

Cheese Town Show Down



10U, 12U & 14U Tournament Rules

- **Please, no carry ins!** We offer a full concessions stand.
- Teams are limited to 15 players on roster. 8 teams per age group max
- Teams shall arrive on site 45 minutes prior to the scheduled start time. If the previous game finishes early, teams may be asked to begin play earlier than scheduled
- Final roster must be turned into the registration table (at each field) 1 hour before the first game. No changes may be made to the roster after that time. Proof of age needs to be available should questions arise. It is the responsibility of the coach to provide this information should they be asked. Eligibility is set by ASA Governing rules. Games will be forfeited in which an in-eligible player has been used.
- Players can only be included on one roster for the tournament.
- Game length:
 - Pool Play: A complete game will be 7 innings, however a new inning will not start after 1 hour and 15 minutes. Tie games in Pool Play will be recorded as a tie. 2 game guarantee
 - Bracket Play: A complete game will be 7 innings, however a new inning will not start after 1 hour and 15 minutes. Games will not end in a tie. Championship games will not have a time limit. 1 game guarantee in bracket play

**** (In the case of inclement weather, games maybe shortened. Starting time will be determined by the tournament director prior to play).**
- Home team is determined by coin flip prior to start of game for Pool Play. In Bracket Play the higher seed is the home team. Home team will keep official scorebook
- Teams should verify score with away team prior to reporting.
- 15-run rule after 3 innings and 10-run rule after 5 innings.
- 10U 35' pitching rubber 11" ball; 12U 40' pitching rubber, 12" ball; 14U 43' pitching rubber, 12" ball
- 10U Ten players on the field; 12U & 14U Nine players on the field.
- U10 & U12 No metal cleats are allowed. U14 Metal Cleats are allowed.
- **Umpires' decisions are final in all instances.**
- U10 & U12 Pitchers may pitch 4 innings per game. The 4 innings do not have to be consecutive. Throwing 1 pitch constitutes an entire inning. If the game goes extra innings a pitcher may not pitch again if they already pitched 4 innings. U14 Pitchers may pitch the whole game. Five (5) warmup pitches will be allowed between innings max. Seven (7) warm-up pitches will be allowed for a new pitcher max. Intentionally stalling, as deemed by an official or tournament director, may result in a forfeiture of the game.
- Teams must communicate their batting order to opposing coach and umpire prior to the start of each game. Batting order options:
 - ***Bat the roster with free defensive substitutions. If a player leaves during the game (except due to injury during that game), an out is recorded for that girls at bats. A player who has left the game cannot reenter the game.***
- U10 & U12 Runners may steal any base except home. Runners may steal any base in U14

- Runners may advance home on a past ball/wild pitch at all levels.
- U14 & 12U - A runner may leave base after the ball leaves the pitcher's hand. If runner leaves early, she is out.
- U10 Runners may leave the base after the ball crosses home plate. Runners will be called out if leaving early.
- Courtesy runners are optional at any time for the pitcher and catcher. The courtesy runner shall be a player not currently in the lineup OR the last batted out. The pitcher or catcher for this rule is the pitcher or catcher of the previous inning.
- 10U Dropped 3rd Strike will not be played. 12U & 14U Dropped third strike will be played.
- 10U Walks will be given after four (4) balls until bases loaded – coach pitch from rubber after bases loaded.
- 12U & 14U Walks will be given after (4) balls.
- 10U & 12U Bunting is allowed but *batters are not permitted to fake a bunt then swing at the pitched ball.*
- 14U bunting is allowed and players are permitted to fake bunt and swing.
- Sliding is required if play is being made upon runner. It is the umpire's judgment as to whether or not a play is being made and if sliding is necessary.
- Infield fly rule is in effect.
- All levels – If catcher overthrows pitcher with runner on base, that runner may advance.
- **After game is completed the final game score must be reported in by the WINNING TEAM.** Coaches need to report scores by **texting to PJ Weber – 920.980.8147**. Please include your age bracket, both team names and the score. *(Example: 10U Plymouth 3, Sheboygan Falls 2)*
 - **If tied after time limit 1 extra inning of play will be allowed.** If still tied after extra inning, California rules go into effect where a runner will be placed at 2nd base with no outs. First team to score will win.
- Coaches are responsible for cleaning out their dugout after the game.
- ASA rules will be followed for any rules not listed here. The tournament director reserves the right to change any of the rules at his or her discretion. **WIAA rules will be followed if not covered within ASA guidelines.**
- **Profanity or harassment by a team member, coach or fan toward an opposing team, umpire or official of the tournament will NOT be tolerated. This type of activity can lead to ejection without warning by tournament official or umpire.**
- Following pool play, teams will be seeded as follows:
 - Record
 - Two-Team Tied

In any situation where two teams are tied, head-to-head competition between the teams shall determine the higher seed
 - More than Two-Teams Tied

Step One:
When more than two teams are tied the following three criteria in order will determine team ranking of the tied teams:

 1. Runs allowed (if top 2 teams tied, then head to head)
 2. Runs scored (if top 2 teams tied, then head to head)
 3. Draw names out of a hat
 - a. **Step Two:**
 - i. Uses ranking until only two teams are tied
 - b. **Step Three:**
 - i. When only two teams remain, head-to-head competition between the teams shall determine the higher seed
 4. ***SPECIAL NOTE:** All forfeits are scored 10-0

If questions, please contact PJ Weber at: 920.980.8147 or Mitch Henschel at: 920.917.7138