

Taunton Girls Softball League Twister Invitational

Tournament Rules for 10U

June 24, 2016 - June 26, 2016

Please note that in order to accommodate town-based teams of varying abilities we have modified ASA Fastpitch Rules as noted below. It is not possible for us to have considered every possible scenario that can arise in a game. Therefore we hope that you view these rules in the spirit they are intended and not scour the rule book for loopholes that can be exploited.

10U Playing Rules

1. Team coaches or representatives must report to the Tournament Director at least 20 minutes before first game. Teams must complete ASA rosters and have them available to the tournament director at all times.
2. All players must wear matching uniforms. Base coaches should be in team colors. Metal spikes are not allowed.
3. Protests must be settled on the playing field before the game will be allowed to continue. The Tournament Director's decision will be final. No protests will be allowed after the game is completed.
4. Teams will play with ten (10) fielders. Outfield must play at least 25 feet off the baseline. Fielders may be substituted freely.
5. Continuous batting order will be used. (So every player on the roster will bat.)
 - a. If a player leaves a game for any reason other than ejection their at bat is skipped.
 - b. If player is ejected it will be an automatic out.
 - c. Injured players missing an at bat cannot return to the game.
6. Any team not able to field eight (8) players will forfeit the game. If playing with 8, the batting order will list a 9th player. When it is time for the 9th player to bat, an automatic out will be recorded.
7. Games will be six (6) innings. No inning can begin after 1 hour, 30 minutes. There will be no time limit for the semi-finals and finals on Sunday.
8. Pool games may end in a tie. If an elimination game is tied after six innings of play, the international tie-breaker will take effect at the top of the seventh inning.
9. Should any game be suspended due to weather or unusual circumstances, it will be resumed from the point of suspension.
10. Coin flip will determine home team for the pool games. Higher seed will determine home team for elimination games.
11. The home team will keep the official score.
12. Immediately after each game, both teams will submit the game result to the Tournament Director (or designated official). It is the responsibility of each team to go to the Concession Stand and submit the score. Teams have 30 minutes after the end of their game to dispute a score. After that time all scores are final.
13. The ASA Mercy Rule will be in effect: 15 runs after 3 innings, 12 runs after 4 innings, 8 runs after 5 innings.
14. 6 runs max per inning for the first 4 innings. No maximum for the 5th and 6th innings.
15. Pitchers will pitch from 35 feet with an 11" ball. Only players will pitch; no coach pitch. Pitchers may give up an unlimited number of walks. Runners on 3rd may be walked in if the bases are loaded.
16. For the safety of the batters, the umpire will remove the pitcher from the pitching position in the event she hits three (3) batters in one inning or (4) four batters during the course of the game (bounced pitches will not count).
17. No drop third strike. Players may not advance home on a passed ball.
18. No "continuation". Batter may only take one base when awarded a base on balls.
19. Players may lead on release by the pitcher. Stealing of 2nd and 3rd base is permitted; no stealing of home. Runners may attempt to advance – and score - on overthrows.

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20. Runners cannot advance from 3rd base on a passed ball, wild pitch, or throw down to any base other than third base.

The 4 ways a base runner can advance from 3rd are as follows:

- a. When a play being made on the runner at 3rd results in an error. Normally it is the catcher that will make a throw to 3rd when the runner comes off the bag after a pitch. If the catcher initiates a "pickle" situation then the runner may score. To prevent that from occurring, coaches should instruct their catchers to pay no attention to the runner on 3rd, and just throw the ball back to the pitcher.
- b. tagging up on a fly ball
- c. safely batted ball
- d. bases loaded walk

21. No infield fly rule.

22. No slashing (faking a bunt, then hitting away). Batter is out. Baserunners must return to previous base(s).

23. Courtesy runner can be used for the pitcher and catcher. The courtesy runner must be the player who made the last out.

24. It is the responsibility of each team to attend to their first aid needs and supplies. Insurance is the responsibility of each team.

25. Each team is responsible for cleaning their bench after each game.

26. No smoking or alcoholic beverages will be allowed on the Taunton Girls Softball Complex premises.

Playoff Rules

Seeding will be based on win/loss record from Friday and Saturday pool games. 2 points for a win, 1 point for a tie.

Tie breakers will be used in the following order:

1. Head to head games (if more than two teams are tied, head to head applies if and only if the tied teams have all played each other)
2. Least amount of runs allowed
3. Most amount of runs scored
4. Coin flip. (Or "names drawn from a hat" if more than 2 teams are tied.)