

10U/12U GIRLS SOFTBALL
- SCHOOL BALL & ALL-STAR SCHOOL BALL ONLY -
2022 TOURNAMENT RULES:

- 1) 10U TEAMS CONSIST OF 10 YEAR OLD AND UNDER PLAYERS, AGE BASED AS OF MAY 1ST OF TOURNAMENT CALENDAR YEAR. 12U TEAMS CONSIST OF 12 YEAR OLD AND UNDER PLAYERS, AGE BASED AS OF MAY 1ST OF TOURNAMENT CALENDAR YEAR. ONLY 9 PLAYERS ON THE FIELD TO PLAY THE GAME.
- 2) PLAYERS MAY PITCH A MAX OF 3 INNINGS PER GAME, ONCE A PITCHER HAS THROWN 1 PITCH IN AN INNING IT WILL BE CONSIDERED A FULL INNING. IF A PITCHER IS REMOVED FROM THE POSITION PART WAY THROUGH THE INNING, AND NOT SUBSTITUTED TO ANOTHER POSITION ON THE FIELD, THE PLAYER IS INELIGIBLE TO PITCH IN A LATER INNING OF THE SAME GAME. A PITCHER MAY NOT PITCH MORE THAN 9 INNINGS TOTAL IN ONE DAY.
- 3) OFFICIAL SOFTBALL BATS ARE TO BE USED DURING TOURNAMENT PLAY ONLY. PLEASE DON'T ACT LIKE YOU DON'T KNOW WHAT SIZE OF BAT THE 12U AND 10U SHOULD BE USING. AN EJECTION CAN APPLY TO USING AN ILLEGAL BAT. THE UMPIRE HAS THE RIGHT TO REMOVE AN ILLEGAL BAT IF NECESSARY.
- 4) A RUNNER ON BASE MAY STEAL, BUT CANNOT NOT LEAVE THE BASE UNTIL THE BALL LEAVES THE PITCHER'S HAND FOR 10U/12U LEVEL. A RUNNER MUST RETURN TO THE BASE WHEN THE PITCHER RETURNS TO THE PITCHING CIRCLE. A RUNNER CAN STEAL ON A WALK FROM 1ST TO 2ND ONLY AS LONG AS 2ND BASE ISN'T OCCUPIED. THE GIRL ON 3RD BASE CAN NOT STEAL HOME ON THIS SITUATION UNLESS THE PITCHER ATTEMPTS TO GET THE RUNNER STEALING SECOND BASE.
- 5) THIS IS A TOURNAMENT, THERE ARE NO WARNINGS FOR LEAVING THE BASE EARLY. THE RUNNER IS OUT THAT LEFT EARLY. THE OTHER RUNNER GOES BACK TO PREVIOUS BAG.
- 6) A TEAM MUST HAVE AT LEAST 8 PLAYERS TO START A GAME. IF A TEAM HAS 8 PLAYERS, THE NINTH MAN IN THE LINE UP WILL BE CONSIDERED AN OUT. IF A TEAM STARTS WITH 9 AND GOES DOWN TO 8 THEN THE ABSENT PLAYERS POSITION IN THE BATTING LINE UP WILL BE CONSIDERED AN OUT. IF A TEAM DROPS BELOW 8 PLAYERS DURING A GAME THE TEAM WILL FORFEIT, AND A LOSS WILL BE RECORDED ON BEHALF OF THAT TEAM. A TEAM MAY BAT THEIR ENTIRE LINE UP IN THE BATTING ORDER, BUT MUST HAVE A MINIMUM OF 9 BATTERS TO AVOID AN OUT BEING RECORDED FOR THE 9TH PLAYER.
- 7) IF THERE IS A PLAY AT 2ND OR 3RD OR HOME PLATE, THE RUNNER MUST MAKE AN ATTEMPT TO SLIDE OR AVOID CONTACT WITH THE DEFENDER. THE CATCHER CANNOT BLOCK HOME PLATE UNTIL THEY ARE IN POSSESSION OF THE BALL, UMPIRES WILL MAKE THE DETERMINATION ON BLOCKED BASES, AS WELL AS RUNNERS AVOIDING THE DEFENSIVE PLAYER. IF THE CATCHER WAS CONSIDERED BLOCKING WITHOUT THE BALL IN THEIR POSSESSION THE RUNNER WILL BE CALLED SAFE, IF A RUNNER FAILS TO AVOID COLLIDING WITH A DEFENSIVE PLAYER THE RUNNER WILL BE CALLED OUT.
- 8) NO NEW INNING WILL BE STARTED AFTER THE 75 MINUTES, THE UMPIRE WILL DIRECT HOME TEAM TO RECORD THE START TIME OF THE GAME. AN INNING CAN START RIGHT UP UNTIL THE 75MINS WITH 1 PITCH TO A BATTER. MUST FINISH THAT INNING IF STARTED BEFORE THE 75 MINS IS UP. PER UMPIRE CALL. THE GAME WILL NOT END IN A TIE. THE INTERNATIONAL TIE-BREAKER RULE COMES INTO AFFECT ONCE THEIR IS EXTRA INNINGS. *SEE SPECIAL RULES TO BE EXPLAINED HOW THAT WILL WORK.
- 9) MERCY RULE: (8 RUNS AFTER 3 INNINGS) (6 RUNS AFTER 4 INNINGS) (4 RUNS AFTER 5 INNINGS). GAMES WILL CONSIST OF 6 COMPLETE INNINGS AS LONG AS THE ABOVE RULES ARE MET. REMEMBER, THIS TOURNAMENT HAS A 75 MIN TIME LIMIT FOR THESE TOURNAMENT GAMES.

