



City of Whitewater 2023 Softball Tournament Rules

WIAA Rules will be in place unless noted below.

Rosters

Players are permitted to play on only one team during a weekend tournament.

Any team knowingly using an illegal player shall be subject to discipline ranging from forfeiting a game, ejection from tournament.

Teams are required to have non-duplicating numbers on their jerseys. Players may not change numbers during the tournament. The number they wear in the first game of the tournament is their number for the rest of the tournament. The only exception is if a player must change jerseys due to blood on the jersey. That will be allowed and must be reported to the tournament director. If a player plays with a different number during the tournament, the penalty will be ejection from that game for the player and manager.

Pitching

Pitching Distances for all City of Whitewater softball tournaments are as follows:

10U: 35ft rubber 60 ft bases – 11 inch Ball

12U: 40 ft rubber 60 ft bases – 12 inch ball

14U: 43 ft. rubber 60 ft bases – 12 inch ball

16U: 43 ft. rubber 60 ft bases – 12 inch ball

To intentionally walk a batter, a coach simply needs to inform the umpire and point to first base. No pitches are thrown.

Base Running

Runners may steal when the ball has left the pitchers hand, runners leaving before that time will be called out.

Bunting is allowed. The infield fly rule is in effect.

10u -The ball is dead when the pitcher has the ball in the pitching circle.

12u-14u – The look back rule will be in effect.

Courtesy runners will be allowed for the pitcher or catcher at any time. The courtesy runner must be a player not currently in the game or if the team has no players on bench, the last out. A courtesy runner may only run one time per inning. It is the base runner's responsibility to avoid contact with the fielder when he has the ball. Slide or avoid is in effect at all times when fielder is in possession of ball. Intentionally running into a fielder who is in possession of the ball is grounds for ejection.

Dropped 3rd strike will be in effect for 12U and up.

There will be NO dropped 3rd strike for 10U.

Hitting

Teams may elect to bat 9 players AND/OR bat 10 players with the 10th player being an EH. The EH is considered a defensive player and may switch in and out defensively. Teams may also bat their entire roster. If a team bats entire roster or has no subs when a starter is injured, an out is recorded each time the injured player's spot comes up to bat.

Once a player is removed from a game due to injury, he may not return. Starters may re-enter only one time only in their original spot on the line-up.

Length of Game

Pool Play:

10U-12U: Play 6 innings. No new inning after 75 minutes

14U-16U: Play 7 innings. No new inning after 75 minutes.

Bracket Play:

10U-12U: Play 6 Innings. No new inning after 75 minutes. **No time limit for Championship Game only.**

14U: Play 7 innings with no new inning after 75 minutes. **No time limit for Championship Game only.**

Extra innings are played if there is still time on clock. Once an inning begins, it must be completed. However, if the home team is ahead and batting when time expires, the game is over and the inning is not completed. If time expires in a tie game during pool play, the game is called a tie. If there is a tie during bracket play, the California Rule will go into effect. The offensive team will start with the last batted out in the previous inning on second base. All batters will have a 1 and 1 count. There will be 1 out to start.

The City of Whitewater reserves the right to modify the length of games due to issues involving limited visibility or park curfew. Every effort will be made to finish the tournament but in cases of rain, darkness or other unforeseen circumstances, the tournament director reserves the right to shorten games or modify schedules in order to finish the event.

Requirements for a Mercy rule are as follows:

- 15 run lead after 3 innings
- 10 run lead after 4 innings
- 8 run lead after 5 innings

Rainout/Tournament Cancellation Policy

In the event of tournament being cancelled by weather or any other unpreventable occurrence, every effort will be made to complete the tournament. Schedules may be changed, games may be shortened and a two day tournament may become a one day tournament. In the event of a rainout with no make-up tournament scheduled, we will offer all teams a refund based on the following criteria:

1. A full rainout, meaning no games were played, a refund will be issued for the entire entry fee.
2. If one game was played, a team will receive refund for ½ of the entry fee.
3. If two games are played, no refund will be given.

If a tournament is rained out while in progress and a make-up is scheduled, there will be no refund for teams that do not play the make-up. The tournament director has the right to alter schedules, adjust time limits, or adjust the number of playoff participants in order to complete the tournament. The tournament director also has the right to alter the amount of the refund issued.

Score Reporting

It is the responsibility of the teams, not the umpires', to report the scores to the Tournament Director. To ensure the most accurate standings, it is recommended that BOTH teams report the score. You can report the score to the concession stand or text the teams and scores to the Tournament Director at 715-205-3113.

Miscellaneous

It is to be expected that some games may not start exactly on time due to other games being prolonged. However, your team is expected to be ready to start 15 minutes prior to original game time. Failure to be ready to play could lead to a forfeit. It is important that we keep games on schedule as much as possible.

The Home team will be determined by a coin flip. In the playoffs, the better seeded team will be the Home team for duration of tournament. In the case where both teams are of equal seed, the home team will be determined by a coin flip. Each team may provide a scorekeeper but all changes must go through the home plate umpire, who is the official scorekeeper. The home team will be responsible for running the scoreboard, with the exception of games on Treyton's Field of Dreams.

All conversations with an umpire should be conducted after a time-out has been called and be handled in a calm and professional manner. Verbal abuse of the umpire will not be tolerated and may result in ejection from the game and/or tournament.

Any manager or coach ejected from the game is required to sit out the next game also. After being ejected, a manager or coach must vacate the premises of the current game and the next game in which he is suspended. Any manager caught continuing to coach after being ejected or suspended will be suspended for an additional period of time. Any player ejected from a game is subject to a one game suspension at the tournament director's discretion.

Managers are responsible for the conduct of their players and fans at all times. Managers are subject to ejection if their players or fans are out of control.

Any team forfeiting a game may not advance to playoff round if it is determined that it is beneficial to that team with regards to runs allowed/differential etc.

Tie Breaker:

1. Head to head
2. Run Differential +/- (Higher run differential will determine better seeding)
3. Coin flip

We offer a full operation of concessions and ask that there is NO carry-ins since there is no gate fee. **Absolutely NO gum, seeds, food or metal spikes are allowed on Treyton's Field of Dreams. There is absolutely no alcohol, tobacco products or vaping allowed while tournaments are in progress.**