

# Mason Girls Fastpitch Softball League

## 10U Lower Division

### Tournament Guidelines

#### **General Information:**

1. Brackets will be posted on the website. MGFSL will provide game balls and umpires. Home team will be determined by seeding and will have the official scorebook.
2. Rule 1-6-6: Beginning January 1, 2006 batting helmets shall have a NOCSAE-approved face protector. The league strongly recommends this, but will not require it.
3. Individual trophies will be awarded for first and second place.

#### **Eligibility:**

1. Only players on your regular season roster are eligible for tournament play. All players must be 10 or under as of September 1st of the prior year.

#### **Rules:**

1. Latest edition of National Federation of State High School Associations Rules book.
2. MHSAA determined the run ahead rule to be 15 runs after 3 innings or 10 runs after 5 innings.

#### **Exceptions:**

1. Time limit is 1 hour and 30 minutes or 7 innings. An inning may not start after 1 hour and 30 minutes.
2. A team may score a maximum of 6 runs per half inning for the first 3 innings. All subsequent innings are unlimited.
3. A pitcher may only pitch 3 innings per game. One pitch constitutes an inning.
4. Pitchers will have 3 warm up pitches the first inning and 1 warm up pitch for all subsequent innings. A new pitcher will be allowed 3 warm up pitches.
5. Every player must play at least 2 defensive innings per game.
6. A team must have a minimum of 8 players to start and end the game. An out does not need to be taken for the absent player.
7. A team must bat all of their players that are present in each game. Late players must be added at the end of the batting order.
8. Ten players play on defense (4 outfielders). Outfielders must be at least 15 feet beyond the base paths.
9. No infield fly, bunting, stealing or advancing to first on an uncaught third strike. Runners may only advance on a ball put into play by the offensive team or a batter hit by a pitch from the youth pitcher. First base is awarded even if the pitch hits the ground before hitting the batter.

#### **Pitching**

1. The coach shall encourage the pitcher to throw a no arc pitch to challenge the batter.
2. The batter will have 7 pitches. The player pitcher will pitch a maximum of 5 pitches to a batter. If after 5 pitches and the batter hasn't struck out or been put out the offensive coach will pitch 2 pitches from the pitcher's plate. All coaches must wear athletic shoes (no flip-flops, bare feet or sandals).
  - Strikes will be called.
  - Balls will not be called. There are no walks.
  - If the batter hasn't hit a fair ball after 7 pitches they are out.
  - **If the batter fouls off the 7<sup>th</sup> pitch they may have 1 additional pitch.**
  - If a batter takes 3 swings and does not hit a foul or fair ball on the third swing they are out.
3. The defensive pitcher shall remain within the pitching circle until the ball is put into play.

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#### **Reminders**

1. A batter who deliberately throws her bat will be called out. If a bat is thrown unintentionally, the batter will be warned on the first infraction and called out on the second infraction. After the second infraction the player will play defense only. An out need not be taken when the player is scheduled to bat.
2. If an injured player misses their spot in the batting order, they are out of the game. The injury must occur on the field and the opposing coach and umpire must be notified immediately prior to the beginning of the team's offensive half of the inning. The player's spot in the batting order will be skipped and will not result in an automatic out.
3. When lightning or thunder is present play must be suspended for 30 minutes. Thirty minutes must lapse without lightning or thunder before play can resume.
4. No metal spikes. Jewelry determined dangerous by the umpire must be removed.
5. The runner must attempt to avoid a collision with the defensive player.
6. Tie-breaker procedure will be last scheduled batter in the inning becomes a base runner at second base after the 7<sup>th</sup> inning or time has expired.
7. Umpire and coaches of both teams must have a pre-game conference.