

GAME RULES

- A team must have at least 9 players to start a game. If playing with only 9, the 10th spot is an automatic out until another player arrives. Teams may bat up to 12 players. If a team starts with 10–12 players and loses one with no substitute, an out will be recorded each time that player's spot in the lineup comes up.
- Game time limits: Pool play – 50 minutes, DROP DEAD-REVERT. Drop Dead-Revert is defined as follows: at the expiration of the clock, the game is over. If the Home Team is ahead, the Home Team is declared the winner. Otherwise, the game will revert back to the last completed inning, and that will represent the final score. Double-elimination games will have no new inning start after 50 minutes. Championship games (including “If” game) will have no new inning start after 55 minutes. USA Softball run rule is in effect.
- Home Team Rule: In pool play, home team is decided by coin toss. In bracket games, the higher seed is home; if seeds are equal, a coin toss decides. In the championship, the undefeated team is home. For the “If” game, a coin toss determines home and visitor.
- Count starts at 1 ball, 1 strike with no extra foul allowed.
- Flip-Flop Rule: The Flip-Flop Rule will be in effect for all Open Division double-elimination games. If the Home Team is trailing (by any amount) at the conclusion of an inning AND less than 5 minutes remain in the game, the Home Team will bat again. If the Home Team fails to tie or surpass the score of the Away Team, the game ends, and the Away Team is declared the winner. If the Home Team ties or surpasses the Away Team score, the Away Team will bat. If the game becomes tied at the conclusion of that inning, the tie-breaker rule will take effect with the original Away Team batting first in the tie-breaker inning.
- Home Run Rule: C Open/Legends Division = 1 HR, D Open/Legends and E Divisions = 0 HR. Any home run beyond the limit is an inning-ending out. On the Des Moines field, a ball must clear the left field netting to count as a home run.
- Courtesy Runners: In Open A, B, C, D, and E, one per inning, any player on the lineup card (including bench players) may run. Legends C/D will be allowed two per inning. Players with approved Player Inclusion Policy (PIP) status must be listed on the lineup card. The courtesy runner for a PIP player must be the last out and does not count toward the courtesy runner(s) per inning limit. When a Legends team plays an Open team, the Open Division rule will apply. When two Legends teams play each other, the Legends rule will apply.
- Ties stand in Pool Play; the international tiebreaker applies in bracket games.
- Bracket Seeding: Seeds are based on record, head-to-head results, run differential, and runs allowed, in that order. Seeds are then assigned to predetermined spots in the bracket.
- Only USA Softball- approved bats are allowed. Any illegal bat found during a game will be confiscated, returned after the game, and noted on the lineup sheet. If the same bat is used in later games, the team will forfeit that game. All plays involving the illegal bat will be governed by USA Softball rules.
- Hit and Sit: If permitted within the division, a “Hit and Sit” will be applied following a home run. In such cases, the batter and all existing baserunners are only required to touch the next base in advance. After doing so, all runners shall immediately exit the field of play and no further base advancement is required.
- Big League Dreams: Audible music players/speakers and smoking/vaping are not allowed in the park.