

10u Mid-Season & End of Season Tournament Rules

Pool play:

The team at the top of the bracket or listed first will occupy the third base side unless it is already occupied by the team from the previous game. Home team will be determined by coin flip. Team occupying third base side is responsible for field prep.

Elimination play:

Home team is the higher seeded team from Pool play and will occupy third base dugout. If both teams are equally seeded, home team will be determined by a coin flip. Home team is responsible for field prep.

Tournament rules are the same as the regular season Capo rules with the following modifications:

Runs: Maximum 4 runs per inning for first 3 innings, unlimited for innings 4 and after

Pitching: Each pitcher may pitch 4 innings per game.

Pool Play Saturday:

No new after 1:30, drop dead at 1 hour and 40 minutes.

Games may end in tie. Play will be stopped at 1 hour and 40 minutes (Drop Dead). If, at this time, the home team is batting, and has gained a tie or is leading in the bottom of the incomplete inning, the game is ended. The score at the time play was stopped will be the final score. Otherwise, the final score will revert back to the last completed inning.

Seeding will be based on Wins/Loss Record

Ties will be broken by:

1. Head to head
2. Least Runs Allowed
3. Most Runs Scored
4. Coin toss

Bracket/Elimination play:

Game Duration:

No new after 1:30, no drop dead restrictions.

If the game is tied after 6 innings or is tied at the end of the last inning completed or ended due to the time restriction, whichever comes first, the game will continue under USA "tiebreaker" rules.

(Offensive team begins its turn at bat with the player who is scheduled to bat last in that inning being placed on 2nd base. After that team is out, the other team begins their "at bat" the same way.)

* Umpires will use their authority to keep the game moving and prevent tactics solely intended, in their judgement, to delay the game.

Championship game:

Game is 6 innings, no time restrictions, unless mercy rule applies. If the game is tied at the end of 6 innings, the game will continue under USA "tiebreaker" rules.

Other:

Mercy rule is in effect- 12 after 3 innings, 10 after 4 innings or 8 after 5 innings.

Courtesy runners OK for pitchers/catchers. Courtesy runners will be the last player to be put out. If 2 courtesy runners are used in the same inning, the runners will be 2 different girls.

Stealing- per Capo regular season rules.

ADDITIONAL RULES OF PLAY

All games shall comply with the rules set forth by the USA Softball as well as the rules set forth herein. If there is a discrepancy between an USA Softball rule and a CGS rule set forth in this document, the CGS rule will prevail.

DUGOUTS: Only coaches/managers/team moms and team members are allowed in the dugouts during regulation play. All players **must** remain in the dugout unless on the field, and **must** refrain from sitting in the stands during the game.

COACHING: Coaches are only allowed to coach from the dugout or designated coach's box on the field during the game. Coaches are prohibited from coaching from the stands or behind the backstop.

JEWELRY: Players are prohibited from wearing jewelry during games.

FIELD REQUIREMENTS: Each player must play the infield by the according to regular season rules.

MINIMUM PLAYERS: A game may begin and end with a minimum of seven players. In the instance where a team cannot field at least seven players, said team shall forfeit. If you need players due to injury or illness, you may borrow players from the 8U division. Players from other 10U teams are ineligible to be fill in players. And these players must be used only because your roster is short. These add on players must bat last and play the outfield only (infield requirement does not apply).

LATE ARRIVALS: Team members arriving after a game has begun shall be placed at the end of the batting order.

EARLY DEPARTURES: The opposing coach shall be notified if it is necessary for a team member to leave the game before it is completed. Said player's spot in the batting order will be skipped from that point on, with no penalty or "out" being assessed. If a batter is skipped and it was not reported, the defensive team may appeal batting out of order.

INJURED PLAYER: There is no penalty or "out" assessed if player is injured and needs to leave the game. If the player is hurt while batting or while on base, a courtesy batter or runner (last out) may take their place.

BATTING ORDER: All team members will be placed in the batting order. The batting order need not be arranged in conjunction with who starts the game defensively.

STEALING BASES: All bases including home plate may be stolen, including multiple bases per pitch. Home plate is open. Players may not lead off or attempt to steal a base until the ball leaves the pitcher's hand. If the runner leaves early, they will be declared "out" by the umpire.

SCOREKEEPER: Each home team must supply an official scorekeeper to record the game in the team scorebook. Gamechanger may be used. Score by inning and pitching records will be kept.

FIELD PREP:

Home team is responsible for field prep; which includes dragging the field in which you are playing, watering, and lining for play.

Home team occupies 3rd base dugout