



2025 Alliance Fastpitch Championship Series - 11u & 12u

Event Rules and Details

**All 2025 AFCS Events will be held in the Indianapolis Area
Westfield, Indiana & Kokomo, Indiana**

[AFCS CALENDAR LINK - See Link for details on event calendar](#)

[Alliance Rules & Policies Website Link - See Link for all information on rules and policies](#)

Playing Rules:

- All Games will play according to [NFHS rules](#), with modifications. ([Link to modifications](#))
 - Pitching Modification/Clarification - All Games will be played by the current NCAA College Pitching rules...
- [AFCS Age Requirements - Click Here](#)
- [Event Roster Rules - Click Here](#)
- All Games will have a coin flip for choice of Home or Visitor
 - Any "If Game" will also have coin flip
 - Best 2 out of 3 series - Teams will flip for choice on game 1 and 3, but will switch from game 1 for game 2
- Ball Sponsor - Bownet
- All Games – No Time Limit (In any event of extended delay and inclement weather, any changes to time limit will need to be decided and approved by the Alliance Rules committee)
- Standard ITB if tied after 7 innings (Runner on 2nd) (Applies to every additional inning)
- Cleat Rule - No Metal Cleats on any turf fields, no limitations on dirt fields
- 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 10 with a EP and flex/DP
- **Game Run rule** – 15 after 3 innings, 12 after 4 innings, 8 after 5 innings
- **Umpires** - covered in entry fee, 2 umpires for all games. 3 man crews for Tier 1 games and all T2 & T3 Elite 8 games
- **Format - Exact Format will be determined by the number of teams in the event. But the event will have a Regional round to a Super Regional Round to an Elite 8!**

AFCS 2025 Format

[Click Here for Bracket View of Format](#)

Day 0 - Player Experience Day

Check In, Coaches Meetings, Camps, Player Challenges, All Star Game

Day 1-2 - Regional round

- 16 Regional Brackets of 6 teams each playing a modified double elimination bracket
 - ☐ The Winners Bracket Winner will advance to the Tier 1 Super Regional Round as the top seed from that region.
 - ☐ The Losers Bracket Winner will advance to the Tier 1 Super Regional Round as the #2 seed from that region.
 - ☐ The 3rd place team will advance to the Tier 2 Super Regional Round as the #3 seed from that region.
 - ☐ The 4th place team will advance to the Tier 2 Super Regional Round as the #4 seed from that region.
 - ☐ The 5th place team will advance to the Tier 3 Super Regional Round as the #5 seed from that region.
 - ☐ The 6th place team will advance to the Tier 3 Super Regional Round as the #6 seed from that region.

Day 3-4 - Super Regional Rounds (T1, T2, T3) - 32 Teams in each Age Group

- Each Tier (1,2,3) will have 8 brackets of 4 teams played as a double elimination bracket
 - ☐ Winners of Each Regional will advance to the Super Regional Round as the top seed out of that Region. All 2nd place Regional teams will advance based on their event seed. Lowest 2 seed to Super Regional #1, next to Super Regional #3, etc.
 - NOTE - any team that gets seeded into a super region that has a team in it from their regional bracket will be switched with the next lower seeded team.
 - ☐ IF Games will be played if needed
 - ☐ Winner Advances to the Elite 8

Day 5-6 - Elite 8 (T1, T2, T3) - 8 Teams in each Age Group

- Each Tier (1,2,3) will play an 8 team bracket formatted exactly like the WCWS.

Day 7 - Finals (T1, T2, T3) - Championship Final Series - Sunday July 27

- Each Tier (1,2,3) final 2 teams will play a best 2 out of 3 series.
- Game 1 will be Saturday night
- Game 2&3 on Sunday - All Championship teams need to be prepared to play championship games at any time on Sunday due to possible Weather Delays.'
- In the event that game 1 is played, but game 2 cannot be played on Sunday with a start time by 2:00, then game 1 winner will be determined champion.
- If game 1 and 2 are played, and a game 3 is needed but not able to start by 6:00. Then both teams will be named co-champions