

2024 Top Gun Softball

EXCEPTION RULES

REVISED: April 14, 2024

AGE REQUIREMENTS

GIRLS 8 & UNDER CANNOT TURN 9 BEFORE JANUARY 1, 2024
GIRLS 10 & UNDER CANNOT TURN 11 BEFORE JANUARY 1, 2024
GIRLS 12 & UNDER CANNOT TURN 13 BEFORE JANUARY 1, 2024
GIRLS 14 & UNDER CANNOT TURN 15 BEFORE JANUARY 1, 2024
GIRLS 16 & UNDER CANNOT TURN 17 BEFORE JANUARY 1, 2024
HS DIVISION CANNOT TURN 19 BEFORE JANUARY 1, 2024

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 THRU HS USE A 12" BALL

[CLICK HERE](#) for list of ILLEGAL BATS

ALL GHOST BATS ARE ALLOWED IN TOP GUN UNLESS LISTED ON THE ILEGAL BAT LIST.

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 FOR THE PITCHER OR CATCHER. IF YOU ARE BATTING THE ENTIRE LINEUP.
- IF YOU ARE NOT BATTING THE ENTIRE LINE-UP (IF YOU CHOOSE TO BAT 10 OR 11, THEN AN ELIGIBLE SUB OR IF NO AVAILABLE SUBS THE LAST RECORDED OUT MADE MUST BE USED AS THE COURTESY RUNNER. IN THE 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. A HITTER MAY BE (NOT MANDATORY) DESIGNATED FOR ANY ONE STARTING PLAYER (NOT JUST PITCHERS) AND ALL SUBSEQUENT SUBSTITUTES FOR THAT PLAYER IN THE GAME. A STARTING DEFENSIVE PLAYER CANNOT BE LISTED AS THE DESIGNATED HITTER IN THE STARTING LINEUP. A DESIGNATED HITTER FOR SAID PLAYER SHALL BE SELECTED PRIOR TO THE START OF THE GAME, AND HIS NAME SHALL BE INCLUDED ON THE LINEUP CARDS PRESENTED TO THE UMPIRE-IN-CHIEF AND TO THE OFFICIAL SCORER. A TEAM FORFEITS THE USE OF A DESIGNATED HITTER IF IT FAILS TO DECLARE A DESIGNATED HITTER PRIOR TO THE GAME. IF A PINCH HITTER OR PINCH RUNNER FOR THE DESIGNATED HITTER IS USED, THAT PLAYER BECOMES THE NEW DESIGNATED HITTER. THE PLAYER WHO WAS THE DESIGNATED HITTER MAY RE-ENTER AS THE DESIGNATED HITTER UNDER THE RE-ENTRY RULE. A DESIGNATED HITTER AND THE PLAYER FOR WHOM HE IS BATTING ARE LOCKED INTO THE BATTING ORDER. NO MULTIPLE SUBSTITUTIONS MAY BE MADE THAT WILL ALTER THE BATTING ROTATION. IN CASE OF AN EJECTION-AND NO ELIGIBLE SUBS ARE AVAILABLE THAT POSITION WILL BE OUT AT EACH AT BAT.

TEAMS MAY CHOOSE THEIR OWN WAY TO PLAY REGARDLESS OF WHAT THE OTHER TEAM DECIDES TO DO.

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 9TH BATTING POSITION WILL BE AN OUT. THE 9TH 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

SLIDING RULES:

RUNNERS DO NOT HAVE TO SLIDE AT A BASE OR HOME PLATE BUT CAN DO SO. RUNNERS MUST HOWEVER AVOID MALICIOUS CONTACT WITH A DEFENSIVE PLAYER WHICH INCLUDES THE CATCHER OR ANY OTHER FIELDER. THIS IS A JUDGEMENT RULE BY THE UMPIRE AND IF HE CALLS THIS RULE IT WILL STAND AND PLAYER WILL BE EJECTED FROM THE GAME. THE PLAYER MAY REMAIN IN THE DUGOUT BUT HER SPACE IN THE BATTING LINE-UP WILL BE AN OUT EACH TIME IT COMES AROUND. NO SUBSTITUTIONS WILL BE ALLOWED TO TAKE HER PLACE IN THE LINE-UP

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.

Penalty: Player is ejected from the remainder of the game but can return to the next game so long as she has removed the metal cleats. COACH is ejected for the remainder of the game and also the next game.

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 2ND BASE.
2. TO COMPLETE THE EXTRA INNING THE HOME TEAM WILL PLACE THE LAST OUT RECORDED DURING THE PREVIOUS INNING AS A RUNNER AT 2ND 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.

POOL PLAY TIE BREAKER RULE: [CLICK HERE](#)

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 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. IF A TEAM IS PROTESTED AND A PLAYER IS NOT LISTED ON THE ROSTER THE PLAYER AND HEAD COACH WILL BE EJECTED FROM THE GAME. THE PLAYER MAY REMAIN IN THE DUGOUT BUT HER SPOT IN THE LINE-UP WILL BE AN OUT EACH TIME SHE COMES UP IN THE BATTING ORDER FOR THE REMAINDER OF

THE GAME (THERE WILL BE NO SUBSTITUTIONS FOR HER SPOT) SHE MAY BE ADDED TO THE ROSTER BY THE TOURNAMENT DIRECTOR AND IS ELIGIBLE TO PLAY IN THE NEXT GAME. THE HEAD COACH IS EJECTED FOR THE REMAINDER OF THE GAME AND MUST LEAVE THE PARK IMMEDIATELY.

TIME LIMITS

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

OFFICIAL GAME STATUS

IF RAIN OCCURS AFTER OFFICIAL GAME STATUS HAS BEEN REACHED, AND THE GAMES CAN NOT BE CONTINUED DUE TO RAIN AND FIELD CONDITIONS, THAT GAME WILL BE CALLED, AND BECOME A COMPLETE OFFICIAL GAME. THE TOURNAMENT DIRECTORS WILL MAKE THAT DECISION ONLY.

OFFICIAL GAME STATUS IS **2.5 COMPLETE INNINGS** OF A BALLGAME IF THE HOME TEAM IS AHEAD.

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 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.

MUSIC BEING PLAYED DURING GAMES

THERE WILL BE NO DEROGATORY OR EXPLICIT MUSIC CONTAINING PROFANITY OR SEXUAL LANGUAGE. DISCRETION IS LEFT TO UMPIRES AND TOURNAMENT DIRECTOR AS TO WHAT IS APPROPRIATE. WARNING WILL BE ISSUED AND IF MUSIC IS NOT TURNED OFF THEN THE PERSON RESPONSIBLE FOR THE MUSIC WILL BE EJECTED FOR THE REMAINDER OF THE DAY.