*NOTES & SPECIAL RULES FOR BOTH 10U/12U SOFTBALL:

- NO DROP THIRD FOR THE 10U LEVEL BUT THEIR IS DROP THIRD FOR THE 12U LEVEL.
- INTERNATIONAL RULE CONSIST OF: (1-1 COUNT ON THE BATTER, 1 OUT, THE LAST TWO BATTERS FROM PREVIOUS INNING GO TO 2ND & 3RD BASE)
- NEW PITCHER GETS ONLY 3 PITCHES TO WARM UP PER INNING. (WARM YOUR PITCHER UP IN BETWEEN INNINGS)
- SAME PITCHER ONLY GETS 1 PITCH TO WARM UP PER INNING (WARM YOUR PITCHER UP IN BETWEEN INNINGS)
- NO THROWING DOWN TO SECOND DURING WARM UPS
- THEIR WILL BE NO INFIELD OR OUTFIELD WARM UPS AFTER THE FIRST INNING.
- 75 MINS GAME LENGTH / CLOCK STARTS AFTER FIRST PITCH OF GAME / FINISH THE INNING
- MUST SLIDE OR MAKE AN ATTEMPT TO SLIDE AT 2ND 3RD OR HOME PLATE IF THEIR IS A PLAY AT THAT BASE (UMPIRES DECRETION)
- PITCHER GETS MAX OF 3 INNINGS PER GAME AND A MAX OF 9 INNINGS IN A DAY.
- NO SLIDING HEAD FIRST, ONLY WHEN GOING BACK TO THAT BASE.
- NO LEADING OFF
- THERE WILL BE ADULT & CHILDREN ADMISSION FEES TO GET IN
- INFIELD FLY RULE IS A RULE FOR 10U/12U SOFTBALL AND WILL BE USED
- ALL DECISIONS ARE FINAL BY THE UMPIRE UMPING THAT GAME OR THE DIRECTOR OF THE TOURNAMENT.
- ONLY 1 COACH ON 1ST & 3RD BASE. ALL OTHER COACHES NEED TO BE IN THE DUGOUT WHEN UP TO BAT.
- ALL COACHES NEED TO BE IN THE DUGOUT WHEN YOUR TEAM IS FIELDING, YOU MAY STEP OUT TO DIRECT PLAYERS WHERE THEY NEED TO BE BUT PLEASE RETURN INTO THE DUGOUT. THE UMPIRE WILL CALL AN **OUT IF NOT FOLLOWED.**
- ONLY 1 BATTER ON DECK, ALL OTHER PLAYERS NEED TO BE IN THE DUGOUT OR BEHIND THE FENCE. THE UMPIRE WILL CALL AN **OUT IF NOT FOLLOWED.**
- YOUR TEAM IS HERE TO PLAY A SOFTBALL TOURNAMENT AND SHOULD BE IN THE DUGOUT AND NOT IN & OUT OF THE DUGOUT TALKING AND PLAYING AROUND. PLEASE TELL YOUR PARENTS THIS AS WELL. THE PARENTS NEED TO FOLLOW THE SAME GUIDELINES AS WELL.
- COURTESY RUNNER IS ALOUD FOR YOUR PITCHER OR CATCHER. USE YOUR LAST OUT PLAYER OR A NON PLAYER TO RUN. THIS HELPS KEEP THE GAME GOING BECAUSE OF THE 75MIN TIME LIMIT.
- ALL INFIELD PLAYERS MUST WEAR A MASK
- NO HESITATION RULE
- SEE ALL OTHER IHSAA RULES
- ANY QUESTIONS ABOUT THE RULES PLEASE TEXT OR CALL 260-667-1076

- ***NO PETS – NO SMOKING – PLEASE KEEP YOUR CHILDREN UNDER CONTROL AND NOT RUNNING AROUND. SAFETY IS OUR #1 PRIORITY**