

# **2023 Top Gun Softball EXCEPTION RULES REVISED: January 10, 2023**

## **AGE REQUIREMENTS**

GIRLS 8 & UNDER CANNOT TURN 9 BEFORE JANUARY 1, 2023  
GIRLS 10 & UNDER CANNOT TURN 11 BEFORE JANUARY 1, 2023  
GIRLS 12 & UNDER CANNOT TURN 13 BEFORE JANUARY 1, 2023  
GIRLS 14 & UNDER CANNOT TURN 15 BEFORE JANUARY 1, 2023  
GIRLS 16 & UNDER CANNOT TURN 17 BEFORE JANUARY 1, 2023  
HS DIVISION CANNOT TURN 19 BEFORE JANUARY 1, 2023

## **AGE GROUPS, BASE PATH, & PITCHING DISTANCE**

GIRLS 8 & UNDER 60 FEET BASE, 35 FEET PITCHING PLAY 6 INNINGS  
GIRLS 10 & UNDER 60 FEET BASE, 35 FEET PITCHING PLAY 6 INNINGS  
GIRLS 12 & UNDER 60 FEET BASE, 40 FEET PITCHING PLAY 7 INNINGS  
GIRLS 14 & UNDER 60 FEET BASE, 43 FEET PITCHING PLAY 7 INNINGS  
GIRLS 16 & UNDER 60 FEET BASE, 43 FEET PITCHING PLAY 7 INNINGS  
GIRLS 18 & UNDER 60 FEET BASE, 43 FEET PITCHING PLAY 7 INNINGS

## **BAT & BALL**

USE THE HIGH SCHOOL FEDERATION RULE ON BATS AND BALLS  
8 & 10 UNDER USE AN 11" BALL 12U & UP USE A 12" BALL

## **RUNNERS FOR THE PITCHER AND CATCHER**

EACH TEAM MAY USE A RUNNER FOR THE PITCHER OR CATCHER IF SO DESIRED. THE RUNNER MUST BE AN ELIGIBLE SUBSTITUTE AND IF NO SUBSTITUTES ARE AVAILABLE, YOU MAY USE THE ATHLETE WHO MADE THE LAST OUT. **IF IT IS IDENTIFIED THAT IT IS NOT AN ELIGIBLE SUBSTITUTE OR THE PLAYER THAT MADE THE LAST OUT PUT IN TO RUN AND IS CAUGHT PRIOR TO THE NEXT PITCH BEING THROWN THEN THE SUBSTITUE WOULD BE CALLED OUT.**

**PITCHER AND CATCHER MAY NOT RUN FOR EACH OTHER.**

## **INTENTIONAL WALK**

PITCHER DOES NOT HAVE TO PITCH TO THE BATTER.  
BATTER CAN BE PUT ON 1ST BASE JUST BY THE COACH OF THE OPPOSING TEAM TELLING THE UMPIRE TO DO SO.

## **BATTING LINE-UPS—WE DO NOT ALLOW THE FLEX PLAYER**

TEAMS HAVE THE OPTION OF BATTING 9 PLAYERS UP TO THEIR ENTIRE ROSTER IF DESIRED. THE RULE TO BAT MORE THAN 9 IS NOT MANDATORY AND IS LEFT UP TO EACH INDIVIDUAL TEAM. IF ALL ROSTERED PLAYERS BAT, THERE WILL

BE NO SUBS AND AN INJURY OR SICKNESS IS AN OUT WHEN THAT POSITION COMES UP TO BAT. TEAMS WILL RECEIVE ONLY 1 OUT FOR THE SICK OR INJURED PLAYER, HOWEVER THE INJURED OR SICK PLAYER MAY NOT RETURN TO THE GAME. YOU MAY USE THE LAST RECORDED OUT MADE AS THE COURTESY RUNNER IF YOU ARE BATTING THE ENTIRE LINEUP. IF YOU ARE NOT BATTING THE ENTIRE LINE-UP, THEN A SUB OR BURNT SUB MUST BE USED AS THE COURTESY RUNNER. IN CASE OF AN EJECTION AND NO ELIGIBLE SUBS ARE AVAILABLE, THAT POSITION WILL BE AN OUT EACH TIME AT BAT. DH RULE: TOP GUN WILL ALLOW THE DH RULE. IF A TEAM ELECTS TO USE A DH, ONLY 9 PLAYERS MAY BAT. TEAMS MAY CHOOSE THEIR OWN WAY TO PLAY REGARDLESS OF WHAT THE OTHER TEAM DECIDES TO DO.

