



RYA Softball All-Stars Tournament Rules

Teams must have their rosters and insurance on file with RYA before they can participate.

General Tournament Rules

1. Teams are responsible for providing the umpire one (1) game-quality ball for each game. Balls will be returned to the coach after the game.
 - 6U, 8U, & 10U – 11” Hard Yellow Ball
 - 12U & 14U – 12” Hard Yellow Ball
2. A player’s age is determined by their age on September 1, 2025.
3. Maximum of 5 runs or 3 outs per half inning
4. Run rules: 15 runs after 3, 8 runs after 4, 6 after 5.
5. Maximum game time limits:
 - 6U & 8U – 1 Hour
 - 10U, 12U, & 14U – 1 Hour 15 Min
6. Games can start up to 15 minutes early if the field is clear and ready to play.
7. Entire lineup bats as denoted on lineup cards.
8. In Pool play, a coin flip will determine home team. In Bracket play, the highest seeded team is the home team.
9. Seeding for Bracket:
 - a. Best Record (if 3 or more teams are tied – go to #3)
 - b. Head-to-Head Records
 - c. Runs Allowed
 - d. Runs Scored
 - e. Coin Flip
10. Pool games can end in a tie. Each team is awarded a half-win in standings for ties.

11. No ties are allowed in elimination games. The modified California Tiebreaker rules apply if an elimination game ends with a tied score. The game shall continue using modified California Tiebreaker rules until a winner is determined at the end of the next inning.

Modified California Tiebreaker Definition:

- a. Each half inning will start with the bases loaded and one (1) out. Each team will continue the batting order from the previous inning, with the three (3) previous batters occupying the bases, with the last batter occupying 1st base, the next batter occupying 2nd base and the 3rd batter occupying 3rd base. The game will continue until the winner is determined.

California Tiebreaker Example:

The game ends in a 3-3 tie. The visiting team determines the #4 batter is due up. The team will put the #3 batter on first, the #2 batter on second, and the #1 batter on 3rd. There will be one out assuming to start each half inning. Both teams will play like this until the winner is decided at the end of a full inning.

Game Reporting

1. RYA will provide scorecards to umpires for each game. Scores are reported by the umpires after the coaches signed the completed scorecard. Umpires should mark the official scores on the game tracker.

Other Rules:

1. No artificial noise makers are allowed to be used. Examples include but are not necessarily limited to air horns, bells, shakers, rattles, drums, etc. Speakers for walkup songs are permitted.
2. No infield practice prior to games for any teams.
3. Games can start up to 15 minutes early if the tournament is running ahead of schedule, coaches should plan accordingly. There is no opening ceremony for this tournament.
4. Closing ceremony shall include the award of rings by the Tournament Director or a designated representative (RYA board member or another appointed individual).
5. Demonstrating good sportsmanship is the responsibility of all coaches, players, and parents. Set an example for the players by treating others with respect. NAYS code of conduct will be enforced for players, coaches, umpires, and parents.
6. This tournament is designed for Rec and Advanced Rec Softball teams only. Select teams or teams unaffiliated with a valid league will not be permitted. If there are questions about a player's eligibility, please contact the RYA Softball Director or Vice-Commissioner.

6U Tournament Rules

General 6U Playing Rules:

1. 60 minutes finish the inning for ALL games. No NEW inning will start after 60 minutes have been played. Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the batter at the plate will finish her at bat and then the game is over.
2. 5-run rule for each half inning
3. Teams will use an 11" Hard Ball
4. Teams will bat their full lineup. Lineups must be given to opposing coach before starting.
5. Pitching rubber set at 35' and bases are set at 60'
6. All batters must wear helmets and with face masks (chin strap optional)
7. Teams can play with fewer than 9 players and will not be required to take an out for less than 9 batters.
8. There are no rotation requirements for fielders.
9. All players must bat in order. Any deviations will be considered an out if the umpire is notified at the time of the deviation.
10. Pool Games can end in a tied game. Bracket games will utilize California Tiebreaker rules if the game is tied at the end of the last inning after time elapses.

