

ALLIANCE SUPER CUP CHAMPIONSHIPS

PRESENTED BY EVOSHIELD

May 28 - 31 - Midwest City
Event Rules and Details

- All teams, coaches and players must be registered with the Alliance
 - Teams must have their Alliance roster updated by Thursday May 21.
 - The Alliance Roster will serve as the Championship Event Roster
 - Coaches Must Print Out Roster from Alliance Team Dashboard, and all players must be roster and coaches on roster will receive event coaches pass
- Play Alliance National Level Game Rules - [Alliance Rules & Policies Page](#)
 - Universal Pitching Modification – play with current NCAA pitching rules
 - Modified Time Limit
 - 13u - All games - 90 Min Finish Inning
 - 12u - All games - 90 Min Finish Inning
 - 10u - All Games - 75 Min Finish Inning
- 5 GG
 - 3 Pool Games on Thursday(2)/Friday(1) seeded into a double elimination bracket Saturday/Sunday
 - Sunday Championships Bracket - single E Championship
 - 13u - Top 6 teams - top 3 from 2 Brackets
 - 12u - Top 16 teams - top 2 from 8 Brackets
 - 10u - Top 6 teams - top 3 from 2 Brackets
- Top 4 teams in each group receive awards
- Pool Games can end in a tie
- Bracket Games must have a winner
 - Standard ITB (Runner at 2nd)
- Game Rules –
 - All teams must submit lineups for all games
 - Line up can consist of up to 11 players
 - 9 players – straight 9
 - 10 players – batting 10 or 9 with flex/DP
 - 11 players – batting 11 with 2 EH, or batting 10 with a EH and flex/DP
 - Courtesy runners must be substitutes and not in the hitting lineup. No last outs as runners.
 - Game Run rule – (10 after 4, 8 after 5)
- Game Balls will be provided for all games