

Hopkins Royal Rampage

June 14, 2025

Hopkins Royal Rampage Rules and Guidelines (8U)

General:

- Teams must check in at least 30 minutes prior to the start of their first game.
- All teams must have an approved roster on the Minnesota Softball website. Only players on the roster will be allowed to play. If you are adding a player for the tournament (within association), please follow appropriate procedures through Minnesota Softball. Players can be rostered on only one team for the tournament.
- Each team must provide 2 new softballs at check in.
- In case of inclement weather, the schedule may be changed at the discretion of the Tournament Director; check the MN Softball website and watch for emails for any updates on weather. The Tournament Director will email the head coach of each team with updates.
- All 8U games will be played at Aquila Park 3110 Xylon Ave S, St. Louis Park, MN 55426.
- No soft toss against the fences.
- The use of tobacco and alcohol is prohibited at all tournament sites.
- Heckling, deliberately distracting or otherwise interfering with the umpires or players is forbidden. The coach of the team whose fans are in violation will be warned once. Further heckling will result in the fan's expulsion. Failure to leave the grounds within two minutes will result in forfeiture to the opposing team.
- Protests will be decided on the playing field. Please work together to find win-win situations even if it involves a "do-over".
- Three game guarantee (except in the case of inclement weather, where the Tournament Director may change the schedule as deemed necessary.)
- Remember: The number one rule is for all players to have a fun and a positive playing experience. Keep this in mind for your team and your opponents. Let that guide your behavior and decisions in all situations.
- Steve Spaulding is Tournament Director 612-817-1193/hopkinsfastpitch1@gmail.com

Competition:

- A team not ready to play within 10 minutes of the scheduled start time of their game will forfeit that game unless the delay is caused by their participation in a game immediately preceding that game.
- We will use the same rules as the MN Softball 8U League with the following additions/clarifications:
 - Home team is determined by a coin flip. Heads will win the flip and be the home team.
 - Games are 7 innings for 8U or until time has expired, whichever occurs first. No new inning will start after 60 minutes. Time limits may be shortened in the event of inclement weather to maximize the number of games played by all teams.
 - A maximum of 5 runs may be scored per half-inning. There will be no run rules to end the game. The teams are here to play. Please use discretion and sportsmanship if your opponent is overmatched.
 - Minimum Number of Players: For the Royal Rampage, there is no minimum number of players. The girls who are there should play. Playing with less than 8 players due to missing or injured players is allowed.
 - Batting of the entire roster and free substitutions is mandatory.
 - In the event there is not a full roster in attendance and capable of playing, the batting team will not be penalized with an out. If a player leaves the game due to an injury, their batting spot can be skipped without recording an out and the lineup is compressed. The

player will not be allowed to re-enter the game once they have been skipped in the batting order. If a player arrives late, add her to the last spot in the batting order.

- On deck batter is behind the batter. Right-handed: on deck batter located by 3rd base dugout. Left-Handed batter: on deck batter is located by the 1st base dugout. This is a safety issue and consistent with the other age groups.
- Outfielders should start near the dirt/grass border. Creeping up a few steps once the ball is pitched is acceptable, but having a wall of 8-9 players around the infield is not acceptable.
- Balls hit to the outfield: **MN Softball** league rule will be used for this tournament. A ball hit to the outfield: If no outfielder has control of the ball the runners may continue to advance. Once the outfielder gains control of the ball and throws it toward the infield the runners will stop at the next base. Even if the ball doesn't make it to the "dirt" on the throw, the act of throwing the ball in is the attempt at making the correct play. Players must stop at the next base. Exception, the outfielder can carry the ball to the infield to make an out. The runners can keep advancing in this situation.
- Pitchers: The pitcher must stay in the pitcher's circle and behind or on the side of the coach until the ball contacts the bat. However, absolutely no movement can be made by the pitcher which places them in front of the pitching machine and or coach prior to pitch.
- Coaches allowed on the field: Teams may have two (2) offensive, two (2) defensive and one (1) pitching coaches on the field to help train and teach the game. They are there to help speed up the game. Not slow it down.
- Prior to the pitch, the pitching coach must verbalize and check that the defense is in the ready position and ready for play to begin.
- Games must have a winner. In bracket play games, tie-breakers will be used to determine a winner if the game is tied after time has expired. Tie-breakers will be played with a runner starting the inning on second (last batter due up to bat) and 2 outs to start the inning. We will play 2 innings of tie-breakers. If the game is still tied, a coin flip will be used to determine a winner, so we can keep the tournament on schedule.