**EJECTIONS:** IN CASE OF AN EJECTION-AND NO ELIGIBLE SUBS ARE AVAILABLE THAT POSITION WILL BE OUT AT EACH AT BAT. **HIGH SCHOOL FEDERATION-DH RULE: TOP GUN WILL ALLOW THE DH RULE. TEAMS THAT CHOOSE TO USE A DH, THEY MUST FOLLOW NFHS RULE, AND ONLY BAT 9 PLAYERS.**

### **TEAMS MUST HAVE 8 PLAYERS TO START**

A TEAM MUST BE ABLE TO FIELD AT LEAST 8 PLAYERS IN ORDER TO START A GAME. THE 9<sup>TH</sup> BATTING POSITION WILL BE AN OUT. THE 9<sup>TH</sup> PLAYER MAY BE INSERTED AT ANYTIME UPON ARRIVAL.

### **TEAMS MUST HAVE 8 PLAYERS TO FINISH**

TEAMS MAY FINISH WITH 8 PLAYERS DUE TO INJURY OR EJECTION. EACH POSITION IN THE BATTING ORDER THAT IS VACATED WILL BE AN AUTOMATIC OUT

### **TRIPS TO THE MOUND**

TEAMS GET 3 TRIPS PER GAME. TEAMS WILL NOT BE CHARGED WITH A TRIP IF THE PITCHER IS REMOVED.

### **NO METAL CLEATS**

NO METAL CLEATS WILL BE ALLOWED IN THE 8, 10, & 12 UNDER **ALL 14 DIVISIONS WILL BE ALLOWED TO WEAR METAL CLEATS.**

### **INTERNATIONAL TIE BREAKER RULE**

TO START EACH EXTRA INNING OF A TIED BALL GAME, THE FOLLOWING PROCEDURE MAY BE USED, WITH ALL OTHER GAME RULES APPLYING.

1. TO START THE EXTRA INNING THE VISITING TEAM WILL PLACE THE LAST OUT RECORDED DURING THE PREVIOUS INNING, AS A RUNNER AT 2<sup>ND</sup> BASE.
2. TO COMPLETE THE EXTRA INNING THE HOME TEAM WILL PLACE THE LAST OUT RECORDED DURING THE PREVIOUS INNING AS A RUNNER AT 2<sup>ND</sup> BASE.

3. PLAY EACH EXTRA INNING UNTIL THREE OUTS ARE RECORDED.
4. CONTINUE WITH THIS PROCEDURE UNTIL A WINNER IS DECIDED.

### **SAFETY GUARDS AND SHIELDS ON HELMETS**

TOP GUN REQUIRES ALL ATHLETES TO USE THE FULL COVER SAFETY SHIELDS OR THE FULL FACE COVER CAGE ON ALL BATTING HELMETS. **THIS DOES NOT INCLUDE THE JAW GUARD. JAW GUARDS ARE NOT CONSIDERED SAFETY SHIELDS.**

**PENALTY:** FOR NOT WEARING THE FULL COVER GUARDS OR SHIELDS WILL RESULT IN A WARNING, IF PLAYER DOES NOT ACT ON WARNING IMMEDIATELY, IT WILL RESULT TO THE PLAYER BEING EJECTED FROM GAME.

