

East Meadow Fastpitch Softball 10U and 12U Tournament Rules

We would like to cordially welcome your organization to our Fastpitch Tournament. In order to conduct an enjoyable tournament, we ask that you abide by a few basic rules:

1. We ask that teams please assist in keeping the dugout, bleacher, and the pathway areas clean by placing food and beverage containers in the trash cans located in these areas.

2. East Meadow Baseball/Softball Association has a ZERO TOLERANCE POLICY.

- a) Managers and coaches will be held accountable for the behavior of their players and respective fans.**
- b) There will be no singing, chanting or dancing by either players or fans once the pitcher is in the circle ready to pitch. These practices are often unnerving to the opposing players, especially in the younger divisions. Please let the game be decided by the girls, first and foremost, on the field of play.**
- c) Unsportsmanlike conduct of any kind will not be tolerated; berating or negative talk towards any player will not be tolerated.**
- d) There is NO alcohol or smoking allowed anywhere on the East Meadow Complex. Anyone caught in violation will be immediately asked to leave the complex with the respective team subject to ejection from the tournament.**
- e) Please DO NOT tailgate in the parking lots or set up picnic tables on the East Meadow Complex. There are picnic tables and a pavilion located near the snack bar for your teams use. Coolers are permitted.**
- f) NO Dogs allowed on the Field Complex. Signs are posted at entrances and throughout the Complex. We don't want any dogs kept in hot vehicles so please leave them home.**

3. The scheduling of games will be the direct responsibility of the tournament committee. Last minute attempts to switch games will be denied.

4. Teams are to warm up in the outfield areas only. There is to be no infield practice anywhere on the dirt infield between the foul lines.

5. There are no hitting balls of any kind into any fence or backstop area. There is no taking practice swings in the dugouts.

6. The decisions of the field umpire will be final, and protests will not be entertained.

7. Games may be rescheduled for rainouts only. If you do not hear from a director assume your game is on and come to the field ready to play.

8. The schedule will be emailed and posted on our registration site.

9. Scoring should be submitted within 24 hours of the game to eastmeadowsoftball@gmail.com

10. All games are subject to rescheduling due to inclement weather. Cancellations will be communicated via email and/or text.

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11. Standings will be determined using the following criteria:

- a) Winning Percentage
- b) Head to Head Record
- c) Runs Against
- d) Runs For
- e) Coin Toss

Summer Sizzle / Fall Classic Rules of Play

Innings

10U and 12U Division: Each game will consist of a maximum of six innings (time permitting) with each half inning ending after three outs. Games could end in a tie during Pool Play. No time limit for playoff games, there has to be a winner. Championship game is played the full six innings and may go into extra innings until there is a winner. If playoff/champ game ends due to darkness called by the Umpire, the League will determine next steps.

Player Eligibility

12U – Players born 2010 or after are eligible for this Division

10U – Players born 2012 or after are eligible for this Division

Field of Play

As the fields are fully enclosed by fencing, all balls are in play unless a ball is thrown outside the fenced in areas. Gates to the dugouts must be closed prior to any pitch being thrown.

Official Game

10U and 12U Division: A game is official after three complete innings. **Game times – 1 hour 45 minutes, finish the inning.**

Umpires

10U and 12U divisions utilize uniformed umpires. There will be one umpire per game in all divisions. There will be two umpires in the playoffs and Championship game in all divisions. The decision of the umpire is final. Once the umpire makes a call, it may not be reversed. In the event the umpire requires a clarification of a rule, it must come from the EMBSA Director on duty. If a Director is managing a game, he is not to be asked questions regarding rules, as he is a manager. Please find a Director that is not involved in the game for assistance.

Bases

Bases are 60' apart.

Balls

Each team will supply one brand new softball at the start of each game (not including playoff). These softballs will be given to each team before their first schedule game. 10U division utilizes 11" Dudley softballs. 12U Division utilizes 12" Dudley softballs

Uniforms

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Players are to be in matching uniforms. If player last names are on the shirt, numbers may be duplicated. If player last names are not on the shirt, then duplicate numbers are not permitted. Check to make sure that no player is wearing watches, rings, pins, jewelry, earrings, or other metallic objects, (exception: jewelry that alerts medical personnel to a specific condition is permissible and it must be taped in place). Remember yes, we want to keep this rule enforced, but it's not a kid's fault if mom or dad placed the wrong color shirt out at night. It's about the kids.

Minimum Number of Players

Eight players constitute a legal lineup. If a team cannot field a legal lineup at the scheduled start time, then that team will forfeit the game. A forfeit will be recorded as a score of 6-0. In the event of a forfeit, the umpires will not remain at the field. In the event of injuries, a game may continue with no less than seven players.

Home Team

Since the tournament may consist of double headers, the home team for the first game being decided by a coin toss prior to the start of the game and the away team in the first game will be the home team in the second game. In the event of a single game, **the home team will be decided by a coin toss.**

Pitching

10U Division: The pitcher's mound will be located 35' from home plate. There is no limit in the number of walks per inning. A pitcher is to be removed after hitting either three batters in one inning or five in one game. A pitcher must not take a step back at any point in her delivery of the ball to the catcher. If a pitcher does step back before delivery of the ball to the catcher, it shall be deemed an illegal pitch and counted as a ball. A pitcher may step back at any other time she is not delivering a pitch.

