

## **DEWITT PANTHER CLASSIC SOFTBALL TOURNAMENT RULES AND INFORMATION FOR ALL AGE GROUPS**

### **General Info:**

1. All players, coaches, and fans should practice sportsmanship at all times. Players should not argue with umpires. If a coach disagrees with an umpire ruling, both team coaches should consult with the umpire to see if a rule was misinterpreted. Players should be encouraged to make only positive encouraging comments during the game. **WE WILL NOT TOLERATE ANY ABUSE OF UMPIRES, INCLUDING FOUL OR ABUSIVE LANGUAGE. THE PERSON WILL BE ASKED TO LEAVE THE PARK IF THE POOR BEHAVIOR PERSISTS AND THE OFFENDING TEAM WILL FORFEIT THAT GAME.**
2. The home plate umpire will settle all disputes at the time of play. If needed, the tournament director or DYBSA (DeWitt Youth Baseball and Softball Association) representative will help in a final decision.
3. Players must not reach the next higher age prior to **August 31, 2025**.
4. Team roster must be turned in prior to your first game. Copies of birth certificates must be available for review at any time throughout the tournament. The roster sheet must be filled in completely. All teams must have proof of insurance.
5. Tiebreaker is determined by:
  - 1 - Head to Head (after teams are eliminated it will revert back to this)
  - 2 – Run differential (max 10 runs per game)
  - 3 – Fewest runs allowed
  - 4 – Total runs scored (max 10 runs per game)
  - 5 – Coin Flip / Random Draw
6. No infield practice on the playing field prior to each game.
7. Coaches are asked to have their players hustle in and out of the field to maximize play.
8. Awards will be given to first place and second place teams at each age level.
9. A courtesy runner (last recorded out) may be used for the pitcher and/or catcher.
10. Tournament Refund Policy:

### **Team Withdrawal**

- If a team has to withdraw from the tournament outside three weeks prior to the start of

play, a full refund will be given. If a team has to withdraw within three weeks prior to the start of play, a refund will be given, less a \$100 administration fee.

#### Weather

- If weather (or an outside force) causes no games to be started/played, a full refund will be given.
  - If one game is started/played, a 50% refund will be given.
  - If two or more games are started/played, no refund will be given.
11. The tournament will use a pool play format to establish Bracket Play Seeding.
  12. Softballs will be provided.
  13. If not otherwise specified in the DeWitt Panther Classic rules, MHSAA rules apply.
  14. Home team will be determined by a coin flip. Once teams are seeded, the higher seed will be the home team. If both teams have the same seed, a coin flip will determine the home team.
  15. The umpire will announce the game time to both coaches prior to the start. Game time is when the home team takes the field. This will be called the “official game time.” It is the responsibility of both coaches to note this time. It shall also be recorded in the official scorebook.
  16. Games will be 6 innings maximum. A regulation game is 4 innings if affected by weather. No new inning will start after 1 hour and 15 minutes. Championship game has no time limit, but mercy rules still apply.
  17. In the case of a tie, the last batter to make the out in the previous inning will start on 2<sup>nd</sup> base. Each extra inning will begin in this manner until a winner is determined or the time limit is reached. The championship game will use the tiebreaker in each extra inning played.
  18. For 10u, there will be a limit of 6 runs per inning during the first three innings of play(unlimited after). For 12u and 14u, there are no run limits. For all levels, the game will be called by mercy rule if a team has:
    - a. 15-run lead after 3 innings, or
    - b. 10-run lead after 4 innings, or
    - c. 8-run lead after 5 innings

## 19. Equipment:

1. Approved bats include ASA, USSSA, ISA, NSA and WBSC
2. Metal cleats are NOT allowed in 10u and 12u. Metal cleats ARE allowed in 14U.
3. All helmets must be NOCSAE approved.
4. No jewelry, unless used for medical identification, will be allowed.

## AGE-SPECIFIC RULES

### 10U Playing Rules:

1. All players must play 2 or more defensive innings (6 outs) and 1 at bat in a 5 or more inning game. Failure to do so will result in forfeit.
2. Teams can field 10 defensive players. A minimum of 8 players are required to start a legal game; however, the batting order shall consist of 9 positions with the vacant position in the batting order an automatic out each time through the order. Teams must bat all players present. Late players must be added to the end of the batting order.
- 2b. 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. Pitchers can pitch 3 innings per game (one pitch constitutes an inning). Pitchers will pitch up to 5 pitches per batter. If no out is made, and the ball is not put in play, the batter's coach shall pitch two (2) pitches (including 1 extra if a ball is fouled off). If no out is made and the ball is still not in play, the batter is out.
4. Leading off and stealing are not allowed. Runners may leave the base once the ball has left the pitcher's hand. A team may NOT advance on a passed ball / wild pitch / steal of home at any time unless a play is made on that runner by a throw directly to third base.  
A fake throw toward 3<sup>rd</sup> base does NOT constitute a play being made on that runner.  
Base runners must avoid collisions per NFHS rules.
5. Infield fly rule is NOT in effect. There is NO advancement to 1st Base on a dropped 3rd strike.
6. No balks will be called.

7. If a player throws her bat after swinging, the player will be warned. After one warning, the player will be called out for each bat-throwing offense.

Playing Field:

Pitching distance: 35 feet

Distance between bases: 60 feet

**12U Playing Rules:**

1. All players must play 2 or more defensive innings (6 outs) and 1 at bat in a 5 or more inning game. Failure to do so will result in forfeit.
2. Teams can field 9 defensive players. A minimum of 8 players are required to start a legal game; however, the batting order shall consist of 9 positions with the vacant position in the batting order an automatic out each time through the order. Teams must bat all players present. Late players must be added to the end of the batting order.
  - 2b. 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. Pitchers can pitch 3 innings per game (one pitch constitutes an inning).
4. If a player throws her bat after swinging, the player will be warned. After one warning, the player will be called out for each bat-throwing offense.
5. Leading off is not allowed. Runners may leave the base once the ball has left the pitcher's hand. A player may advance on a passed ball / wild pitch including home. Base runners must avoid collisions per NFHS rules.
6. Dropped third strikes are live balls. Throws from the catcher back to a pitcher are also considered live.
7. Playing Field:

Pitching distance: 40 feet

Distance between bases: 60 feet

## **14U Playing Rules:**

1. All players must play 2 or more defensive innings (6 outs) and 1 at bat in a 5 or more inning game. Failure to do so will result in forfeit.
2. Teams can field 9 defensive players. A minimum of 8 players are required to start a legal game; however, the batting order shall consist of 9 positions with the vacant position in the batting order an automatic out each time through the order. Teams must bat all players present. Late players must be added to the end of the batting order.
- 2b. 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. Pitchers can pitch 3 innings per game (one pitch constitutes an inning).
4. If a player throws her bat after swinging, the player will be warned. After one warning, the player will be called out for each bat-throwing offense.
5. Leading off is not allowed. Runners may leave the base once the ball has left the pitcher's hand. A player may advance on a passed ball / wild pitch including home. Base runners must avoid collisions per NFHS rules.
6. Dropped third strikes are live balls. Throws from the catcher back to a pitcher are also considered live.
7. Playing Field:
  - Pitching distance: 43 feet
  - Distance between bases: 60 feet