Player Participation:

1. All teams will bat throughout the roster until three outs are made.
2. Maximum of ten players play the field. Infielders will take normal infield positions. All outfielders must be positioned in the outfield grass and cannot come into the infield until the ball is put into play by the batter.
3. The game will be played if seven or more players are present from each team.
4. Fielders must attempt to make plays with overhand throws or underhand tosses to the bases. Intentionally rolled balls will result in the runner being called safe.
5. The Player-Pitcher must throw the ball in all Force Out situations, they may not tag the opposing runner or run to the base themselves. For example, if a ball is hit back to the pitcher with the bases loaded, in order to get an out at the runner going home, she must make a throw to her teammate. If she tags the player going home or touches home plate, the runner will be called safe. This is applicable to ALL force out situations at ALL bases, not just home plate. However, if there is not a Force Out situation, she may make a tag to get an out. For example, if there is a runner on 3rd and nobody on 2nd base, and the ball is hit back to the pitcher, she may tag the runner approaching home for the out instead of throwing.
6. Field Umpire will make all calls. Coaches may not argue judgement calls. Home team is determined by a coin toss for pool games.
7. Home team in bracket games will be the highest seeded team.

Base Running:

1. Runners may not leave a base they are occupying at the time of the pitch. Runners may leave once the ball is contacted by the batter.
2. Play is stopped once the base runners advance one base or an out is made.

3. Play is stopped when ball is in the possession of an infield player who is in the infield dirt. An outfielder running into the infield does not stop play. The ball does not need to hit the grass or have an outfielder in the grass for the runners to advance. Once it is in control of an infielder who is in the infield, the runner will need to stop at the base they are approaching. If they have not already left the base then they will need to stay on their current base they occupy.
4. No "slap" hitting. If a batter turns to bunt, she may not pull bat back and swing at pitch. Player will be called out on first "slap" attempt. No bunting allowed.
5. There is NO INFIELD FLY RULE in effect.
6. There is NO LOOK BACK RULE in effect.

Pitching:

1. 6U is Coach Pitch only for up to 5 pitches.
2. Coach must release the ball with both feet inside of the pitching circle, assuming the pitcher circle is around the pitching rubber set at 35'.
3. Player designated pitcher must be to the right or left of the Coach Pitcher.
4. A catcher must be on field for every pitch. If umpire determines that a team is delaying game by slowing down getting a catcher on the field, batter will be awarded first base. This is considered a judgment call. The last batted out will be required to run for catcher with 2 outs.
5. Each batter receives 5 coach pitches, unless the ball is put in play prior to the 5th pitch. The batter is out after 5 pitches if nothing is put in play. The player receives an additional pitch for a foul on the last pitch. If the batter receives an additional pitch, and it is not fouled or put in play, she is out. No balls or strikes recorded.
6. If a batted ball should-hit the coach pitching then, the ball is declared a "dead ball" and will be re-pitched. All defensive players (including the pitcher) shall be positioned outside of the pitching circle at their normal positions. The pitcher shall assume a position on either side of the pitching circle (1st base side or 3rd base side) and shall be no closer to home plate than the 27' pitching rubber.
7. There is NO DROPPED 3RD STRIKE RULE in effect.

Coaches Responsibilities:

1. Two defensive coaches will be allowed on the outfield grass behind the players. A coach is allowed to help retrieve balls that pass the catcher but is not allowed to engage in coaching the players.
2. Offensive coaches are to be in coach's boxes at first base, third base, and inside the pitching circle.
3. Field Umpire will make all calls. Coaches may not argue judgment calls.

8U Tournament Rules

General 8U Playing Rules:

1. The game is officially over once 6 innings have been played or time has expired.
2. 60 minutes finish the inning for ALL games. No NEW inning will start after 60 minutes have been played. Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the batter at the plate will finish her at bat and then the game is over.
3. 5-run rule for each half inning
4. Teams will use an 11" Hard Ball
5. Teams will bat their full lineup. Lineups must be given to opposing coach before starting.
6. Pitching rubber set at 35' and bases are set at 60'.
7. All batters must wear helmets and with face masks (chin strap optional).
8. Teams can play with fewer than 9 players and will not be required to take an out for less than 9 batters.
9. There are no rotation requirements for fielders.
10. All players must be properly equipped and must have uniforms with numbers on their back.
11. All players must bat in order. Any deviations will be considered an out if the umpire is notified at the time of the deviation.
12. Pool Games can end in a tied game. Bracket games will utilize California Tiebreaker rules if the game is tied at the end of the last inning after time elapses.

