

2024 OYO Bill Sturm Memorial Tournament

SOFTBALL RULES | Roster Eligibility and General and Age-Specific Tournament Rules

Age Cut Off	
08U Softball	<u>08U</u> : Players must not have reached their 9th birthday before midnight January 1, 2024. Players must be 8 years old or younger as of December 31, 2023.
10U Softball	<u>10U</u> : Players must not have reached their 11th birthday before midnight January 1, 2024. Players must be 10 years old or younger as of December 31, 2023.
12U Softball	<u>12U</u> : Players must not have reached their 13th birthday before midnight January 1, 2024. Players must be 12 years old or younger as of December 31, 2023.
14U Softball	<u>14U</u> : Players must not have reached their 15th birthday before midnight January 1, 2024. Players must be 14 years old or younger as of December 31, 2023.
Team and Player Eligibility	
Roster Information	Team roster must be submitted electronically to Tournament Director by June 25, 2024. Changes to team roster may be considered only if submitted via email. Coaches are required to carry at all times birth certificate copies as proof of age in the event of challenge during tournament.
Insurance Requirements	Each team must provide a copy of the team's certificate of insurance before their first game. No team will be allowed to play their first game until team's COI is received.
Number of Players	Teams must consist of no more than (13) players.
Sportsmanship and Park Policies	
Team & Fan Conduct	The team manager is responsible for the conduct of his coaches, players and fans. Foul language by players, coaches, or fans will not be tolerated. Good sportsmanship must be displayed at all times. A warning will be given for any inappropriate behavior. In conjunction with a warning, an umpire or tournament representative has the discretion to remove one or more individuals (coaches, players, and fans) from the grounds. A team may be forced to forfeit a game and/or the tournament for repeated violations of conduct.
Park Policies	<ul style="list-style-type: none"> ✓ There is no smoking on the diamonds or in the dugouts, or anywhere in the park. ✓ No pets are allowed in the park. ✓ No alcoholic beverages are permitted in the park.
Close Plays	On close plays at any base, baserunners must make an attempt to avoid contact when a tag is waiting. Malicious contact will not be allowed and will result in an ejection.
Ejections	Any fan, player, coach or manager ejected from a game will be suspended for the remainder of the tournament and will be required to leave the playing field and surrounding areas.
Maximum Runs Per Inning Rule	
08U 10U 12U	A team may score a maximum of six (6) runs per inning, excluding inning six (6) or subsequent innings. In inning six (6) or beyond, a team can score an unlimited number of runs.
14U	A team may score a maximum of six (6) runs per inning, excluding inning seven (7) or subsequent innings. In inning seven (7) or beyond, a team can score an unlimited number of runs.

Game Preliminaries

Rules	NFHS rules and regulations apply. However, exceptions have been noted below. Be sure to consult rule deviations notated in this document.
Home Team Designation	<u>For Pool games:</u> Home team designation will be determined by the flip of a coin. <u>For Tournament games:</u> Home team designation is awarded to the team with the higher seed.
Field Dimensions	Bases are to be sixty (60) feet apart. Infield is sixty (60) feet square. <u>08U / 10U:</u> The pitcher's mound rubber is to be 35 feet to the back edge of home plate with a 16' diameter pitcher's circle. <u>12U:</u> The pitcher's mound rubber is to be 40 feet to the back edge of home plate with a 16' diameter pitcher's circle. <u>14U:</u> The pitcher's mound rubber is to be 43 feet to the back edge of home plate with a 16' diameter pitcher's circle.
Time Limit	A 1 hour 30 minute time limit is in effect for all games, including the championship game. A new inning cannot start after the time limit has expired.
Uniform Requirements	Each player must wear a numbered uniform. Every batter MUST wear a helmet.
Cleats & Attire	Metal spikes are not permitted in 08U, 10U or 12U Softball. Metal spikes are permitted in 14U Softball only. No jewelry or earrings may be worn during any game.
Playing Time Requirement	<u>08U / 10U / 12U:</u> All players, except in the case of injury, must play a minimum of two (2) innings in a six (6) inning game. The team will bat the entire roster. Free defensive substitution is allowed. <u>14U:</u> All players, except in the case of injury, must play a minimum of two (2) innings in a seven (7) inning game. The team will bat the entire roster. Free defensive substitution is allowed.
Game Starting Times/ Grace Period	<ul style="list-style-type: none"> ✓ Home team designation will be determined by the flip of a coin before each game. To ensure games start on time, teams should be at the diamonds at least thirty (30) minutes prior to the scheduled game time. No grace period will be extended after the scheduled start of the game. If, after this period of time has expired, a team has not shown itself ready to play, then the game will be forfeited. ✓ Home team keeps the official scorebook for the game. Please note the game start time called out by the umpire. ✓ In the event of forfeiture, the official recorded score will be 6 to 0.
Team Protocol	When a team is at bat, all players are to be in the dugout except the batter at the plate and the on-deck batter.
Mercy Rule	<u>08U / 10U / 12U:</u> A complete game will consist of six (6) innings. However, a mercy rule consisting of 15 runs after three (3) innings or 10 runs after four (4) will apply, and the team that is leading will be declared the winner. <u>14U:</u> A complete game will consist of seven (7) innings. However, a mercy rule consisting of 15 runs after three (3) innings or 10 runs after four (4) will apply, and the team that is leading will be declared the winner.
Game Completion Requirements	<ul style="list-style-type: none"> ✓ <u>08U / 10U / 12U / 14U:</u> A minimum of four (4) innings played, (3-1/2 if the home team is ahead) will constitute a complete game. If a game is stopped before three (3) innings have been completed, the tournament director reserves the right to award a winner or suspend the game and continue at a later time. If a game is suspended and played later or on another day, the game will be continued from where it left off when play is resumed, even if the game is resumed on a different day. ✓ If a game is suspended in the middle of an inning due to weather or darkness and has completed the minimum number of innings to constitute it as a complete game, then the final result of that game will revert back to the previous full inning played unless the home team is ahead and batting. This suspension will be made, if necessary, by the plate umpire, OYO Advisor on Duty, and/or the Tournament Representative.



