




CHEESE TOWN SHOWDOWN FASTPITCH TOURNAMENT RULES

10U RULES

PLAYER ELIGIBILITY: Players turning age 11 before January 1 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 team's 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 920.980.8147
- Schedule and Scores will be entered on the BracketTeam app –  (see below for directions)
- If you find a discrepancy with a score etc please contact the tournament directors to review
- Bunting and slap hitting are allowed, however you cannot show a bunt then pull back to slap hit or full swing. **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. A runner at 3rd base may advance home on an overthrow from catcher.
- 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 steal on coach pitch.
- 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 2 bases on an over throw during a stolen base attempt is not allowed*

PITCHING:

- Pitchers are limited to 4 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.
- After 3 batters have been walked or bases are loaded, on the fourth walk, the coach will come into pitch. 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.

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.

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 grassy area with bownets, etc. and share with other teams accordingly.
- Players are not allowed on the infield for warmups.
- **After game is completed the final game score must be reported in by the WINNING TEAM.** Coaches need to report scores to **(Please text to PJ Weber: 920.980.8147).**
 - ***Please include your age bracket, both team names and the score.***
 - ***Example: 10U Plymouth 5, Sheboygan South 4***
- **If tied in BRACKET PLAY after time limit 1 extra inning of play will be allowed.** If still tied after one extra inning, California rules go into effect where a runner will be placed at 2nd base with one out. First team to score will win.
- Coaches are responsible for cleaning out their dugout after the game.
- USA Softball rules will be followed for any rules not listed here. The tournament director reserves the right to change any of the rules at his or her discretion. **WIAA rules will be followed if not covered within USA Softball guidelines.**
- **Profanity or harassment by a team member, coach or fan toward an opposing team, umpire or official of the tournament will NOT be tolerated. This type of activity can lead to ejection without warning by tournament official or umpire.**

12U / 14U Rules

- 12U 40' pitching rubber, 12" ball; 14U 43' pitching rubber, 12" ball
- 12U & 14U Nine players on the field.
- 12U No metal cleats are allowed. 14U Metal Cleats allowed.
- 12U Pitchers may pitch 4 innings per game. The 4 innings do not have to be consecutive. Throwing 1 pitch constitutes an entire inning. If the game goes extra innings a pitcher may not pitch again if they already pitched 4 innings. 14U Pitchers may pitch the whole game. Three (3) warmup pitches will be allowed between innings max. Seven (7) warm-up pitches will be allowed for a new pitcher max. Intentionally stalling, as deemed by an official or tournament director, may result in a forfeiture of the game.
- 14U pitchers may pitch the entire game
- Teams must communicate their batting order to opposing coach and umpire prior to the start of each game.

Batting order options:

- ***Bat the roster with free defensive substitutions. If a player leaves during the game (except due to injury during that game), an out is recorded for that girls at bats. A player who has left the game cannot re-enter the game.***
- Runners may steal any base at 12U and 14U levels.
- 12U Bunting is allowed but *batters are not permitted to fake a bunt then swing at the pitched ball.*
- 14U bunting is allowed and players are permitted to fake bunt and swing.
- Infield fly rule is in effect.
- Parents may be asked to assist with the scoreboards.
- Coaches are responsible for clean up of the dugouts after completed games.
- Teams cannot hit softballs into fences – please use pop up nets. Please keep players off infield for warm ups.
- Playing of National Anthem will kick off tournament Friday and Championship games Sunday.
- USA Softball rules shall be adhered to if not found here.
- All scores shall be reported after completion of game by the winning to PJ Weber, and will be reported on BracketTeam app.
- **After game is completed the final game score must be reported in by the WINNING TEAM.** Coaches need to report scores to **(Please text to PJ Weber: 920.980.8147).**
 - ***Please include your age bracket, both team names and the score.***
 - ***Example: 10U Plymouth 5, Sheboygan South 4***
- **If questions, please contact tournament directors:**

Mitch Henschel at: 920.917.7138 Or PJ Weber at: 920.980.8147

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