



GYS



2017 14U GREENVILLE CATFISH SOFTBALL TOURNAMENT RULES

1. Teams may consist of a maximum 13 players who have not reached their 15th 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. A team roster must be turned into tournament headquarters 30 minutes before your first game. Once a roster is turned in, it becomes final and no changes can be made to it.
3. During pool play, the Home team will be decided by a coin flip. During bracket play, the higher seed is the Home team. Home team is official scorebook. **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.
4. Maximum of 9 players on the field. Minimum of 8 players to start game.
If a team falls below 9 players an out will be assessed for the 9th spot in the batting order.
4a. Batting Order Options: Coaches must declare their batting order to the opposing coach and umpire prior to start the game.
Bat less than entire roster (minimum 9), Only those players in the starting batting order may substitute freely on defense. Any extra players not in the starting batting order must be identified as reserves. Reserves may enter the game for anyone in the original starting batting order. A player in the starting batting order that is removed and replaced by a reserve player may re-enter one time in their original spot in the batting order.
Bat entire roster. Free defensive substitutions for all players.
If a player is injured during the game, their spot in the batting order will be filled by one of the reserves. If a team has no reserves, the injured player may be skipped without penalty (an out being called) as long as their team still has 9 players in the line-up. If a team drops below 9 players an out is recorded when that spot in the line-up is at bat. An injured player that has left the game due to injury and where no out was called, may not re-enter the game.
5. Each game will consist of 7 innings with no new inning starting 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.
6. **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, the** international tie-break rule will go into effect (The last out of the prior inning will start at 2nd base – no outs) Time limit will be enforced until the Championship Games, where a full 7 innings will be played – no time limit, however the Mercy Run Rule is still in effect.
7. **MERCY RUN RULE:** 15 after 3 innings, 12 after 4 innings and 10 after 5 innings.
8. **STEALING:** Runners may steal any base. A runner leaving the base before the ball leaves the pitcher's hand will be called out immediately and the pitch becomes a dead ball.
9. The infield fly ball rule & Dropped 3rd Strike Rule will be in use
10. A courtesy runner can be used for the catcher or pitcher of record. (Use last out or someone who is not in batting lineup as courtesy.)

11. **UNLIMITED PITCHING DURING THE TOURNAMENT AT 14U LEVEL.** Pitching will be from 43 foot mound. Once the pitcher has been removed she may only re-enter one time.
12. Coaches will be allowed one trip to the mound per pitcher to confer with the pitcher. A second trip to the mound in the same inning will automatically result in the removal of that pitcher from that inning.
13. The pitcher will get a maximum of 3 warm up pitches between innings and 5 warm up pitches to start the game. Five (5) Warm-up pitches for a new pitcher just entering the game.
14. No abusive or profane language, no misuse of equipment or unsportsmanlike conduct will not be tolerated. The umpire in charge has the power to eject any offender without warning.
15. Bunting & slap hitting are allowed. A player CAN show bunt AND pull back and swing.
16. Sliding is required if a play is being made upon a runner. It is the umpire's judgment as to whether or not a play is being made, and if sliding is necessary. The umpire's decision is final.
17. The tournament committee will determine if the weather conditions warrant the stopping of play. The tournament committee has the right to change format or shorten games due to inclement weather. Example: During inclement weather, 4 innings will count as a complete game.
18. A protest will be considered only in case of a misinterpretation of a printed rule from either these local rules or the official 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 reason 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. As coaches, fans and parents let's teach and encourage good sportsmanship.
19. Please keep the games moving. Intentional stalls, as deemed by the umpire, may result in the forfeiture of the game.
20. Once your game is finished, please clean up the bench area and leave the field as soon as possible for the next team to get in the dugout.
21. Official WIAA rules will 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.
22. Metal Cleats are allowed.
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 14U the top 5 teams will be seeded in the Gold bracket, the bottom 5 teams being seeded in the Silver bracket.

**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

Youth Sports Organization.

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