

D1 PROSPECTS

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Rec / All-Star Tournament Rules — 2026 Season

Governed by NFHS Softball Rules with the exceptions noted herein | www.nfhs.org

SECTION 1 — ADMINISTRATIVE

1.1 Check-In & Registration

On-site check-in: Not required unless you have questions — do not check in with the director unless necessary.

Roster & waivers deadline: Must be complete with parent/guardian approval on your Tourney Team account by 5 pm the evening before the event start date.

Note: Parent/guardian emails MUST be entered on the online roster. Coaches' emails submitted for players will result in a warning and possible forfeiture until corrected.

Team insurance: Upload your team insurance policy under the "Manage Files" tab on Tourney Team. D1 Prospects must be listed as an additional insured: D1 Prospects, P.O. Box 546, Mona, UT 84645.

Roster freeze: Rosters are frozen at 5 pm on June 5, 2026. NO REFUNDS for roster errors.

Coach confirmation: By registering and participating, coaches confirm all players and equipment comply with D1 Prospects and NFHS rules.

1.2 Weather & Cancellations

Authority to alter schedule: D1 Prospects, partners, directors, and volunteers reserve the right to alter, change, or abbreviate games when necessary to complete the event.

Game considered started: Once the coin flip or plate meeting has been completed.

Game considered complete: Pool play: 45 minutes or 3 innings (whichever comes first). Bracket play: 52 minutes or 3 innings.

Incomplete inning: If the home team cannot finish an inning due to weather or unforeseen conditions, the score reverts to the last completed inning.

1.3 Protests

What may be protested: Rule application only. Judgment calls are NON-PROTESTABLE. No fee will be accepted for judgment call protests.

Protest fee: \$100 payable to D1 Prospects. Refunded if protest is upheld; forfeited if denied.

Protest committee: Made up of the tournament director, tournament UIC, site director, or their designees. All decisions are final.

Timing — during a game: Coach must notify the plate umpire before the next pitch. Protest is decided before play continues. The clock keeps running.

Timing — end of game: Offended team must voice protest intentions before umpires exit the playing field.

Rule/procedure protest: Must be made before the next pitch and decided before play continues.

Tournament procedure / player eligibility: Must be made before umpires vacate the field of the game in question.

Illegal player protest: May be made at any time by the offended team while the player is in the game and before umpires leave the field.

1.4 Scoring

Official scorer: Umpires keep the official score and verify with each team every half-inning.

After the game: The winning coach must sign/acknowledge the score. Game scores stand as written.

Official scorebook: The home team's scorebook is official unless the plate umpire rules otherwise.

SECTION 2 — GAME RULES

2.1 Equipment

Bats: USA/ASA stamp and/or USSSA 1.20 BPF stamp required. Illegal bats result in ejection of the player AND coach.

Facemasks: Recommended for all infield defensive players of all ages.

Cleats: Metal cleats permitted for 14u/16u/18u. Metal cleats are NOT permitted for 8u/10u/12u.

Coach responsibility: Coaches must verify all players are properly equipped before taking the field.

2.2 Field of Play

Ground rules: If unusual conditions exist (spectators or obstacles too near the field), the director or umpire shall propose special ground rules. Ground rules do not supersede the rule book.

No infield warm-up: No warm-up or practice inside the baselines is allowed.

Between-inning warm-up: 2 minutes. Players must hustle between innings.

2.3 Start Times

Readiness: Teams must be prepared 15 minutes before the posted start time.

Plate meeting: Once the umpire calls for the plate meeting, all warm-ups must stop and coaches must proceed immediately. TIME STARTS WITH THE COIN FLIP.

Schedule changes: Changes of more than 15 minutes will be communicated through Tourney Machine by the event directors.

2.4 Home Team & Dugouts

Pool play: Coin flip determines home team.

Bracket play: Highest seed is allowed the choice of home or visitors.

Championship: Undefeated team is home team.

Dugouts: Not assigned. Choose an available dugout and be respectful of teams vacating before you enter.

