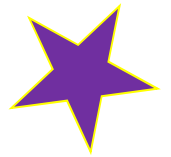
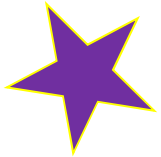


# 2021 10U DENMARK



## TOURNAMENT



**DATE:** June 4<sup>th</sup> and 5<sup>th</sup> 2021

**LOCATION:** CIRCLE TAP (DENMARK, WI)

**DIVISION:** 10U (School District Teams Only)

**(GIRLS MUST STILL BE 10 AS OF JAN 1st, 2021)**

**FORMAT:** 3 GAME GUARANTEE (MAXIMUM OF 8 TEAMS)

**1HR and 15 Min TIME OR 6 INNINGS**

**ENTRY FEE:** \$300.00

**CONTACT INFORMATION:** Todd O'Brien

[toddo1970@centurytel.net](mailto:toddo1970@centurytel.net)

**2021 TOURNAMENT REGISTRATION FORM**

**TOURNAMENT PARTICIPATING IN:** 10U (FINAL ROSTER DUE BEFORE START OF 1<sup>ST</sup> GAME)

**TEAM NAME** \_\_\_\_\_

**COACH NAME** \_\_\_\_\_

**MAILING ADDRESS** \_\_\_\_\_

**HOME #** \_\_\_\_\_ **CELL #** \_\_\_\_\_

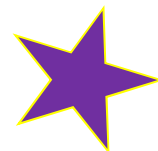
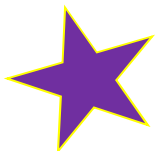
**EMAIL** \_\_\_\_\_

**Make Checks Payable and Remit Form:**

**DENMARK GIRLS FASTPITCH**

**4933 North Ave**

**DENMARK WI 54208**



# 10U Denmark Softball Tournament Rules

June 4<sup>th</sup> and 5<sup>th</sup> 2021

**Directions:** John Miller Field, Denmark, WI - Take I43 South from Green Bay to the Denmark Exit or take I43 North to Denmark Exit. Then take 96 (KB) West to Hwy X and take a right (about 3 miles). Finally, continue  $\frac{1}{2}$  mile until X and NN intersect. You should see Circle Tap 5813 County Road NN, Denmark, WI 54208

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, 2021.
2. Final roster must be provided to tournament director 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:** 6 Innings
5. No new inning may start later than 1 hour, 15 minutes after the game's official starting time. In the event a game is tied after 6 innings and time remains the game will continue until no new inning time limit is met. There is no time limited for the Championship Game. 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.
6. Pitching Limit; Distance; Ball Size:
  - **10U:** 4 Innings; 35 feet; 11" Softball
  - A single pitch constitutes a complete inning for that pitcher
  - Once the pitcher leaves the game she can't re-enter as the pitcher unless the game is tied after regulation
  - One walk per inning
  - Batter hit by pitch does not count toward one walk per inning
  - Coach must pitch from the pitching circle
  - Player must play defense in the circle
  - Batter may only advance to first base on a coaches pitch existing base runners may advance at their own risk
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.
  - **10U:** Player may leave once the ball crosses the plate
9. Stealing:
  - **10U:** Runners may steal one base per batter
  - **10U:** No stealing home
  - **10U:** No stealing when coach is pitching
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 one second to either advance to the next base or return to the previous base.
11. Bunting is allowed.
12. 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. No bunting when coach is pitching.

13. Infield fly rule:
  - **10U:** No Infield Fly Rule
14. **Coaches Pitch Rule:** Upon ball 4 and one batter has been walked in the current inning. The batting teams coach will pitch from inside the pitching circle assuming the count.
15. Batting:
  - **10U:** Teams will bat their entire lineup.
  - 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.
16. Defensive Lineup:
  - **10U:** 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.
17. A 5-minute grace period will be provided by the umpire prior to calling a forfeit. Lineups must be provided to the official scorer at least 15 minutes before the start of each game. Games will start ahead of schedule after your first game is played, teams should be ready to play 15 minutes after the completion of prior game.
18. 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.
19. Teams must provide and wear their own batting helmets w/face guard and catcher's gear.
- 20. No metal spikes allowed.**
21. Third Strike Rule:
  - **10U:** On a third strike, the batter is out even if the catcher drops the ball.
22. 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.
23. Extra innings
  - **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
  - **10U:** All pitchers will be able to re-enter the game as a pitcher after the first six innings are complete.
24. 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.
25. Maximum five (5) runs scored per inning. If a team scores more than 5 runs in an inning, the inning is considered complete regardless of the number of outs. If a team is ahead by more than 5 runs during the last inning, they are declared the winner however the game should be played to completion if time has not expired.
26. 12 Run Rule after 3 innings, 10 Run Rule after 4 innings, 8 Run Rule after 5 innings.
27. Tie Breaker: 1-Best Record, 2-Head to Head, 3-Fewest Runs Allowed in the First 4 Innings, 4- Total Runs Scored in the First 4 Innings, 5-Coin Flip. One seed will be determined first then back to beginning of tie breaker procedure for second seed.
28. **Any rule not covered here are governed by WIAA.**
29. 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 should not remain there.
30. Teams should remain in the "bench" area and should not be standing at the backstop during live play
31. **No Carry-Ins**