 8 as the SR 2nd seed
- Teams that lose 2 games in Super Regionals, their event will be complete.

Day 5-6 - Elite 8 (T1, T2, T3) - 8 Teams in each Age Group

- Each Tier (1,2,3) will play an 8 team bracket formatted exactly like the WCWS.
- Game 1 of all Championship Series will be on the evening of Day 6

Day 7 - Finals (T1, T2, T3) - Championship Final Series

- Each Tier (1,2,3) final 2 teams will play a best 2 out of 3 series.
- Game 1 will be Saturday night
- Game 2&3 on Sunday - All Championship teams need to be prepared to play championship games at any time on Sunday due to possible Weather Delays.
- In the event that game 1 is played, but game 2 cannot be played on Sunday with a start time by 2:00, then game 1 winner will be determined champion.
- If game 1 and 2 are played, and a game 3 is needed but not able to start by 6:00. Then both teams will be named co-champions