

WIND LAKE FASTPITCH PUMPKIN SMASH TOURNAMENT



	Base Paths	Pitcher's Mound	Ball Size	Stealing
8U	60'	35'	11"	No
10U	60'	35'	11"	Yes
12U	60'	40'	12"	Yes

Rules & Procedures:

1. No coolers or grills will be allowed. We will have concessions for food and drinks, players are permitted to bring their own drink into the dugout.
2. No Pets are allowed at Meyer Park.
3. Warm up prior to taking the field:
 - a. Players may run and stretch outside of the field area prior to taking the field.
 - b. Teams should plan and be ready to take the field 10 minutes before their game time.
4. Entering the field and on-field warm-up:
 - a. The next team should enter the field as the prior team is lined up for a post-game sportsmanship handshake.
 - b. No pre-game warmups allowed on the infields.
 - c. No batting practice against any fences.
6. Leaving the field after game end:
 - a. After the post-game handshake, the team needs to vacate the dugout right away so that the incoming team can take the field immediately for the next game.
7. Teams are responsible for cleaning up their dugout after the game.
8. Infield and outfield balls are permitted for 8U & 10U divisions between innings provided they do not hinder the speed of play.

Players Eligibility:

1. Follow USA Softball birthday dates. Players birthdays used are September 1st.
2. Games in which an ineligible player is used will be declared a forfeit.

General Rules:

1. NFHS Softball rules shall apply, except as modified below.
2. All teams must submit a roster/waiver form & a copy of your team insurance to the Tournament Director prior to the first game. Managers should have access to birth certificates should the

Tournament Director request them. Have your lineups ready thirty minutes prior to the scheduled start of your game.

3. In the event of inclement weather, the tournament director may revise the tournament format, including shortening game times and/or eliminating games. All efforts will be made to play safely.
4. Tournament Officials can make a judgment in the case of a documentation error in rules.
5. Games will be 6 innings in length. Drop dead Time **limit is 80 minutes.**
6. **The start of the game will be after ground rules/coin flip.** The next inning officially begins on the last out of the previous inning. Ties are allowed.
7. **Batting Order/Substitutions:** For all levels, continuous batting order is required. All non-injured players on the roster who are present must bat. In the event of an injury to a player, the lineup will be collapsed without an out. If the player leaves for any other reason, when the player's spot is up in the batting order for the first time, the team shall record an out for that player. Once a player leaves the game (i.e. misses their turn at bat), they cannot return for the remainder of the game. This rule exists to encourage coaches to play their full rosters without risk/penalty. Teams may substitute freely.
8. All batters and runners must wear a protective helmet. Catchers must wear headgear/mask and normal catching gear.
9. Any player warming up (catching) a pitcher on, or in the vicinity of a playing field, must wear a helmet/or mask. Any player coaching 1st or 3rd base must wear a batter's helmet.
10. NO WOODEN BATS are allowed. No Bat size limits.
11. Metal cleats are NOT allowed.
12. 1 pitcher/defensive meeting per inning. If you have a 2nd meeting in an inning that pitcher must be removed from the mound. Injuries do not count towards a visit. (Injuries also stop the game clock.)
13. Base coaches must stay in their coaching box.
14. **Courtesy Runners:** Courtesy runners may only be used for the catcher or pitcher any time but MUST be used when there are two outs for the catcher. The runner MUST be the player who made the last out, whether in the current or previous inning (previous inning if no outs recorded in the current inning). If the last out made was by the catcher or pitcher, you may skip them and go to the next option. Please have this player identified and ready if you plan to use a courtesy runner.
15. Teams should hustle on and off the diamond to conserve actual "playing time".
16. Please return all out of play softballs to the umpire.

Tie breakers for declaring a Champion:

- a. Wins - Losses
- b. Head-to-Head (if 2 teams tie)
- c. Runs Allowed
- d. Run differential
- e. Coin Toss

Rules of Conduct:

1. No players, coach or managers will be **allowed to use profane or abusive language to players, umpires or anyone connected to the game**. This includes your spectators and parents. Please control them. If someone is ejected from a game that individual will not be able to enter our facilities the rest of the weekend. Please remember this is a youth softball event.
2. THERE ARE NO PROTESTS AS TO THE DECISIONS OF THE UMPIRES. **ALL CALLS ARE FINAL.**
3. Tobacco/Alcohol – There will be no smoking or chewing within the confines of the playing area, and absolutely no alcohol is allowed in the park. (Advise your spectators.)
4. Positive cheering is encouraged during game play.

Special Rules for 12U:

1. The pitching rubber will be set at 40 feet.
2. Base Paths will be 60 feet.
3. Defense may only play 9 girls in the field.
4. Dropped third strike rule will apply.
5. Infield fly rule will be used.
6. Lead offs are allowed once the pitch is released.
7. Runners can advance after the ball is released from the pitcher's hand.
8. Mercy Rule: 10 runs after 3 innings, 8 runs after 4.

Special Rules for 10U:

1. The pitching rubber will be set at 35 feet.
2. Base Paths will be 60 feet.
3. Defense may only play 9 girls in the field.
4. No dropped third strike rule, batter is out on strike three.
5. No infield fly rule will be used.
6. Lead offs are allowed once the pitch is released.
7. Runners can advance to 2B and 3B on passed balls, wild pitches or an errant throw from catcher to pitcher. **Runners cannot score from 3B on passed balls, wild pitches or an errant throw from catcher to pitcher.**
8. Scoring Limit: 5 run rule: A team that is tied or ahead at the start of an at-bat can only score 5 runs during that at-bat. A team that is behind at the start of an at-bat can only score enough runs to go ahead by 5 runs during that at-bat.
9. Mercy Rule: 10 runs after 3 innings, 8 runs after 4.

Special Rules for 8U:

1. The pitching rubber will be set at 35 feet.
2. Base Paths will be 60 feet.
3. Defense may play 10 girls in the field (4th Outfielder allowed).

4. No dropped third strike rule, batter is out on strike three.
5. No steals are allowed, lead offs are allowed once the pitch is released.
6. No advancement on passed balls, wild pitches or an errant throw from catcher to pitcher. Time will be called, and runners will be returned to base at time of pitch.
7. No infield fly rule will be used.
8. No bunting will be allowed. First time a warning will be issued. The second time the batter will be issued out. All runners will return to the base they were at the time of pitch.
9. No infield fly.
10. Pitching will involve players, and coach pitch:
 - a. Player pitch will be used to start each at-bat.
 - i. No walks or Hit by Pitch (go to Coach Pitch at this point). If the coach delays the game by not being ready, a strike will be given to the batter.
 - b. Coach Pitch until the batter puts the ball in play in fair territory, or the batter strikes out.
 - c. Coach pitch starts when the count reaches 4 balls, or there is a hit batter – coach pitch will be used at that point for the remainder of the count.
 - i. Coaches start from the vicinity of the mound, a few feet outside the front of the circle is okay.
 - The strike count remains when coach pitch starts.
 - The coach cannot walk or hit the batter.
 - The batter can still be struck out; batters do not need to swing at coach pitches, but the umpires will call looking strikes.
 - d. NOTE: A coach can be positioned behind home plate at the back stop to help return balls back to the pitcher. Coaches should take care to not interfere with gameplay, this is intended to quicken the pace of play.
11. Scoring Limit: 5 run rule: A team that is tied or ahead at the start of an at-bat can only score 5 runs during that at-bat. A team that is behind at the start of an at-bat can only score enough runs to go ahead by 5 runs during that at-bat.
12. Mercy Rule: 10 runs after 3 innings, 8 runs after 4.

Thank you for choosing our Tournament.