2.5 Game Length & Time Limits

16u/18u & 14u — Pool & Bracket: 7 innings or 65 minutes, whichever comes first.

16u/18u & 14u — Championship: 7 innings or 75 minutes, whichever comes first.

12u/10u — Pool & Bracket: 7 innings or 55 minutes, whichever comes first.

12u/10u — Championship: 7 innings or 60 minutes, whichever comes first.

8u — Pool & Bracket: 7 innings or 55 minutes, whichever comes first.

8u — Championship: No new innings after 60 minutes.

2.6 Ties & Tiebreakers

Pool play: Games may end in a tie.

Bracket play: Must have a winner. If time has expired, use the International Tie Breaker (ITB) with the last completed batter placed on 2nd base, then progressive.

Pool standings tiebreaker order: Head-to-Head → Runs Allowed → Run Differential → Runs Scored → Winning Percentage

2.7 Run Rules & Per-Inning Limits

Mercy rule (all games, all ages): 12 runs after 3 innings | 10 runs after 4 innings | 8 runs after 5 innings

Per-half-inning run limit — Pool Play:

- 12u/14u/16u/18u — 7 runs per half-inning
- 8u/10u — 5 runs per half-inning

Per-half-inning run limit — Bracket Play:

- 18u/16u/14u — No per-inning run limit
- 12u — 7 runs per half-inning (including championship)
- 8u/10u — 5 runs per half-inning (including championship)

2.8 Batting Order & Lineup

All divisions (8u–18u): Must bat the entire lineup — every eligible player present. Free defensive substitution. Offensive integrity must be maintained at all times.

Required declarations: Pitcher and catcher substitutions, including courtesy runners, must be declared.

Lineup card contents: Coach name(s), athlete first initial + last name, jersey number (no duplicate numbers on the same team), position, and batting order. Official after the plate umpire verifies at the pre-game conference.

Post-submission changes: First change after verification = team warning to head coach. Further changes = head coach restricted to dugout for the remainder of the game. Repeated violations across the tournament = ejection from the facility and the player(s) called out, at umpire/director discretion.

Injured player: Teams will not be penalized if a player cannot bat due to injury.

Minimum players: Must start with 9 players; need at least 8 to continue.

2.9 Courtesy Runners

Eligible positions: Courtesy runner may be used for the pitcher and catcher only.

Who may run: Any player not currently on base. If batting the full lineup, any eligible non-baserunner may serve.

Batting order restriction: If a courtesy runner's spot in the batting order comes up while they are on base, they are declared out.

One position per inning: A player may only serve as courtesy runner for one position (pitcher or catcher) per inning.

2.10 Defense & Fielding

Fielder configuration: Defense may use up to 4 outfielders and 6 infielders.

Outfielder positioning: Outfielders must remain on the grass until the ball crosses the plate.

2.11 Dropped Third Strike (All Age Groups)

Note: Does NOT apply to 8u.

Dropped 3rd Strike: Is in effect for all age groups except 8U and will be played according to the NFHS rules.

2.12 Base Running & Stealing

10u/12u/16u/18u: Runners may steal ALL bases.

2.13 Bracket Play

Bracket release: The bracket is not final until all pool games are completed, scores entered, and the bracket released. Seeding will NOT be predicted in advance.

SECTION 3 — ALL-STAR & ELIGIBILITY

3.1 Player Age Eligibility

Age cutoff date: A player's age eligibility is determined by their age as of August 31, 2026.

Playing up: A player may always play up an age division.

Playing down: A player may NOT play below their eligible age division.

One roster only: No player may compete on more than one roster during the event.

3.2 General Player Eligibility

Recreation requirement: All players must come from a 2026 recreation program.

Accelerated events: All-Star teams and players may play in NO more than 2 accelerated events from April 1 until the conclusion of the state tournament.

Same league requirement: All players must come from the same recreation league. Combining players from multiple leagues is not permitted.

