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**CLINTONVILLE FASTPITCH 2021 TOURNAMENT 10U RULES**

**SEEDING:**

* Two Pool Play Games will Decide Bracket Seeding for single elimination
* Tie breakers used for Bracket Seeding

1. Win/loss Record
2. Runs allowed
3. Runs scored
4. Coin flip.

**PLAYER ELIGIBILITY:**

* Players turning age 11 before January 1, 2021 are not eligible in this bracket.
* Teams are limited to 15 players. Final rosters and waivers are due 30 minutes before your first game

Please turn in your final Rosters to a tournament official in the concession stand. Athletes can only be on one teams roster for the tournament. No changes can be made to rosters after that time as these players would be ineligible.

* Games in which an ineligible player is used will be declared a forfeit.
* Birth certificates must be available if requested by the tournament director.

**GAMES AND LENGTH:**

* Each game will consist of 6 innings or have a time limit of 75 minutes. A new

inning may not start after the time limit has been reached. No time limit in the

championship game. The official start time will be kept by the home plate umpire.

* Home team is decided by a coin flip during pool play, the team that traveled the furthest will call the coin flip. During bracket play, the higher seeded team will be the home team. The home team is the official scorekeeper, a parent or family member of the Home team should be available to run the scoreboard if needed.
* 10 run after 4 innings & 15 run after 3 innings mercy rules will apply
* Games may end in a tie in pool play. They will be scored ½ win and ½ loss. Bracket play

games tied at the end of regulation or time limit will be decided by using the International

Tiebreaker Rule (Start inning with runner on second – The runner must be the player who made the last out in the prior inning).

* The Winning Team is responsible for reporting scores at the concessions stand or by texting 715-701-1293
* Schedule and Scores will be entered on the EBracket app – If you find a discrepancy with a score etc please contact the tournament director to review
* Bunting and slap hitting are allowed, however you cannot show a bunt then pull back to

slap hit or hit. **No bunting off coach pitching**.

* No infield fly rule
* No metal spikes
* Helmets with face guards must be worn until the player is in the dugout.

**SUBSTITUTIONS:**

* All teams must bat their entire roster - All players on the roster present will bat in the line-up, with the late arrivals being added to the bottom of the line-up. Players arriving after you have gone through the batting order will not be eligible to play in that game.
* Free and unlimited substitutions are allowed in the field.
* Maximum of 10 players on the field. 4 players must remain on the outfield grass. 9

players are required to start a game and 8 players are required to complete a game.

* Players leaving a game early will be skipped if 9 or more players remain. If 9 players do

not remain an out will be recorded for that spot in the order.

**BASE RUNNING:**

* Leading off is allowed after the ball leaves the pitcher's hand. Players leaving early will

be called out.

* A runner may Steal 1 base per batter
  + - Example: Player A is a runner on first base. Player B is up to Bat, player C is on deck. Player A can steal only 1 base when player B is batting however could steal an additional base when Player C is batting)
* Stealing Home is not allowed.
* There will be no advancing of additional bases if the runner is played upon when

stealing a base

* The runner may start to steal when the ball leaves the pitchers hand
* No Stealing allowed when coach is pitching
* Sliding is required if a play is being made on a runner (umpire's judgment). A runner that

does not slide when deemed necessary will be called out.

* A courtesy runner is allowed for the pitcher and catcher. After the first pitch the option of

a courtesy runner is gone. The runner must be the player who made the last out.

* On an overthrow to a base, the runners can advance at their own risk to as many bases as

she wishes. If the ball goes out of play, the runners get the base they are running to plus

one additional base.

* + - Disregard Over-Throw rule when the runner is stealing a base –advancing on an over throw during a stolen base attempt is not allowed\*

**PITCHING:**

* Pitchers are limited to 3 innings, either consecutive or non-consecutive, per game. One

pitch constitutes an inning.

* Pitchers are allowed 3 warm up pitches in between innings. A new pitcher entering the

game is allowed 5 warm up pitches.

* Pitchers will pitch from 35 feet with an 11 inch ball.
* Third strike dropped ball by the catcher is an out. A caught foul tip with two strikes is an

out.

* There will be no walks. The use of the coach pitch rule will be used after a batter has

received 4 balls. The batter will continue batting with her present strike count. The coach

must start with both feet in the circle but is not required to pitch from the mound. The

10U pitcher must have at least one foot in the circle when the coach is pitching.

* The Coach must attempt to get out of the way but any balls that make contact with the coach during Coach Pitch are considered Live Balls.
* Trips to the mound by a coach may not exceed 1 per inning per pitcher. The second trip in

an inning shall automatically result in the removal of the pitcher for the remainder of that

inning.

**ADDITIONAL RULES**

* No chanting or harassment of the other team. 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.

* Umpire decisions are final, including all protests.
* No stalling-stalling could lead to a forfeit.
* Coaches and players are responsible for clean-up of dugout after their games.
* 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.

* In case of inclement weather the tournament director reserves the right to alter the

tournament format if necessary.

* No hitting softballs into fences during warmups or games. Please use the batting cages or grassy area with bownets etc and share with other teams accordingly.
* Players are not allowed in fair territory on the infield for warmups.

**Please patronize our excellent concession stand as this is our main fundraiser for our softball program.**