### **MOUTH PIECES**

TOP GUN REQUIRES ALL ATHLETES IN AGES 8,10,12 & 14U WHO PLAY ON THE INFIELD WITH THE EXCEPTION OF THE CATCHER TO WEAR A MOUTH PIECE OR FACE PROTECTIVE GEAR DURING PLAY. **16U AND HS ARE EXCLUDED FROM THIS RULE.**

**PENALTY** FOR NOT WEARING THE MOUTH PIECE WILL RESULT IN A WARNING, IF PLAYER DOES NOT ACT ON WARNING IMMEDIATELY, IT WILL RESULT TO THE PLAYER BEING EJECTED FROM GAME.

### **GAME FACE**

GAME FACE IS NOT REQUIRED, BUT HIGHLY RECOMMENDED FOR ALL

### **JEWELRY**

**NFHS NOW ALLOWS PLAYERS TO WEAR JEWELRY. HOWEVER, UMPIRES WILL STILL HAVE THE AUTHORITY TO RULE ON ANYTHING THAT THEY CONSIDER TO BE A DISTRACTION OR INCREASED RISK TO ANY PLAYER. WILL GIVE ONE WARNING THEN THE PENALTY FOR NOT REMOVING JEWELRY WILL BE EJECTION OF PLAYER FROM GAME.**

### **OPEN ROSTERS**

ALL ROSTERS ARE NOW OPEN. THERE IS NO LONGER A PLAYER PICK-UP RULE. TEAM MAY PICK-UP PLAYERS TO FILL THEIR ROSTER AT ANY TIME, PROVIDED THAT THE PLAYER THEY PICK UP IS NOT ON A ROSTER OF A TEAM THAT IS SCHEDULED TO PLAY IN A TOP GUN EVENT THE SAME WEEKEND. ALL ROSTERS ARE NOW OPEN. THERE IS NO PLAYER PICK-UP RULE. ALL PLAYERS MUST BE LISTED ON THE ONLINE ROSTER TO BE ELIGIBLE TO PARTICIPATE WITH A TEAM. PLAYERS MAY ONLY PLAY ON ONE TEAM PER WEEKEND.

## **TIME LIMITS**

THE GAME BEGINS AT THE COMPLETION OF THE HOME PLATE MEETING.

**POOL GAMES:** ALL POOL GAMES WILL HAVE A 1 HOUR FINISH THE INNING TIME LIMIT. POOL GAMES CAN END IN A TIE. ANYTIME THE HOME TEAM GOES AHEAD AFTER THE 1 HOUR TIME LIMIT HAS EXPIRED BALL GAME IS OVER.

**DROP DEAD POOL GAMES:** IF FOR ANY REASON SUCH AS RAIN OR TIME RESTRAINTS ETC. AND WE HAVE TO CHANGE POOL GAMES TO DROP DEAD THEN THE SCORE WILL STAND AT THE END OF THE GAME REGARDLESS OF WHERE YOU ARE IN THE INNING. THERE WILL BE NO REVERTING BACK TO THE PREVIOUS INNINGS.

**BRACKET GAMES: 8U** TIME LIMIT WILL BE 1 HOUR FINISH THE INNING AND MUST HAVE A WINNER. NO TIES. ONCE TIME LIMIT EXPIRES AND INNING IS COMPLETED IF TEAMS ARE TIED THEN YOU WOULD USE THE INTERNATIONAL TIE BREAKER UNTIL A WINNER IS DETERMINED.

**BRACKET GAMES: 10U THROUGH HS** TIME LIMIT WILL BE 1 HOUR 15 MINUTES FINISH THE INNING AND MUST HAVE A WINNER. NO TIES. ONCE TIME LIMIT EXPIRES AND INNING IS COMPLETED IF TEAMS ARE TIED THEN YOU WOULD USE THE INTERNATIONAL TIE BREAKER UNTIL A WINNER IS DETERMINED.

**CHAMPIONSHIP GAMES:** 8U TIME LIMIT IS 1 HOUR 15 MINUTES. 10U THROUGH HS IS 1 HOUR 30 MINUTES.