



## Shawano Youth League Girls Softball 10U Tournament Rules

### PLAYER ELIGIBILITY

- Age is based on the players age on September 1st of the previous year (or younger). No exceptions.
- Teams are limited to 15 players on their rosters. Final rosters are due one-half hour prior to the first game of the tournament.
- Birth Certificates must be available if requested by the tournament director.
- Games in which an ineligible player is used will be declared a forfeit.
- Community teams are preferred, and all players should reside in the same school district.

### GAME & LENGTH

- Home team is the official scorekeeper in each game. Visiting team will be responsible for scoreboard. Home team will be determined by a coin flip. The team that traveled the furthest distance to the tournament gets to call the flip. For Bracket games, home team is the better seed.
- Games will be six (6) innings. Mercy rule of 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.
- Games may end in a tie when playing pool play or seeding games. Ties will be scored ½ win and ½ loss.
- Games that are tied after 6 innings or time limit in bracket play will use international tiebreaker rules until a winner is declared (Last out starts on 2<sup>nd</sup> base, no outs).
- **6 Run limit per inning (the last inning will be unlimited and must be declared at the top of the inning).**
- Time limit of 1 hour 10 minutes will be in effect.
- The Championship Game will have a time limit of 1 hour 30 minutes. The official start time will be announced to each coach at the start of the game by the home plate umpire.
- Bunting is allowed. **Fake Bunting and Swinging is not Allowed.** No bunting off coach pitch.
- **Left-handed slap hitting is allowed even off coach pitch.**
- No infield fly rule.
- NO CHANTING or HARASSMENT of the other team.
- In case of inclement weather, the tournament director reserves the right to alter the tournament format if necessary.

- Games that are delayed because of weather and/or darkness for more than an 1-hour with four complete innings played will use the score from the last complete inning as the final score for the game
- When the home team is leading or scores the go ahead run in or entering the bottom of the 6<sup>th</sup> inning, or the last inning due to time they will not finish the bottom of the inning, and the score will be entered as is.

## **PITCHING**

- Pitchers are limited to four (4) innings per game. Does not have to be consecutive. One pitch constitutes an inning.
- Pitchers are allowed four (4) warm-up pitches in between innings. A new pitcher entering the game is allowed seven (7) warm-up pitches.
- Pitchers will pitch from 35 feet with an 11 inch ball.
- Third strike dropped ball is an out. A caught foul tip with 2 strikes, the batter is out.
- There will be NO WALKS. After four (4) balls the batting team's coach will pitch the remainder of the count from the pitching rubber, with the umpire calling balls and strikes. The coach will pitch a maximum of 4 pitches per batter unless the 4<sup>th</sup> pitch is fouled off. Pitcher must remain in the circle during coach pitch.

## **SUBSTITUTIONS**

- All players on the roster present will bat in the line-up, with late arrivals being added to the bottom of the line-up.
- Free substitution is allowed in the field.
- Maximum of 10 players on the field. Four (4) players must remain on the outfield grass. Games may be played with eight (8) players with the ninth (9<sup>th</sup>) and tenth (10<sup>th</sup>) spot in the order being an out unless a player shows up late before the (9<sup>th</sup>) and (10<sup>th</sup>) batter have batted, that player is then the (9<sup>th</sup>) batter. If a player would get hurt, you cannot finish with 7 players and the result would be a forfeit.

## **BASE-RUNNING**

- Stealing is allowed. **One (1) base per batter.**
- Stealing home is NOT ALLOWED under any circumstances. A runner may only advance home on a batted ball.
- There is no stealing when a coach is pitching.
- Leading off/Stealing is allowed after the ball **crosses the plate**. Players leaving early will be called out. (NO WARNING WILL BE GIVEN)

- Sliding is required if a play is being made on a runner. It is the umpire's judgment whether a play is being made and if sliding is necessary. A runner that does not slide when deemed necessary will be called out. No headfirst sliding allowed, unless the runner is going back to the base.
- A courtesy runner is allowed for the pitcher and catcher when there are 2 outs. The runner must be the player who made the last out.