Base Running:

1. Runners may not leave a base they are occupying at the time of the pitch. Runners may leave once the ball is contacted by the batter. Stealing bases is not allowed.
2. Runners are allowed to advance one base on an overthrow only when a play is being attempted at the base they are occupying. Any other base runners may attempt to advance multiple bases as long as the overthrow is not at the base they are occupying.
3. Play is stopped when the ball is thrown to the pitcher's circle, and the player pitcher has control of the ball with at least one foot in the pitching circle. Base runners must stop at the base they are going to at time of throw. The umpire should call coach's interference if a coach fails to get out of the way of a fielder, or if the umpire determines a coach pitcher intentionally drops/misses a ball throw to him or her by a fielder in order to allow base runners to advance. Any bases awarded or taken away will be at the umpire's discretion.
4. A player attempting to reach next base is considered "going" to next base. If pitcher attempts to throw runner out, ball is considered live and base runner may continue as a pass ball.
5. No "slash" hitting or bunting is allowed off of a coach pitcher. Player will be called out on first "slash" or bunt attempt.
6. There is NO INFIELD FLY RULE in effect.
7. Look back rule is NOT in effect.

Pitching:

1. Coaches finish pitch with both feet inside the pitching circle. Player designated pitcher must be to the right or left of the coach pitcher with at least one foot in the circle.
2. A catcher must be on field for every pitch. If the umpire determines that a team is delaying game by slowing down getting a catcher on the field, the batter will be awarded first base. This is considered a judgment call. Last batted out may run for the catcher of record with 2 outs.
3. There will be 5 pitches to try to put the ball into play. A player is out after 3 strikes (physical swings of the bat) or after 5 pitches and the ball has not been put into play. There is no ball count kept.
4. If the batter fouls the 3rd strike, she gets another pitch (unlimited number) until the ball is put into play or she strikes out.
5. If a batted ball should-hit the coach pitching, the ball is declared a “dead ball” and the pitch will be replayed. All runners must return to the base where they began.
6. All defensive players (excluding the pitcher) shall be positioned outside of the pitching circle at their normal positions. The pitcher should be in a position on either side of the pitching coach (1st base side or 3rd base side) with at least one foot inside the pitching circle, and shall be no closer to home plate than the 25’ line when the pitch is launched.
7. No drop 3rd strike in effect

Coaches Responsibilities:

1. Two defensive coaches will be allowed on the outfield grass behind the players. No coach is allowed behind the catcher.
2. Offensive coaches are to be in coach’s boxes at first base, third base, and inside the pitching circle.
3. Field Umpire will make all calls. Coaches may not argue judgment calls.

All-Stars Specified Rules:

1. There are no playing or rotation requirements for fielders.
2. Teams can play with fewer than 9 players but must take an out for the 9th player and up.

10U Tournament Rules

General 10U Playing Rules:

1. All games are 75 minutes. Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the batter at the plate will finish her at bat and then the game is over.
2. There is a 5-run limit per half inning.
3. 10 players will play the field (4 outfielders) and teams will bat their entire roster.
4. There are no pitching limitations.
5. There will be no coach pitch allowed – player pitch only.

10U Field Dimensions:

1. Base distances should be 60' and pitching distance should be 35'.
2. Outfield fence distances should be minimum of 150' and a maximum of 225'.

Equipment and Uniforms:

1. Ball should be a yellow optic cover and an 11-inch ball.

Batting:

1. The Dropped 3rd Strike Rule will be in effect.
2. Teams must bat their entire roster.
3. No slash hitting is allowed. If a player is called for a slash, the umpire shall call that pitch a strike and dead ball.

Infield Fly Rule

1. The traditional infield fly rule will be used in all 10U play.

Base Running

1. The traditional base running rules (open bases) will be used in all 10U play.

12U & 14U Tournament Rules

General 12U & 14U Playing Rules:

1. Games are 75 minutes long. Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the batter at the plate will finish her at bat and then the game is over.
2. There is a 5-run limit per half inning.
3. No approved select pitcher is allowed to pitch even if playing up.
4. There will be no coach pitch allowed – player pitch only.
5. All batters must wear helmets with face masks. Chin straps are optional.

12U Exceptions

1. Each team will bat their full lineup.
2. There will be 9 defensive players on the field.
3. Pitching distance will be 40' and base distances will be 60'.

14U Exceptions

1. Age criteria for division are max 14 years of age as of September 1, 2025.
2. Each team will bat their full lineup.
3. There will be 9 defensive players on the field.
4. Pitching distance will be 43' and base distances will be 60'.