

Kentucky Classic Tournaments

2026 Softball Rules

Our Park Rules	Gameplay Rules
<ol style="list-style-type: none"> 1. No alcoholic beverages allowed. Disputes will be handled by the local police department. 2. Smokers need to use designated areas only. 3. Please keep your area neat and clean up after yourselves please. 4. Keep dugouts clean and leave them as you found them. 5. Throw all trash away. Please supervise younger children. 6. DO NOT park on the grass. Each park has plenty of spaces 	<ol style="list-style-type: none"> 1. Each team must submit a waiver before playing their first game. It can be found on our website and turned into the umpire. 2. Each team must be able to prove player's age if a dispute arises. It will not be mandated for entry, but proof must be available. 3. Teams will use their own balls. 4. Each team is guaranteed 3 games. 5. Visiting team is responsible for scoreboard. Home team is responsible for the Score Book.

A Note on Conduct:

It is expected that all participants, whether they be athletes, coaches, or fans, behave respectfully and with good sportsmanship. Please keep in mind that these tournaments are to promote and develop the athletes not just as athletes, but as citizens. We understand that there will be instances where a call is made or something happens that people will be upset over, but we will not allow foul language or unsportsmanlike behavior. **The tournament director reserves the right to eject a fan or parent that is not adhering to this policy. Coaches can be restricted to their dugout for the game or ejected for the game (and the one following). If a coach is too unruly, the tournament director may end their game and eliminate them from the tournament, with no refund.**

Gameplay Rules

6U 8U Coach Pitch	<ul style="list-style-type: none"> • Innings: 5 • Time Limit: Cannot start a new inning after 50 minutes • Mercy: 6 runs per inning, game over when mathematically impossible to tie • Defensive Players: 10 (4 outfielders) • Batting: Can bat entire roster or just those on defense • Pitching: 5, 5th pitch foul equals another pitch • Cleats: Only plastic • Each team is allowed two coaches in outfield on defense
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	<ul style="list-style-type: none"> • You can strikeout • Coaches may not physically touch or move any player • No infield fly rule • Runner leaves base early, 1 warning, next is an out. • Infielder must possess ball and stop lead runner before umpire will call time; runners not halfway must return to base
9U 10U	<ul style="list-style-type: none"> • Innings: 5 • Time Limit: Cannot start a new inning after 1 hour • Mercy: 10 runs after 3 innings; 8 runs after 4 innings. • Defensive Players: 9 • Batting: Can bat entire roster or just those on defense • Pitching: Unlimited • Pitching Distance: 35' from home pate • Cleats: Plastic only • Courtesy runner for the pitcher and catcher • KHSAA Rules
11U 12U	<ul style="list-style-type: none"> • Innings: 6 • Time Limit: Cannot start a new inning after 1 hour • Mercy: 10 runs after 3 innings; 8 runs after 4 innings; 8 runs after 5 innings • Defensive Players: 9 • Batting: Can bat entire roster or just those on defense • Pitching: Unlimited • Pitching Distance: 40' from home pate • Cleats: Metal is permitted • Courtesy runner for the pitcher and catcher • KHSAA Rules
14U HSD	<ul style="list-style-type: none"> • Innings: 6 • Time Limit: Cannot start a new inning after 1 hr 05min • Mercy: 10 runs after 3 innings; 8 runs after 4 innings; 8 runs after 5 innings. • Defensive Players: 9 • Batting: Can bat entire roster or bat by KHSAA rules • Pitching: Unlimited • Pitching Distance: 43' from home pate • Cleats: Metal is permitted • Courtesy runner for the pitcher and catcher • KHSAA Rules