



# PORTAGE YOUTH SOFTBALL

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## 2<sup>ND</sup> ANNUAL SUMMER SOFTBALL TOURNAMENT – GAME RULES

[WWW.PORTAGEYOUTHSOFTBALL.ORG/TOURNAMENT](http://www.portageyouthsoftball.org/tournament)

This tournament will follow the rules set forth by the National Federation of State High School Associations (NFHS) and the Wisconsin Interscholastic Athletic Association (WIAA) except as modified and/or clarified below.

For rules related resources, including a list of USA Softball vs. NFHS/WIAA rule differences, visit <http://www.portageyouthsoftball.org/tournament-rules>.

To purchase a copy of the 2020 NFHS Softball Rules Book, visit <http://bit.ly/NFHSRules>.

1. The pitching distance shall be 40 feet (40') for 12U games and shall be 43 feet (43') for 14U games.
2. All helmets must have a permanently affixed NOSCAE approved face mask. Helmet chin straps are optional but must be worn if attached to helmet.
3. Metal cleats are prohibited for 12U games. Metal cleats are permitted for 14U games.
4. For all pool games, home team shall be determined by a coin flip administered by the home plate umpire at the pre-game conference.
5. For bracket games, home team will be the team listed as the home team on the official tournament bracket. If a bracket game does not have a home team assigned, the team with the higher seed will be the home team. In the event both teams have the same seed (i.e. A1 vs. B1), the home team shall be determined by a coin flip administered by the home plate umpire at the pre-game conference.
6. Both teams are expected to fill out a score book for each game. The home team as determined by coin flip or seeding shall have the official book. In situations where the official book is incomplete or unreliable in the home plate umpire's opinion, the away team's book may be used. Scoreboards are not official and are for the convenience of the fans only. If a coach or player is unsure of the ball-strike count, they should ask one of the umpires.
7. The tournament director shall decide whether the grounds and other conditions are suitable for starting the game. Once a game has started, umpires have the sole authority regarding field and weather conditions.
8. Games shall be declared final by the umpires based on the following run ahead rules: 15 runs after 3 innings, 12 runs after 4 innings, and 8 runs after 5 innings.
9. All games will be a maximum of 6 innings. EXCEPTION: Bracket games cannot end in ties and extra innings will be played to determine a winner.
10. All games shall have a time limit of 1 hour 10 minutes (70 minutes). No new inning shall be permitted to start after time has expired. The home plate umpire shall start a timer at the conclusion of the pre-game conference. If the home team is winning and at-bat when time expires, the umpire shall call the game after the current batter. Games that are tied at the end of 6 innings or the time limit shall remain ties.



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EXCEPTIONS: Bracket games can't end in ties and will follow the International Tie Breaker Rule (the player who completed the last official at bat is placed at 2<sup>nd</sup> base as a base runner and another inning would be played). Championship game(s) shall have no time limit.

11. Pool play games will have an 8 run limit per inning per team. After a team scores 8 runs, their half of the inning is over. There is no per-inning run limit in bracket play.
12. On-deck batters must use the on-deck circle behind the current batter (3<sup>rd</sup> base on-deck circle during a right-hand batter at-bat and 1<sup>st</sup> base on-deck circle during a left-hand batter at-bat).
13. Teams must use a continuous batting order during all games. A continuous batting order is one where all players on a team are on the batting lineup. With a continuous batting order, free defensive substitutions are allowed and courtesy runners for the pitcher and/or catcher would be the most recent player in the batting order who was put-out. In the event where that courtesy runner is the pitcher or catcher, the preceding player to be put-out may be used as the courtesy runner.
14. In the event of any injury, the injured player(s) will be given a few minutes to decide if they can continue playing or not. The use of any of the following injury rules to gain an unfair advantage in the opinion of the umpires will not be tolerated.
  - a. If an injury occurs when a team is on offense, one of the following options can be selected by the head coach:
    1. Injured player remains in the game despite injury without penalty.
    2. If the injured player is currently at-bat and is unable to remain in the game,
      - a. the next player in the batting order may continue the at-bat. However, the injured player can no longer play for the remainder of the game. An out will not be called when the injured player's spot in the batting lineup comes up later in the game.
      - b. the injured player can be called out allowing the injured player to remain in the game. If when the injured player is next at-bat, she is still injured and unable to play, the injured player can be removed from the lineup without penalty since an out was already assessed to the injured player during their previous at-bat. EXCEPTION: If the injured player plays defense at all during the half inning following their injury or at any point prior to their next at-bat, they are no longer eligible to be removed from the lineup without penalty.
    3. If the injured player is no longer at-bat and is currently on base,
      - a. the injured player can be temporarily treated like a pitcher or catcher and therefore be eligible for a courtesy runner. However, the injured player can no longer play for the remainder of the game. EXCEPTION: If the injured player is currently the pitcher or catcher of record, they are eligible for a courtesy runner without penalty.
      - b. the injured player can be called out allowing the injured player to remain in the game. If when the injured player is next at-bat, she is still injured and unable to play, the injured player can be removed from the lineup without penalty since an out was



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already assessed to the injured player during their previous time on base.

EXCEPTION: If the injured player plays defense at all during the half inning following their injury or at any point prior to their next at-bat, they are no longer eligible to be removed from the lineup without penalty.

- b. Defensive Player Injury: If an injury occurs when a team is on defense, one of the following options can be selected by the head coach:
  1. Injured player remains in the game despite injury without penalty.
  2. The injured player can be replaced by any player on the lineup. Since a continuous batting order is being used, free defensive substitutions are permitted without penalty.
15. Jewelry must be removed. Covering jewelry with tape or another covering is not an acceptable alternative. Medical alert bracelets and valid waterpark wristbands are exempt. Players wearing either of these should have them on their glove hand.
16. Jeering, chanting, and noise making to cause distraction or frustration of another player or team is prohibited. Cheering and supportive comments are encouraged by all coaches, fans, and players. Any action, cheer, jeer, chant, or noise making deemed excessive by the tournament director or umpire is prohibited and must be stopped immediately upon warning.
17. There shall be no infield warmup prior to games. All warmup should take place in the outfield or outside the field of play.
18. Teams have one minute after the conclusion of a half inning to have a batter ready to bat or to have their team ready to play defense. Players should hustle on and off the field.