

## 2018 Spartan Softball Challenge Rules

1. Teams limited to 15 players who compete in the same school district program (no AAU teams) and have not reached their
  - **10U:** Must be 10 or younger before January 1, 2018.
  - **12U:** Must be 12 or younger before January 1, 2018.
  - **14U:** Must be 14 or younger before January 1, 2018.
2. Final roster must be provided to tournament booth 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. Game in which an ineligible player has been used will be declared a forfeit.
3. Home Team decided by a coin flip. Teams need to communicate lineup changes and make changes with the official score keeper. If no official scorer is assigned to that field, the Home Team book is to be considered the official scorer.
4. Game Length:
  - **10U/12U/14U:** 6 Innings
5. No new inning may start later than 1 hour, 15 minutes after the game's official starting time, excluding Championship game, Championship game will go full 6 Innings. The official starting time will be announced by the umpire and recorded by the official scorer. In case of inclement weather, games and/or tournament format may be shortened at sole discretion of the tournament committee.
  - **10U/12U/14U:** (inclement weather only) 4innings is a complete game unless home team is ahead in which case 3 ½ innings is considered a complete game.
  - **Inclement Weather Refund:** 0 Games Full Refund, 1 Game Played ½ Refunded, 2 Games or more No Refund
6. Pitching Limits; Distances; Ball Size:
  - **10U:** 4 Innings; 35 feet; 11" Softball
  - **12U:** 4 Innings; 40 feet; 12" Softball
  - **14U:** Unlimited; 43 feet; 12" Softball
  - A single pitch constitutes a complete inning for that pitcher.
7. Pitchers will be allowed 3 warm-up pitches between innings. A new pitcher allowed a maximum of 5 warm-up pitches. If the pitcher is stalling, in the umpire's judgment, play will be resumed.
8. Runners leaving early will be called out.
  - 10/12U Player may leave once the ball crosses the plate
  - 14U Player may leave once the ball leaves the pitchers hand
9. Stealing:
  - **10U:** No stealing on coach pitching. 3<sup>rd</sup> base no stealing home, unless catcher throws a non-batted ball at Runner on 3<sup>rd</sup> base.
  - **12U/14U:** Runners may steal any base
10. 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 a split second to either advance to the next base or return to the previous base.
11. Bunting is allowed. **10U/12U/14U**
  - Once a batter squares to bunt, she must either bunt or pull-back. If she swings after squaring to bunt, the ball is dead and she is automatically out.
  - **10U:** No bunting when coach is pitching.
12. Infield fly rule:
  - **10U/12U:** No Infield Fly Rule
  - **14U:** Infield Fly Rule is in effect

13. **Coaches Pitch Rule (10U ONLY):**

- Coach must pitch in the pitching circle
- Pitcher must keep one foot in the pitching circle on a coach pitch
- First batter in each inning with a four ball count will be awarded 1<sup>st</sup> base, All future ball four counts in that same inning will go to coach pitch
- Coach pitch will resume the pitchers count.
- All coach pitches are a strike expect foul balls on third strike.
- On coach pitch 3 strikes batter is out.
- No Limit to batter or base runner on coach pitch
- No stealing on Coach Pitch

14. **Batting:**

- **10U/12U:** Teams will bat their full rosters.
- **14U:** May bat entire roster or WIAA line up rule, but what they start with must be played for the entire game.
- If a player becomes injured during a game, her spot in the order is skipped without penalty, but she may not return for the duration of the game.

15. **Defensive Lineup:**

- **10U/12U:** Teams may play with up to 10 defensive players. 6 infielders (including pitcher position) and 4 outfielders. Outfielders must start on the grass until the ball crosses the plate. 9 players are required to start a game and 8 players are needed to complete a game. Free defensive substitution.
- **14U:** Teams may play with 9 defensive players. 6 infielders (including pitcher position) and 3 outfielders. Outfielders must start on the grass until the ball crosses the plate. 8 players are required to start a game and 7 players are needed to complete a game. WIAA substitution rules apply. No DP Flex rule allowed.

16. A 5 minute grace period will be provided by the umpire prior to calling a forfeit, unless the team is playing on a different field. They will have 15 minutes to get to the next field after the last out of the previous game. Lineups must be provided to the official scorer at least 15 minutes before the scheduled start of each game. Games will start ahead of schedule without warning after your first game is played.

17. Profanity or harassment by a team member, coach or fans towards an opposing team or official will not be tolerated. Good sportsmanship is required at all times. Unsportsmanlike activity can lead to ejection without warning by a tournament committee member or umpire.

18. Teams must provide and wear their own batting helmets w/face guard and catcher's gear.

19. **Third Strike Rule:**

- **10U:** On a third strike, the batter is out even if the catcher drops the ball.
- **12U/14U:** Dropped 3<sup>rd</sup> strike rule is in effect.

20. 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.

21. **Extra Innings:**

- **10U/12U:** All pitchers will be able to re-enter the game as a pitcher after the first six innings are complete.
- **Pool Play:** Games will be considered a tie and each team will receive .5 points
- **Bracket Play:** International Rule-Last out starts on 2<sup>nd</sup> base.

22. A courtesy runner is allowed for the catcher and the pitcher of next Inning. The courtesy runner will be the last player to record an out in the current inning or previous inning if there are no outs.

23. 15 Run Rule after 3 innings, 12 Run Rule after 4 innings, 10 Run Rule after 5 innings, including Championship.

24. **Tie Breaker: 1-Best Record, 2-Head to Head, 3-Fewest Runs Allowed, 4- High Run Differential, 5- Total Runs (Up to 15 per game), 6-Coin Flip. If there is a 3 or 4 way tie, once a team is award a bracket spot the tie break rules restart with the remaining teams.**

25. **Any rule not covered here are governed by WIAA.**

26. Coaches and players are responsible for maintaining and cleaning their dugout after each game.

27. Coaches and non-players must remain behind the fence with the exception of the first and third base coaches of the batting team and the on-deck batter. One defensive coach may be inside the fence to provide instruction to the defensive team, but must remain on their side of the bench. No other coach can be on the opposing bench side instructing from inside or outside the fence.

28. Teams should remain in the "bench" area and should not be standing at the backstop during live play

**29. No Carry-Ins**

30. Players can only be on one roster per tournament. Example= a 10U can play in the 10U/12U and 14U tournament but can't play on 2 teams in the 10U.

31. Withdrawal from Tournament:

- Before April 1<sup>st</sup> – Full Refund.
- April 1<sup>st</sup> to April 30<sup>th</sup> – Half Refund.
- After May 1<sup>st</sup> – No Refund.

32. Once the schedule comes out you have 3 days to request any changes.

**33. Awards:**

- *Champions*: up to 15-Trophies.
- *2<sup>nd</sup> & 3<sup>rd</sup>*: up to 15 Trophies.
- *4<sup>th</sup>*: up to 15 Trophies or Plaques.