

2017 10U GREENVILLE CATFISH SOFTBALL TOURNAMENT RULES



1. Teams may have a maximum of 13 players who have not reached their 11th birthday before January 1st, 2017. Awards will only be provided to a maximum of 13 players per team. Birth certificates will be required if any player's age is questioned. If you are unable to provide a birth certificate, the player in question will be ruled ineligible and your team will forfeit their games. Forfeited games will be scored 7-0. **(HINT: make sure you have copies of birth certificates!).**
2. During pool play, the Home team will be decided by coin flip and is the official scorebook. During bracket play, the higher seed will be the home team. **Within 10 minutes of game being completed the final game score must be TEXTED in by the WINNING TEAM.** Coaches need to report scores by **TEXTING ONLY** to this cell number: 920.585.6318. Please include your age bracket, both team names and the score.
3. Each game will consist of 6 innings. No new inning may start after 1 hour and 15 minutes. The start of the new inning begins at the time of the 3rd out of the previous inning. The home plate umpire will advise both coaches of the start time of the game.
4. **TIES: A TIE IS A TIE IN POOL** play and each team will be given a 1/2 point. In case of a tie during bracket play only: a version of the international tie-break rule will go into effect with the last out of the previous inning starting at 2nd base & no outs. In order to keep the tournament on schedule a maximum of 3 extra innings will be played, if tied after 3 innings the win will be awarded to the team who scored first run of the game. If the score is still tied 0 to 0 after the 3 additional innings, the game will be decided by a coin flip. * In extra innings the pitcher maximum innings of 3 are still in play. Time limit will be enforced until the Championship. In Championship game there is no time limit, however the MERCY RUN RULE is still in effect.
5. Maximum of 10 players on the field – must have 8 players to start and finish. All players present on the roster and in uniform need to bat in the line-up. Players arriving late will be added to the bottom of the lineup. Players arriving after you have gone through the batting order will not be eligible to play that game. Outfielders must start each play on grass (or similar depth on Diamond A, if used). If a player gets injured her spot in the batting order will be skipped.
6. **MERCY RUN RULE – 6 run rule per inning.**
 >15 run rule after 3 innings, 10 run rule after 4 innings, 8 runs after 5 innings.
7. 35 foot mound and 11 inch softball.
8. **PITCHING RULE:** Pitchers are limited to 3 innings per game with one pitch counting as an inning. Innings do not need to be consecutive; but once a pitcher is removed they can only re-enter as a pitcher one time.
9. The pitcher will get a maximum of 5 warm up pitches between innings and up to 5 warm up pitches to start the game.
10. **WALKS:** There will be **ONE** Walk allowed per inning.
11. **After the 1st Walk of the inning: The 2nd batter to receive 4 balls will be pitched the remaining strikes by her coach.** If the coach delays the game by not being ready a strike will be given to the batter.

- A) The coach will pitch the remaining strikes to the player and the batter will have that many attempts to hit the ball. The umpire will call remaining strikes. The batter will not be charged any balls when the coach is pitching. The coach is allowed no more than 5 pitches, unless there are foul balls.
- B) A foul ball is played as it would under normal circumstances.
- C) The coach will pitch remaining strikes from the 35 ft. pitching rubber.
- D) The pitcher must remain inside the circle on either side of the coach, both feet inside the circle.
- E) Bunting, slap hitting and stealing are not allowed when a coach is pitching.

13. Players may lead off only after the ball crosses the plate or it hits the ground. There is no stealing when the coach is pitching. Runners may steal 2nd & 3rd, and can advance at their own risk, but may not advance HOME unless a play is being made upon them at 3rd base.

> STEALING OF HOME IS NOT ALLOWED UNLESS THE DEFENSE ATTEMPTS TO MAKE A PLAY ON THE RUNNER AT 3RD.

> No delayed steals. once a runner turns back to a base they cannot advance when the pitcher has the ball in the circle.

14. The infield fly ball rule will not be used and dropped 3rd strike will not be used. (*Dropped 3rd strike – batter is still out*)

15. Sliding is required when a play is being made on a baserunner. It is the umpires discretion as to whether or not a play is being made and if a slide is necessary. If the umpire decides that a slide should have been made, the runner will be called out.

16. A courtesy runner can be used for the current catcher or pitcher at any time. (Use the last out as the courtesy runner)

17. Players who show a bunt must either attempt to bunt or let the pitch go by. They are NOT allowed to pull back and then swing/ hit. (The player will be called out and the ball becomes dead.)

18. Coaches will be allowed one trip to the mound per pitcher to confer with the pitcher. A second trip will result in the pitcher being removed from the mound.

19. The tournament committee will determine if the weather conditions warrant the stopping of play. The tournament committee has the right to change the format or shorten games due to inclement weather. During inclement weather 3 innings will count as a complete game.

20. Official WIAA rules shall be our guideline, except as changed by the tournament committee and provided herein. The Tournament Director reserves the right to change any of the rules listed.

21. A protest will be considered only in case of a misinterpretation of a printed rule from either these local rules or the official WIAA rulebook. A protest committee will be available and must be notified before further play is resumed; otherwise the protest does not exist. Umpire judgment calls do not constitute the basis for a protest and the home plate umpire will make the final decision.

Profanity or harassment by a team member, coach, or fans toward an opposing team, umpire, or official of the tournament will NOT be tolerated. This type of activity can lead to ejection of said team member, coach, or fan, without warning, by a tournament official or umpire. The umpire in charge has the power to eject any offender without warning. As coaches, fans and parents let's teach and encourage good sportsmanship.

22. Metal Cleats are NOT allowed. If a player is caught wearing metal cleats they will be immediately ejected from the game, and an out will be charged when the ejected players spot is up in the batting

23. Following pool play, teams will be seeded based on the following:

1. Record
2. Fewest Total Runs allowed
3. Highest Total Runs scored (maximum of 15 runs per game)
4. Coin Flip
 - a. For 10U the top 6 teams will be seeded in the Gold bracket, the bottom 6 teams being seeded in the Silver bracket.

24. Once your game is finished, please exit the dugout quickly so the next team can enter.

LOTS OF FOOD AND COLD BEVERAGES WILL BE AVAILABLE AT THE BALLPARK
FOR BOTH THE KIDS AND ADULTS.

PLEASE...NO CARRY-INS!

CONCESSION SALES ARE THE PRIMARY SOURCE OF FUNDING FOR OUR
PROGRAM. PLEASE ENCOURAGE YOUR PARENTS TO OBSERVE THIS RULE AND
SUPPORT OUR COMMUNITY.

Thank you for choosing to play in Greenville-Enjoy Your Tournament!!!