



NORTHVILLE EARLY BIRD TOURNAMENT

24TH ANNUAL

MAY 11TH – 13TH 2018

2018 TOURNAMENT 10U SOFTBALL RULES

GENERAL RULES:

- A legal starting lineup is a minimum of 9 players. No games will be played when a team has seven or fewer players available. If a team has only eight batters, the ninth batter will be an automatic out.
- If a player leaves the game before the conclusion due to an injury, she may be skipped over.
- Free defensive substitution is allowed for all players. This means that any player on the bench who is not in the official batting order may play in the field at any time.
- The ball to be used is the 11-inch softball (game balls to be provided by tournament host).
- Pitching rubber will be 35 feet from home plate and bases are 60 feet.

GAME RULES:

- 3 outs or 5 runs per inning (whichever comes first).
- You can score up to 7 runs in the 6th inning ONLY. If your game doesn't make it to the 6th (due to time limit) - you DO NOT have unlimited runs.
- 3 strikes will be a strikeout and 4 balls will be a base on balls.
- A base runner may steal, but can't do so until the ball crosses home plate.
- If the runner leaves early they will be sent back to the base from which they came. If the runner leaves early again, they will then be considered out.
- You will be allowed to score from 3rd ONCE per inning on either a passed ball or on a steal of home. But you may only steal home if the catcher makes a play on you at 3rd. After the first passed ball or steal, you can NOT advance home unless hit in or walked in. This applies both to a pitch that gets by the catcher, and a throw to third base to attempt to throw out a runner stealing third base or a throw to third attempting to pick off a runner who is leading off third base.
- You cannot steal home on the throw back from the catcher to the pitcher (no delayed steal of home), regardless if you have already scored on a passed ball during that inning or not.
- No infield fly rule is in effect.
- Play ends when the pitcher has possession of the ball in the chalked circle. Runners must either complete their advance or return to their base. A runner who violates this must go back.

- If a runner rounds first and stops, and then makes a move toward 2nd base, the runner must try to advance to 2nd base, or they will be called out if they return to 1st base.
- A courtesy runner can be used for either the catcher or the pitcher at any time. The last out will be the courtesy runner.
- If a player is ejected from the game, when they come to bat they will be an automatic out. If a player is injured or leaves early from the game, they will be skipped in the batting order with no penalty. If a team falls below the nine player limit in the batting order, the ninth spot will be an automatic out.
- On close plays at any base except first base, the runner shall slide or give themselves up. A player can be called out and even removed from the game if the umpire feels that the contact should have been avoided.

RUN RULES:

- The Mercy Rule includes: 15 runs after 3 and 4 innings, 12 runs after 5 innings and 8 runs after 6 innings.
- Team scorekeepers are to check in with the other team's scorekeeper after each inning to verify runs scored that inning.
- No NEW inning will start after 1:20 minutes. If you are in the middle of the inning when the time limit hits, you will finish that inning. All runs and least number of runs could play into tie breaking, so even though you may be down by more than 5 runs, games will be finished at the conclusion of the inning – if the time limit hits. The next inning starts at the moment the last out is made of the previous inning.
- If the game is tied after the time limit during pool play games, the game will end in a TIE.

TIE BREAKER

1. Head to Head
2. Least runs given up
3. Most runs scored
4. Coin flip