Illegal player: Falsification of identity or eligibility = ejection from the event. Grounds for forfeit.

Guest players: Players not listed on the online roster are not eligible to play.

All Star Roster: Any player rostered with an All-Star team may NOT be listed on ANY accelerated roster as of April 1 until the conclusion of the State Tournament.

3.3 All-Star Season Timeline (2026)

All-Star season begins: June 1, 2026

Final rosters due: June 5, 2026 — LOCKED. No additions, substitutions, or replacements after this date.

State Tournament: Players competing at State must be on the official submitted roster.

8u division: All 8U age division events are considered All-Star events.

3.4 All-Star Team Requirements

Accelerated event window: From April 1 until the conclusion of the state tournament, All-Star teams and players may play in NO more than 2 accelerated events.

Qualifier minimum: All teams must participate in a minimum of TWO (2) D1 All-Star Qualifying events to be eligible for the State Tournament.

League roster: Teams must be able to provide an official league roster upon request.

3.5 Pick-Up Rules (Qualifier Events Only)

Note: No pick-ups of ANY kind are allowed at the D1 State Tournament.

All of the following must be met to use a pick-up player:

- Must come from within the same recreation league (league roster must be provided).
- Must NOT have participated in more than two accelerated events.
- Teams with 12 rostered players will NOT be approved without Director approval.
- Pick-up players may NOT pitch or catch.

How to request: Submit in writing to hadlei@d1-prospects.org at least 4 days prior to the event start date.

Purpose: Pick-ups are intended for roster shortages only — not for competitive advantage.

Director approval: Required for any exceptions.

3.6 State Tournament Rules

Pick-ups: NO pick-ups of any kind — zero exceptions.

Roster: Teams must compete with their submitted and approved roster only.

Eligibility: All teams must meet all requirements in Sections 3.1–3.4 to participate.

3.7 Rural Community Exceptions

Exceptions may be considered for leagues in rural communities with limited recreation resources or exceptional travel costs. Exceptions must be submitted in writing for review and approval.

Send an email to hadlei@d1-prospects.org explain your need for an exception.

Approved exceptions for the 2026 season:

The following tournaments are approved exceptions for accelerated tournaments:

- Dion Round Up
- Summer Games (Both Weekends)
- Rumble Rally

SECTION 4 — CONDUCT

4.1 Sportsmanship

Zero tolerance policy: Derogatory comments, poor behavior, or negative verbal communications toward any event staff, coach, or player will result in removal from the event and complex.

Prohibited conduct includes:

- Taunting, inciting spectators, or use of words/actions to demean others.
- Profanity, intimidation, or deceitful tactics.
- Baiting, embarrassing, or ridiculing others based on race, gender, religion, or nationality.
- Behavior not following the spirit of play.
- Charging an umpire.
- Arguing balls, strikes, or any umpire judgment call.

Spectators & Umpires: Spectators are NEVER to address umpires — on or off the field.

Penalty: Umpire shall eject the offender. For minor offenses, the umpire may issue a warning; ejection follows if repeated. Coaches may be restricted to the bench/dugout or ejected. Coaches are responsible for their fans' behavior.

Warnings carry over: Warnings issued to teams or fans are documented and carry throughout the entire tournament — not reset per game. One warning, then forfeit/ejection at the director's/UIC's discretion.

4.2 Coach Attire

Required attire: Team uniform or jersey/coaches shirt with coaching shorts/slacks, or warm-up suits in team colors or colors of khaki, black, white, or gray.

Footwear: Closed-toed shoes only on the field.

Prohibited: Cut-off shorts, jeans of any type, and open-toed shoes.

Penalty: Coach not dressed appropriately shall not be permitted in the field of play until the situation is remedied.

Age Division Chart

The 2026 D1 Prospects season runs September 1, 2025 – August 31, 2026. A player's age division is determined by matching their birth month (top row) with their birth year in the official age chart. The age cutoff is August 31, 2025. Refer to the official age chart in the original rules document or at www.d1-prospects.com for full details.