12U Division: The pitcher's mound will be located 40' from home plate. There is no limit in the number of walks per inning. A pitcher is to be removed after hitting either three batters in one inning or five in one game. A pitcher must not take a step back at any point in her delivery of the ball to the catcher. If a pitcher does step back before delivery of the ball to the catcher, it shall be deemed an illegal pitch and counted as a ball. A pitcher may step back at any other time she is not delivering a pitch.

Batting Equipment

For the safety of the players, all batters and base runners must wear batting helmets with face masks. Bats must be Softball Fast Pitch bats only; Slow Pitch bats are not permitted.

Batting

10U Divisions: **A Universal Batting Order is used.** Each player present at the game gets a chance to bat. Because of the length of each half inning as described in "scoring", each player may not bat every inning, but no player will be permitted to bat twice until every player has batted at least once. Batting out of order constitutes an automatic out.

12U Division- You do not have to bat everyone. You may bat as many kids as you like, or you can have subs.

Throwing of the Bat

If in the event that a batter throws the bat after offering at pitch, whether contact with the ball or not is made, the umpire shall issue a warning to both teams. A second offense shall result in an automatic out of the offending player. Additionally, if a bat is thrown by the batter at any point in time, that comes into contact with a member of the opposing team on the field of play, the offending player will be called out.

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Dead Ball

All Divisions: A ball will be considered to be out of play if the ball is thrown out of the field of play (i.e. into the dugout) by a defensive player. The area on South Field beyond the fence in left field is to be considered out of play.

Running Bases / Stealing

10U Division: Base runners may lead / steal upon the ball crossing home plate. A base runner leaving early will be being called out. It is the umpire's discretion to give a warning for the first offense. If a warning is issued, both teams must be afforded the warning. A play at the bases (except first base) requires that the runner to slide at the plate, elect not to slide but must avoid contact, or give herself up and be called out. Again, this is an umpire's judgment call if the play was close enough that a slide was warranted. All fields are equipped with a safety base at first base, the sole purpose of this base is to avoid collisions between the base runner and the fielder, the fielder may not block the safety base. A fielder must not block the base path unless a play is developing for that fielder.

NO Infield Fly Rule / NO Dropped Third Strike, NO Continuation

12U Division- Base runners may leave on release from the pitcher. A play at the bases (except first base) requires that the runner to slide at the plate, elect not to slide but must avoid contact, or give herself up and be called out. Again, this is an umpire's judgment call if the play was close enough that a slide was warranted. All fields are equipped with a safety base at first base, the sole purpose of this base is to avoid collisions between the base runner and the fielder, the fielder may not block the safety base. A fielder must not block the base path unless a play is developing for that fielder.

Both infield fly and dropped third strike are in play at the 12U level.

Speed Up Rule

Coaches are expected to keep the game moving quickly. The pitchers and catchers may be removed from the bases at any time during the inning. The last player to make an out or a substitute player on the bench will be the substitute runner. Additionally, at the completion of each game, please clear the dugout area for the next scheduled game. DO NOT take your team to the outfield to talk while another team is waiting to get in the dugout for their game.

After the first inning the pitcher may not throw more than 3 warm-up pitches between innings. No infield or outfield warm-up after the 1st inning. New incoming pitchers allowed 5 warmup pitches.

Scoring

In order to avoid scoring discrepancies, both managers should compare scores at the completion of each half inning and report the final score to the director on duty.

Mercy Rule

10U and 12U: The mercy rule will be in effect if one team is leading by fifteen runs after three innings, twelve runs after the fourth inning and ten runs after five innings.

Fielding Positions

10U Division: A maximum of ten defensive players will be allowed on the field, with the tenth player residing in the outfield. The outfield positions will be Left Field, Left Center Field, Right Center Field, and Right Field. All outfielders must have both feet in the outfield grass when the pitcher releases the ball.

12U Division: A maximum of 9 players will be allowed in the field.

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Defensive Coach

10U and 12U Divisions: There will be no coaches in the field for the defensive team. Additionally, there is a maximum of 3 managers/coaches in the dugout. The first offense will result in a warning from an EMBSA Tournament Rep/Director. The second will result in the forfeiture of the game.

Blood Rule

The league blood rule is enforced. A player with visible blood on herself or her uniform will not be permitted to play until the bleeding is stopped and any visible blood is covered with bandages or tape.

Injury/ Illness

In the event a player is injured/ill and leaves the game, their spot in the lineup will not constitute an out. If the player becomes injured at her at bat, an out will not be charged but the next batter will inherit her pitch count. If the player re-enters to play a defensive position, she must bat at her next immediate turn within the original lineup otherwise an out will be charged.

Mound Visits

A manager may visit the mound 3 times in 1 inning. On the third visit he must remove the pitcher. The manager is allowed to visit the mound 4 times in total per game unless a new pitcher is entered into the game. Once a new pitcher is entered into the game, the manager will then get 2 more mound visits with the 2nd visit resulting in the removal of the pitcher.