



Shawano Youth League 8U Girls Softball Player Pitch

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 2nd base, no outs).
- **5 Run limit per inning (the last inning will be unlimited and must be declared at the top of the inning).**
- No new inning will start after 1 hour and 10 minutes of play.
- 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.
- No bunting or slapping is allowed.
- No infield fly rule.
- NO CHANTING or HARASSMENT of the other team.
- Games that are delayed because of weather and/or darkness for more than 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 the bottom of the 6th inning (or the last inning due to time) when the time expires, they will **not** finish the bottom of the inning, and the score will be entered as is.
- Teams are allowed two (2) defensive coaches, both in the outfield .

- Teams are allowed two (2) offensive coaches: one at 1st base, one at 3rd base until a coach is required to step in and pitch at which they will be allowed three (3) offensive coaches adding (or rotating coaches) one in the pitching circle.
- No infielder, except the pitcher, will be positioned closer to home plate than the pitching rubber prior to the release of the pitch.

PITCHING

- Pitchers are limited to three (3) innings per game. Does not have to be consecutive. One pitch constitutes an inning. If the game goes into extra innings, each pitcher is allowed one extra inning for a maximum of four innings.
- Pitchers are allowed five (5) warm-up pitches in between innings. A new pitcher entering the game is allowed ten (10) warm-up pitches.
- All games will use an 11-inch softball.
- Pitchers will pitch from a 35' mound within an 8-foot radius circle.
- Batter is out on the third strike, dropped or not.
- If the player is hit by pitch, player will take 1st base. (not a rolling pitch).
- There will be NO WALKS. The use of the "COACH PITCH" rule will be used after a batter has received four (4) balls. The batting team's coach **will pitch the remainder of the count with the umpire still calling balls and strikes**. A coach will pitch a maximum of five (5) pitches per batter. After five (5) pitches, if the batter has not hit or struck out, the batter is out. Foul balls on the fifth pitch, the batter will get another pitch. The batter will remain alive if they continue to foul off pitches.
- The pitching coach must not interfere with the ball while it is in play. A batted ball that contacts the pitching coach is declared a dead ball and the batter will bat again with the same count as prior to the contact. Intentional interference by the pitching coach will result in the batter being declared out.

SUBSTITUTIONS

- All players on the roster and 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.
- The defensive team must have a minimum of eight (8) and a maximum of ten (10) players in the field. With eight defensive players, two players shall be in the outfield at the start of the pitch. With nine players, three players will be in the outfield at the start of the pitch. With ten players, four will be in the outfield at the start of the pitch. Outfielders must remain on the grass until the ball leaves the pitcher's hand.

BASE-RUNNING

- Runners may not steal. Leading off is allowed after the ball crosses the plate. Players leaving early will be called out. (NO WARNINGS WILL BE GIVEN)
- No runner may advance when the fielding team has possession of the ball within the base paths of the infield.
- No attempts to take an extra base on an attempted throw to the pitcher who is within the pitcher's circle is allowed. We do not want teams to score simply by running so when the ball is thrown to the pitcher, runners can no longer advance even if that throw is dropped or overthrown.
- A throw from the outfielder deep in the outfield grass in the direction of the pitcher's circle does not count as a throw towards the pitcher.
- If the runner is already past the base they can advance to the next base, at their own risk.
- Only one base is allowed on an overthrow.
 - For example, an overthrow to 1st base and the runner can advance to 2nd only.
 - For example, a play is made on the runner at second base and the ball is overthrown into the outfield. The runner going into 2nd can advance to 3rd but not advance to score.
- 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 catcher at any time. The runner must be the player that 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.
- If a player is injured during an at bat and cannot continue, her spot in the order is skipped without penalty, but she may not return for the duration of the game.
- Teams are allowed two (2) defensive coaches, both in the outfield .
- Teams are allowed two (2) offensive coaches: one at 1st base, one at 3rd base until a coach is required to step in and pitch at which they will be allowed three (3) offensive coaches adding (or rotating coaches) one in the pitching circle.
- No infielder, except the pitcher, will be positioned closer to home plate than the pitching rubber prior to the release of the pitch.
- NO metal spikes will be allowed.
- Helmets must be worn until the player is in the dugout.
- **UMPIRES DECISIONS ARE FINAL...INCLUDING ALL PROTESTS.**
- **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.