## **EQUIPMENT**

- Players will wear the proper protective equipment during all games.
- Two ear flap batting helmets are mandatory when batting and when on deck.
- Catcher's helmets, chest protector, and shin guards are mandatory attire when catching.
- Coaches are responsible for enforcing the use of the protective safety equipment.
- All bats with a USA or USSSA stamp are legal.

## **GAME CONDUCT**

- Abusive or profane language by anyone connected with a team is prohibited.
- The use of tobacco or alcohol is prohibited on the player's bench area or on the playing field while conducting team activities.
- Misuse of facilities/equipment is prohibited.
- Coaches are responsible for controlling his/her players, coaches, parents, or fans associated with his players.
- If an adult becomes unruly, the umpire will call a time out. The coach and the umpire will ask the person to either curtail the objectionable behavior or leave the park. Note: The umpire will not resume the game until the incident is resolved.
- The umpire can eject a coach or player from the game for unsportsmanlike conduct:
  - An ejected player may sit on the bench unless disruptive behavior continues
  - An ejected coach must leave the playing field and may not coach from the spectator area.
  - A coach may eject a player on his team for unsportsmanlike conduct.
- Players and coaches will not question the final ruling of a call made by the umpires. Arguing the final call of the umpires may result in an unsportsmanlike conduct call. Umpires will call a timeout if interpretation of a rule is questioned. This should be done in a respectful manner for understanding purposes only. The two coaches and the umpire will confer. The game will continue upon clarification of the rule interpretation.

## **ADDITIONAL RULES**

- Profanity or harassment by a team member, coach, or fans towards anyone will not be tolerated. This type of activity can lead to an ejection without warning, and/or other disciplinary action at the sole discretion of the umpire or tournament director.

- A player injured during an at bat and cannot continue will result in an out. If the injured player cannot return to the game, that spot in the order will not be an out again.
- NO metal spikes will be allowed.
- Helmets must be worn until the player is in the dugout.
- **UMPIRES DECISIONS ARE FINAL...INCLUDING ALL PROTEST.**
- **NO STALLING...Stalling could lead to a forfeit.**
- The following tie breakers will be used to determine bracket play:
  - Record
  - Head-to-Head
  - Total runs allowed
  - Total runs scored
  - Coin flip
- Any rules not covered here are then subject to WIAA rules. The tournament director reserves the right to change any rules that would be deemed necessary.
- Coaches and players are responsible for clean-up of dugout after their games.
- **No music or audio is allowed after the first pitch of the game.** This includes walk up audio and music between innings. Coaches need to be able to communicate with their players on the field and be heard. First violation of this rule will result in a warning. The second violation will result in a forfeit of the game.

\*\*\*The tournament officials reserve the right to change the tournament's format in the event of extended delays caused by inclement weather to allow the completion of the tournament. In the case of rain delays, the team head coach shall report to the field or call the tournament officials so everyone involved can be contacted when necessary.\*\*\*

In case of inclement weather, the following procedures should be followed to ensure that coaches and tournament officials maintain the best line of communication possible:

- In the case of inclement weather, coaches should monitor the Shawano Youth League app for tournament messages and updates.
- In the event of bad weather, 4 innings will be considered a complete game (3 ½ if home team is up). Teams not available to re-start at the proper time will be subject to game forfeiture.
- If there is any question relative to whether a game is to be played as scheduled, it is recommended that you show up as scheduled or review the updated schedule in the Shawano Youth League app.

Coaches and fans should download the **Shawano Youth League** app from the Apple and Google stores. The free app features game results, schedules, standings, as well as tournament announcements.

**\*\*Rain out policy -0 games full refund, 1 game completed 50% refund, 2 games completed no refund\*\***

**NO CARRY INS WILL BE ALLOWED IN THE PARK**

**We pride ourselves on our reputation for reasonable concession prices. Please patronize our concessions so we can continue to improve our program and tournaments.**

**SHAWANO YOUTH LEAGUE AND SPONSORS ARE NOT LIABLE FOR INJURIES OCCURRING DURING THE TOURNAMENT.**