

# Pulaski Youth Organization

## Girls Softball Tournament

### 10U Softball Rules – 2010

1. Teams limited to 15 players who compete in the same local league program and have not reached their 11<sup>th</sup> birthday before January 1, 2010. Final roster must be provided to tournament director at least 30 minutes before your first game. Coaches must have available copies of birth certificates for proof of age, if requested by the tournament committee. Games in which an ineligible player has been used will be declared a forfeit.
2. Home team decided by a coin flip. Teams need to communicate lineup changes and compare books after each complete inning.
3. Each game will be 6 innings. No new inning may start later than 1 hour, 15 minutes after the game's official starting time. There is no time limit for the Championship Game. The official starting time must be announced by the umpire, agreed upon by the head coaches and recorded by the official scorer (home team's book is official). In case of inclement weather, games and/or tournament format may be shortened at sole discretion of the tournament committee.
4. Pitchers are limited to 3 consecutive innings per game. A single pitch constitutes a complete inning for that pitcher. Pitchers will pitch from 35 feet, and will be allowed 4 warm-up pitches between innings. A new pitcher will be allowed a maximum of 8 warm-up pitches. If the pitcher is stalling, in the umpire's judgment, play will be resumed.
5. No stealing is allowed. Runners may leave the base after the ball leaves the pitcher's hand.
6. Look-back rule is in play: When the defensive team has possession of the ball within the pitcher's circle in any live ball situation, runners on base have one second to either advance to the next base or return to the previous base.
7. A runner may advance at her own risk 1 base on any over throw that lands in foul territory.
8. A runner hit by a batted ball in fair territory is out unless she is on base. The play is dead, no runners advance other than from 1<sup>st</sup> to 2<sup>nd</sup> allowing the batter to go to 1<sup>st</sup> base.
9. A runner interfering with a fielder attempting to play a batted ball is out. The play is dead, no runners advance other than from 1<sup>st</sup> to 2<sup>nd</sup> allowing the batter to go to first base.
10. A fielder not trying to field a batted ball or a throw must get out of the way of a base runner. If the fielder interferes, the runner gets the base she was going to plus 1. With less than two outs, a runner on her way to 3<sup>rd</sup> automatically scores. If there are two outs, she scores only if the batter makes it safely to 1<sup>st</sup> base.
11. Bunting is allowed.
12. No infield fly rule.
13. If a batter draws four balls, a coach will pitch using the pitched strike count. When a coach is pitching called and swinging strikes count, balls are not counted and the batter can not advance if hit by a pitch.
14. Teams may play with up to 10 defensive players. 6 infielders (including pitcher position), 4 outfielders. Outfielders must be beyond the outfield line until the ball crosses the plate. 9 players are required to start a game and 8 players are needed to complete a game. A 5 minute grace period will be provided by the umpire prior to calling a forfeit. Lineups must be provided to the official scorer at least 15 minutes before the scheduled start of each game. All players present on roster will bat in lineup, with late arrivals being added to the bottom of the lineup. All players must play at least one inning in the field. Free substitution.
15. Profanity or harassment by a team member, coach or fans toward an opposing team or official will not be tolerated. No chanting. Good sportsmanship is required at all times. Unsportsmanlike activity can lead to ejection without warning by a tournament committee member or umpire.
16. Teams must provide and wear their own batting helmets and catcher's gear. No metal spikes allowed. 11 inch softballs will be used.
17. On a third strike, the batter is out even if the catcher drops the ball.
18. Please keep the games moving. An intentional stall, as deemed by the umpire or a tournament committee member, may result in forfeiture of the game.
19. Sliding is required if a play is being made upon a runner. It is the umpire's judgment whether or not a play is being made, and if sliding is necessary. A runner who does not slide will be called out. Runners should attempt to slide feet first on all close plays at any base (including a runner returning to first base after safely getting there, but not the initial play at first). A runner is out if she runs into a player trying to make a tag or tries to knock the ball loose. In a rundown, the base runner must remain in the baseline while trying to avoid the tag or she will be called out.
20. Pool play games tied at the end of regulation play or the time limit will count as ½ win and ½ loss for seeding purposes. Games being played to determine final tournament standings will be decided by using the International Tiebreaker rule. Once a pitcher has pitched 3 consecutive innings she will not be allowed to re-enter the game.
21. A courtesy runner is allowed for the catcher and the pitcher. The courtesy runner will be the last player to record an out.
22. Any rules not covered here are governed by ASA. The tournament committee reserves the right to change any of the rules listed above.
23. Coaches and players are responsible for maintaining and cleaning their dugout after each game.
24. The tie breakers for seeding are 1) head to head, 2) runs allowed 3) Runs scored and 4) coin flip.