Judgment Calls/ No Protested Games	All judgment calls by an umpire may not be protested or argued. Umpires have the final say. Rules protests can be made to the Tournament Director. All rulings by the Tournament Director are final. Rules interpretation may be discussed as soon as the dispute arises. The umpire and/or Tournament Representative will resolve the dispute before play resumes. All decisions are final.
Tie Game in Pool Play	If a Pool game is tied and they are still under the time limit, play continues. If it is a tie and the time limit has passed, the game is recorded as a tie. Championship games will be played until a winner is determined. If the six-inning game is completed and the score is tied, then the California tie breaker rule will apply. Each team will start their at bat with no outs and a runner on 2nd base. The runner on 2nd base will be the last completed at bat. Play continues until a winner is determined.
Tie Breaker	Tie breaker is broken down as follows: <ol style="list-style-type: none"> 1. Record 2. Head to Head 3. Fewest runs allowed 4. Runs differential 5. Run scored 6. Coin toss
Extra Innings	California Rules apply. The last available batter starts at 2nd Base with no outs.
Minimum Number of Players	The minimum number of players to start and finish a game is eight (8). There will be an automatic out in the ninth (9th) batting position.
Player Injury	Any player that is removed from the game will not have his/her place in the batting order result in an automatic out, unless this leaves the team with less than nine (9) players. Each batter following a removed player will move up in the batting order.
Home Team Ahead	If the home team is ahead going into the bottom of the 6th inning (or 7th inning in 14U), the home team will not bat (even though the tie breaker includes runs scored and runs against).
Hitting & Runners Rules	
Close Plays	On close plays at any base, the runner must avoid contact.
Leadoffs & Steals	<u>08U</u> : Leadoffs and steals will not apply. <u>10U 12U 14U</u> : Base runners may steal or advance to any base, including home plate. Base runners may not leave their base until the pitched ball leaves the pitcher's hand.
Infield Fly	<u>08U 10U</u> : Infield fly rule will not apply to games played. <u>12U 14U</u> : Infield fly rule is in effect for 14U.
Dropped 3rd Strike	<u>08U 10U</u> : The dropped third strike will not apply to games played <u>12U 14U</u> : The dropped third strike is in effect for 14U.
Automatic Outs	Coaches may not touch or assist a player between the bases during a play. This is an automatic out.
Head-First Slides	Head first slides are permitted.
Injured Baserunner	Any runner sustaining an injury while running will be replaced on base by the last completed at bat.
Courtesy Runner	A team may substitute a courtesy runner for the catcher on base with two outs. This applies to the catcher who will play those positions in the following inning. The catcher must catch the entire inning. The substitute runner must be the last completed at bat.
Overthrows	Overthrows that land in out of play territory shall result in the base runner(s) advancing two (2) bases from the time the ball was thrown.

