



## SPRING 2025 SOFTBALL BEACH CUP RULES

- FORMAT: Beach Cup consists of two pool play games (randomly assigned) followed by single elimination games (seeded based on pool play results).
- POOL PLAY SEEDING: Teams will be seeded after the pool play games based on the categories below. A forfeit will be treated as a 7-0 win/loss. A double forfeit (meaning against both teams) will be treated as a loss for each team for purposes of pool play seeding.
  - o 1. Overall record
  - o 2. Head-to-head record (if only two teams – otherwise skip to #3)
  - o 3. Fewest runs allowed
  - o 4. Run differential (RS – RA = RD); max 7 per game
  - o 5. Coin flip
- ELIMINATION ROUND:
  - o Higher seed is the home team (so in a matchup of #1 v. #4, team #1 would be the higher seed and the home team)
  - o **There is no “drop dead” in elimination play.** There must be a winner in each game; therefore, International tiebreaker is in effect, meaning the team’s last batter from the prior inning begins the tiebreaker inning as a baserunner on second base.
- TIME LIMITS:
  - o Time limits for all games (except the championship game) are as follows.
    - 6U:
      - Pool play: 1:00 no new, 1:20 drop
      - Elimination: 1:00 no new (no drop)
    - 7U:
      - Pool play: 1:15 no new, 1:35 drop
      - Elimination: 1:15 no new
    - 8U/10U/12U/14U:
      - Pool Play: 1:30 no new, 1:50 drop
      - Elimination: 1:30 no new (no drop)
  - o Championship games have time limits unless played to completion:
    - 6U/7U/8U: 5 innings, or 1:30 no new
    - 10U: 6 innings (no time limit)
    - 12U/14U: 7 innings (no time limit)
  - o Effect of Reaching Drop Dead Time Limit. In Pool Play only, the score will revert to the last completed inning if the drop dead ends the game during an incomplete inning, *unless* the home team is ahead after 4 ½ innings (in which case the home teams wins, without the chance to add

on more runs), or *unless* a losing home team has tied the game during the incomplete final bottom inning (in which case the game is recorded as a tie).

- Note: In the event the game is drop dead while the leading home team is batting, the score will revert to final score at the end of the losing team's last turn at bat. So if the home team is already up 5-1 after 4 ½, then adds on 2 more runs before the inning is interrupted by the drop, the final score is 5-1, not 7-1.

- RULES:

- Standing Rules. Each division's standing rules shall apply, unless otherwise noted here.
- Home/Away. Coin toss determines home/away during pool play (winner's choice). Higher seed is home team in elimination play (#1 being highest seed).
- Dugouts. During pool play, away team as listed in GameChanger will occupy the 1<sup>st</sup> base dugout and the home team as listed in GameChanger will occupy the 3<sup>rd</sup> base dugout.
- Pitching limits. The following pitching limits apply for all games:
  - 7U: 2 innings
  - 8U: 2 innings (3<sup>rd</sup> inning allowed if it's the 5<sup>th</sup> inning)
  - 10U: 3 innings (4<sup>th</sup> inning allowed if it's the 6<sup>th</sup> inning)
  - 12U: 4 innings (5<sup>th</sup> inning allowed if it's the 7<sup>th</sup> inning)
  - 14U: No limit
  - Extra Innings, all divisions: No inning cap applies during extra innings which go beyond on the official game length (for example, a 10U pitcher could re-enter the game starting in the 7<sup>th</sup> inning, even if already gone 4 innings, since the official length is 6 innings). Note that this only applies if the game extends beyond the official game length.
- Rotation. As a competitive tournament, there are no restrictions on where players can play on the field (other than pitcher, see above). However, no player can sit back-to-back innings.
- Minimum Player Rules. A team with only 8 players may field that team for an official game, except for 6U and 7U where 6 players is enough for an official lineup. The 9<sup>th</sup> batting spot will be omitted and an automatic out will be called the first time through the lineup only. A team with fewer than 8 players at any time must forfeit the game (treated as a 7-0 final score for pool play seeding). Should a player leave the game early for any reason, the team's lineup shall "close ranks" for the duration of the game and shall not be penalized with an automatic out, *unless* that player's absence causes her team to fall below 9 players (or below 7 in 6U and 7U), in which case the team will be penalized with an out the first time the absent player's turn comes up in the lineup. A player arriving late to the game will be added in their given spot, or if that spot has already passed, then to the end of the batting order. If the player arriving late is the 9<sup>th</sup> batter (or 7<sup>th</sup> batter in 6U and 7U) and arrives before their first turn at bat in their given lineup spot, there is no automatic out.
- Borrowed players. No borrowed players are allowed during Beach Cup.
- Forfeits. A forfeit (7-0 win/loss in pool play) will be declared by the umpire when one team has 7 or fewer players at the time the defense first takes the field. In pool play, a double forfeit will count as a 7-0 loss for each team. In the case of a double forfeit during elimination play, the forfeiting team with more players present will advance, or a coin flip will determine the "winner" if both teams have the same number of players.
- Hit by Pitch. A batter hit by a pitch will be awarded first base; the batter does not have the option of hitting.

GOOD LUCK TO EVERYONE!