



Five Tool Youth: Ohio Fastpitch State Tournament (Rules)

9u, 10u, 12u, 14u, 16u, 18u (Pages 1-3)

8u Coach and Kid Pitch Rules (Pages 4-6)

Age Cutoff: The Five Tool Youth Age Cutoff (Softball) is September 1st, 2025.

There are NO Roster Protests. ALL rosters are reviewed thoroughly prior to the start of State Tournament gameplay.

Next, ALL rosters must be uploaded on-line on your team account with the completion of parent approval.

Time Limits: No new inning after 1 hour 15 minutes/There will be **NO** time limit for Gold & Silver Division Championships.

1. **IF Necessary:** Our State Tournament (Staff) may amend any rule, schedule, diamond location, game format, or combine age brackets as they deem necessary.
2. **Home Team:** The home team is determined by a coin toss during pool play. Once your team is seeded, the higher seed is the home team during bracket play. This also includes Championship Games.
3. **Innings Played:** 12 and under games will consist of 6 innings. 13 and up will consist of 7 innings (time permitting).
4. **Pitching Distance and Base Lengths:**
 - 8u Coach and Kid Pitch (30' Pitching | 60' bases)
 - 9-10u (35' pitching | 60' bases)
 - 11-12u (40' pitching | 60' bases)
 - 13u-18u (43' pitching | 60' bases)
5. **Malicious Contact:** At any base is forbidden (umpire's discretion).
6. **Mercy Rules:**
 - 12 after 3 innings (home team bats if behind).
 - 10 runs after 4 innings (home team bats if behind).
 - 8 runs after 5 innings (home team bats if behind).

Tie-Breaker Rules:

Point System For Tournament: (2) points for a win, one (1) point for a tie.

DIVISION TIE BREAKERS

- Record
- Head to Head (Only Two)
- Runs Allowed
- Runs Diff
- Runs Scored
- Virtual Coin Flip

Batting Order

- a. The team may bat nine players with substitutions on the bench. The players may be placed in the lineup with the player in the lineup exiting the game. The starter may re-enter the game at any time of the game in the previous spot in the lineup they were originally placed.
- b. The team may have 9-players on the field and bat 9 with the DP/Flex player in for one position player. The lineup card will consist of 10 players as the DP/Flex will bat in place of the given position. Subs will be used with the possibility of reentry for the starts in their original batting position in the lineup.
- c. The team may bat all 9 position players with an additional 2 players. This would lead to a 9-player defensive lineup and 11 player batting lineup. If the team has subs they may be used and the reentry for starters in their original batting position in the lineup.
- d. The team may bat all in the lineup with open defensive substitutions. (For Example: 11 Rostered Players, 9 Defensive Players with 2 Extra Hitters (DH/EHs))
- e. If through the game the team drops to below 8 players, due to injury, ejection, or player having to leave. The team will take an out at that spot in the lineup.

7. Time Limits / Speed-Up Rules

- a. All game lengths will be 75 minutes with no inning starting after the time has expired.
- b. The game clock will begin once the plate meeting concludes.
- c. The clock will be a running clock with no stoppage in any event.

- d. Games may/can start (30) minutes prior to your original start time, IF we're running ahead of schedule. Please have your teams' ready to go.
- e. Tournament Director reserves the right to modify the time limit in the event of weather or unforeseen circumstances.
- f. ALL teams will be allowed a courtesy runner for pitchers and catchers. The runner will be the last recorded out if you are batting a continuous lineup or a sub if you have players on your bench. (This is optional for the coach to speed up the game)

8. Ball Dimensions

- a. The ball dimension for 10U and below are 11-inch balls.
- b. The ball dimension for 12U and above are 12-inch balls.

Additional Rules:

Courtesy Runner: You may use a courtesy runner for the catcher at any time. This must be someone from your bench, OR if you're roster batting it would be your last recorded out.

Reporting Scores: The official scorebook is to be kept by the home team. In addition, the home team will turn in the "official" scorecard at the end of the game at the tournament tent. This scorecard must have signatures of both coaches verifying the score.

Completed Game: For inclement weather purposes a game is complete after 3 innings.

8u Coach Pitch General Rules

Age Cutoff: The Five Tool Youth Age Cutoff (Softball) is September 1st, 2025.

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4. **Pitching Distance and Base Lengths:**
 - 8u Coach and Kid Pitch (30' Pitching | 60' bases)
5. **Malicious Contact:** At any base is forbidden (umpire's discretion).
6. **Mercy Rules:**
 - 12 after 3 innings (home team bats if behind).
 - 10 runs after 4 innings (home team bats if behind).
 - 8 runs after 5 innings (home team bats if behind).

Run (Per) Inning Rule: Maximum of 6 runs allowed per inning. However, there will be unlimited runs allowed in the last batted/declared inning.

1. **Pregame Warm-Up:** All pregame warm up is to take place off the field. No pregame warm-up is allowed on the infield. Teams will forfeit the game if caught.
2. **IF Roster Batting, you may freely substitute your athletes**

8u Coach Pitch Specific Rules:

- **A batter will be allowed 7 pitches or 3 strikes** (whichever comes first)

If the batter does not put the ball in play on the 7th pitch, they are declared out. IF the batter fouls off the 7th pitch, they're awarded (1) additional pitch.

IF the batter does not put the ball in play after they were awarded (1) additional pitch, that batter will be declared out, even IF they foul off that 8th pitch.

- **Coaches must have (1) foot inside the pitching circle** when the ball leaves their hand. In addition, when the coach is pitching, the player (athlete) must have (1) foot inside the circle as well.

- **No stealing, bunting, or leading off.** Players may leave the base when the ball put in play.

1st Offence: Warning is issued if the player leaves early.

2nd Offence: The runner is called out, with all other runners returning to their base(s).

- **A batted ball that hits the adult pitcher** will be declared dead and all runners return to the original base and pitch is played over. The count is resumed as if the pitch did not happen. • Ball will be declared dead by the umpire when time is called by the defensive youth pitcher inside the pitching circle only. You cannot call time out outside of the pitching circle.

- **8u Hash Mark (Rule)**

Hash marks are generally between each base on most (dirt) fields. IF hash marks are not present on a field (turf), it then becomes a judgement call on the umpire.

When the umpire declares the ball dead he will make judgment on awarding baserunner bases. If a runner passes the hash mark, they will be awarded the base they are headed to.

If a runner has not passed the hash mark, they return to the previous base. The umpire's judgment is final.

- **8u Coach pitch will use a maximum of 10 defensive players.** We will allow (1) coach to be stationed in the outfield, behind all its players to help coach up their young athletes. This is a learning year at 8u and we want you to be able to provide as much coaching and development as possible. **(You may also have a coach against the backstop near home plate to help speed up the game with passed balls).**

Tie-Breaker Rules:

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DIVISION TIE BREAKERS

✓	Record	▼
✓	Head to Head (Only Two)	▼
✓	Runs Allowed	▼
✓	Runs Diff	▼
✓	Runs Scored	▼
✓	Virtual Coin Flip	▼

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