Rule Deviations for 8U

Coach Pitching	<p>A coach or co-coach will pitch while his/her team is at bat. The coach/pitcher must pitch underhand from within the pitcher circle. Both of the pitcher's feet must stay within the circle until the pitch is delivered.</p> <p>If a batter hits the pitch and the ball hits the coach/pitcher, the play will be called dead and the pitch will not count. The batter will resume his/her position at the plate and will continue his/her at bat with the count as it was before the play. Base runners may not advance on the play and must return to the base they occupied prior to the coach/pitcher being hit.</p> <p>If the pitcher inadvertently contacts a thrown ball prior to time being called, the ball is dead and all runners must return to their previous base. If the pitcher intentionally interferes with a thrown ball, the ball is dead, the batter shall be out, and all runners must return to their previous base. A second offense of intentional interference will result in ejection of the pitcher. If a player intentionally throws the ball to the pitcher, prior to time being called and the pitcher catches or contacts the thrown ball, it shall be considered inadvertent contact</p>
Pitches Per Batter	Each batter will receive a maximum of 6 pitches or three (3) strikes in order to put the ball in play. If the 6th, 7th or any subsequent pitch is fouled, the batter gets an additional pitch. No walks.
Runners Leaving the Base	A runner may leave the base when the ball is hit and put in play or at the time the ball crosses the plate when the batter swings. If the umpire determines that a base runner leaves early, the team will be given a warning. Any additional occurrences will result in the base runner being called OUT.
Maximum Run Rule	A team may score a maximum of six (6) runs per inning, excluding inning six (6) or subsequent innings. In inning six (6) or beyond, a team can score an unlimited number of runs. A game will be called if a team is ahead by 15 runs at the completion of 3 innings or ten (10) or more runs at the completion of four (4) or more innings.
Defensive Positions	<ul style="list-style-type: none"> ✓ Each team will use ten (10) defensive players: one (1) pitcher's helper, one (1) catcher, four (4) infielders, and four (4) outfielders. ✓ The pitcher's helper must wear a helmet with a face mask and a heart guard. ✓ All four (4) outfielders must be positioned on the outfield grass until the ball is hit.
Stopping the Lead Runner	Runners are entitled to advance with liability to be put out until the umpire calls time. The umpire will call time when a pitcher's helper has control of the ball within the pitching circle or when the forward progress of the lead runner is halted by the actions of a defensive player that has possession of the ball, and the defense is not attempting to make a play on the base runner. Runners who have passed the 30-foot hash-mark when time is called will be allowed to proceed to the next base without liability to be put out.
Defense Positions and Coaches	Teams will play 10 girls in the field (1 pitcher's helper, 4 outfielders). One defensive coach is permitted in the outfield to assist the defensive team. The coach must remain on the grass.
Bat Size Requirements	Teams are entitled to use the bats of their choice.



Rule Deviations for 10U

Defensive Positions	<ul style="list-style-type: none"> ✓ Teams will play 10 girls in the field (4 outfielders). ✓ Unlimited pitching, but a pitcher may re-enter only one (1) time per game
Batting Order	Teams may bat their entire roster if they wish. Teams must bat at least 12 players from their roster if they are present for the game. If a team has more than 12 players present for a game, they may choose 12 players to play in the game, but the remaining players not in their lineup may not play in the game defensively or offensively.
Batting Rotation	If a player is injured or becomes ill and cannot bat, they will not take an out for their missed turn at bat. If the player misses their turn at bat due to injury or illness, they may re-enter the batting order their next time at bat.
Bat Size Requirements	Teams are entitled to use the bats of their choice.

Rule Deviations for 12U

Defensive Positions	<ul style="list-style-type: none"> ✓ Teams will play 10 girls in the field (4 outfielders). ✓ Unlimited pitching, but a pitcher may re-enter only one (1) time per game
Batting Order	Teams may bat their entire roster if they wish. Teams must bat at least 12 players from their roster if they are present for the game. If a team has more than 12 players present for a game, they may choose 12 players to play in the game, but the remaining players not in their lineup may not play in the game defensively or offensively.
Batting Rotation	If a player is injured or becomes ill and cannot bat, they will not take an out for their missed turn at bat. If the player misses their turn at bat due to injury or illness, they may re-enter the batting order their next time at bat.
Bat Size Requirements	Teams are entitled to use the bats of their choice.

Rule Deviations for 14U

Defensive Positions	<ul style="list-style-type: none"> ✓ Teams will play 9 girls in the field (3 outfielders). ✓ Unlimited pitching, but a pitcher may re-enter only one (1) time per game
Batting Order	Teams may bat their entire roster if they wish. Teams must bat at least 12 players from their roster if they are present for the game. If a team has more than 12 players present for a game, they may choose 12 players to play in the game, but the remaining players not in their lineup may not play in the game defensively or offensively.
Batting Rotation	If a player is injured or becomes ill and cannot bat, they will not take an out for their missed turn at bat. If the player misses their turn at bat due to injury or illness, they may re-enter the batting order their next time at bat.
Bat Size Requirements	Teams are entitled to use the bats of their choice.

