

10U Lower Division Tournament Guidelines

General Information:

1. Brackets and maps will be on the website. MBSC will provide game balls and umpires. Home team will be determined by a coin flip and will have the official scorebook.
2. 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 January 1, 2011.

Rules:

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

Exceptions:

1. Time limit is 1 hour and 30 minutes. An inning may not start after one (1) hour and thirty (30) minutes.
2. A team may score a maximum of six (6) runs per inning for the first three (3) innings. All subsequent innings are unlimited.
3. Every player must play at least two (2) defensive innings per game.
4. A team must have a minimum of eight (8) players to start and end the game. If you start with less than nine (9) players you must designate an out somewhere in your batting order.
5. 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.
6. Ten (10) players play on defense (four outfielders). Outfielders must be at least 15 feet beyond the base paths.
7. No infield fly, bunting, stealing or advancing to first on a dropped 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.
8. A pitcher may only pitch three (3) innings per game.

Reminders

1. Umpires and coaches of both teams will have a pre-game conference.
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 thirty (30) minutes. Thirty (30) minutes must lapse without lightning or thunder before play can resume.
4. The runner must attempt to avoid a collision with the defensive player.
5. In case of a tie the international tie-breaker will be used (last batter to complete their turn at bat in the previous inning becomes a base runner at second base).

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Pitching

1. The coach shall encourage the pitcher to throw a no arc pitch to challenge the batter.
2. The batter will have a maximum of seven (7) pitches. The pitcher will pitch a maximum of five (5) pitches to a batter. Strikes will be called – three (3) strikes, you're out. If after five (5) pitches and the batter hasn't struck out or put out the offensive coach will pitch a maximum of two (2) pitches from the pitching rubber. Coaches must wear shoes (no flip-flops or sandals).
 - If the batter hasn't hit a fair ball after seven (7) pitches they are out.
 - If a batter takes three (3) swings and does not hit a foul or fair ball on the third swing they are out.
 - Balls will not be called. There are no walks.
3. The defensive pitcher shall remain in within the pitching circle until the ball is put into play

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 and all subsequent at bats (plays defense only).
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 thirty (30) minutes. Thirty (30) minutes must lapse without lightning or thunder before play can resume.
4. No metal spikes or jewelry.
5. The runner must attempt to avoid a collision with the defensive player
6. International tie-breaker will be used (last batter in the previous inning to complete their turn at bat becomes a base runner at second base).