

2019 Dodgeville Softball Tournament Rules

1. Age cut-off
 - **10U:** Must be 10 or younger before January 1, 2019
 - **12U:** Must be 12 or younger before January 1, 2019.
 - **14U:** Must be 14 or younger before January 1, 2019.
2. Home Team decided by a coin flip during pool play or when same seeds are playing each other. Home Team is higher seed during bracket play. 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.
3. Game Length:
 - **10U/12U:** 6 Innings
 - **14U:** 7 Innings
 - **10U:** - Max of 7 runs per inning – 6th inning can score unlimited runs.
4. No new inning may start later than 1 hour, 15 minutes after the game's official starting time, except the Championship game (no time limit). 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 director. All ties count in pool play.
 - **10U:** End of the 3rd Inning is considered a completed game (inclement weather only)
 - **12U/14U:** End of the 4th Inning is considered a completed game (inclement weather only)
 - **Inclement Weather Refund:** 0 Games Full Refund, 1 Game Played ½ Refunded, 2 Games or more No Refund
5. Distances; Ball Size:
 - **10U:** 35 feet; 11" Softball
 - **12U:** 40 feet; 12" Softball
 - **14U:** 43 feet; 12" Softball
6. 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.
7. Stealing - Runners leaving early will be called out.
 - **10U:** Runner may leave once the ball crosses the plate
 - **12U/14U:** Runner may leave once the ball leaves the pitchers hand
8. Stealing:
 - **10U:** No stealing when coach is pitching. No stealing home, unless the ball was thrown at 3rd base.
 - **12U/14U:** Runners may steal any base
9. 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 or will be called out.
10. Bunting is allowed.
 - **10U/12U:** 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.
11. Infield fly rule:
 - **10/12U:** No Infield Fly Rule
 - **14U:** Infield Fly Rule is in effect
12. **Coaches Pitch Rule (10U ONLY):** A runner will not be allowed to score on a walk. When bases are loaded and four balls have been throw to the batter, that batter will not be allowed to walk, instead the offensive team coach will enter the game to pitch to the same batter with the same strike count and must pitch from within the circle. The youth pitcher must play defense in the circle. No stealing or bunting when coach is pitching. All runners and hitters may advance as far as they want.
13. Batting:
 - **10U/12U:** Teams will bat their full rosters. 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.
 - **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 considered an out.
14. 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 unless batter the entire roster in which free substitution is allowed.
15. All games will start up to 15 minutes early if games are ahead. 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 10 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 10 minutes before the scheduled start of each game. Games will start ahead of schedule without warning after your first game is played.
 16. 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.
 17. Teams must provide and wear their own batting helmets w/face guard and catcher's gear. Pitchers and infielders are encouraged to wear facemasks as well.
 18. Third Strike Rule:
 - **10U:** On a third strike, the batter is out even if the catcher drops the ball.
 19. 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.
 20. Extra Innings:
 - **Pool Play:** Games tied will end in a tie at the time limit.
 - **Bracket Play:** International Rule-Last out starts on 2nd base with no outs.
 21. Must slide or avoid contact on all close plays or runners will be called out.
 22. A courtesy runner is allowed for the catcher and the pitcher. 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, 10 Run Rule after 4 innings, 8 Run Rule after 6 innings, including Championship.
 24. Tie Breaker: 1-Best Record, 2-Head to Head, 3-Fewest Runs Allowed, 4- Total Runs, 5-Coin Flip. *If there is a 3 or 4 way tie, once a team is awarded a bracket spot the tie break rules restart with the remaining teams.*
 25. **Any rule not covered here is 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. 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. Warm up in opposite batter's box of the current batter's swing.
 - 30. No Carry-Ins**
 31. Players can only be on one roster per tournament. Example= a 12U can play in the 12U and 14U tournament but can't play on 2 teams in the 12U.
 32. Please turn in a roster with players' names, numbers and DOB to the concession stand before your first game.