CHEESETOWN SHOWDOWN

TOURNAMENT RULES — 2027

Please read the general rules and the rules for your age division.

1. General Rules

- Teams that cancel 30 days or less before the tournament may receive no refund or only a partial refund.
- Game/tournament cancellation due to weather subject to partial refund.
- Do not hit softballs into fences; use pop-up nets. Keep players off the infield during warm-ups.
- NO METAL CLEATS at any level, per Quit Qui Oc complex rules. Footwear checks will be performed before every game.
- Umpire decisions are final, including decisions on protests.
- Profanity, harassment, or negative chanting by a player, coach, or fan toward an opposing team, umpire, or tournament official will not be tolerated. Tournament officials or umpires may eject offenders without warning. Unsportsmanlike conduct by a team's fanbase may result in a forfeit.
- Rules not covered here are subject to WIAA rules. The tournament director reserves the right to change rules deemed necessary.
- Teams must communicate their batting order to the opposing coach and umpire before the game starts.
- Helmets with face guards must be worn unless the player is in the dugout.
- The on-deck batter must use the on-deck circle behind the batter.
- A maximum of three warm-up pitches is allowed between innings. A new pitcher may have a maximum of five warm-up pitches.
- No stalling. Stalling may result in a forfeit.
- A coach may make no more than one trip to the mound per inning, per pitcher. A second trip in the same inning automatically removes that pitcher for the remainder of the inning.
- Coaches are responsible for cleaning out their dugout after each game.
- In inclement weather, the tournament director may alter the tournament format if necessary. Field conditions and field use are at the facilities manager's discretion.

- **For questions, contact tournament director or staff (yellow shirts): Nic Noster, 414-828-2469**.
- **Please patronize the concession stand; it is the main fundraiser for the local youth softball program. Your support is greatly appreciated!**

2. Team Eligibility & Rosters

Age Verification

- Birth certificates must be available if requested by the tournament director. September 1 is the age cut-off date.

Birth-date range	Age group
9/1/2015–8/31/2017	10U
9/1/2013–8/31/2015	12U
9/1/2011–8/31/2013	14U

- Teams are limited to 15 players.
- Final rosters and waivers are due 30 minutes before a team's first game. Submit the final roster to a tournament official at the concession stand.
- Each athlete may appear on only one team roster for the tournament. Rosters cannot be changed after the deadline; players not eligible under these requirements may not play.
- A game in which an ineligible player is used will be declared a forfeit.

3. Game Format, Timing & Home Team

- **Pool play**, the home team is determined by a coin flip. The team that traveled the farthest calls the coin flip.
- **Bracket play**, the higher-seeded team is the home team.
- The home team is the official scorekeeper. A parent or family member of the home team should be available to operate the scoreboard if needed.
- Each game is scheduled for 6 innings or a 75-minute time limit.
  - No new inning may start after the time limit is reached.
  - The home plate umpire keeps the official start time.
- There is no time limit in the championship game.
- The maximum run differential is 6 runs per game in pool play only.
- Run rules apply to all games: 15 runs after 3 innings, 12 runs after 4 innings, or 10 runs after 5 innings.
- Pool-play games may end in a tie; each team receives ½ win and ½ loss.
- Bracket-play games tied at the end of regulation or the time limit use the California Tiebreaker Rule:
  - Start the inning with a runner on second base. The runner must be the player who made the last completed at-bat in the prior inning.
    - Play one complete inning.
  - If still tied after the first extra inning, subsequent innings continue under California Tiebreaker rules;
    - The first team to score wins.

4. Pool Play, Bracket Seeding & Scores

- Three pool-play games determine seeding for the single-elimination bracket.
- Bracket-seeding tie-breakers are applied in this order:
  1. Win percentage
  2. Head-to-head
  3. Runs allowed
  4. Runs scored
  5. Run differential
- After each game, the winning team must report the final score to Nic Noster at 414-828-2469.
  - Include the age group, both team names, and the score. Example: “10U Plymouth 5, Sheboygan South 4.”
- Schedules and scores will be entered in the **BracketTeam** app. If you notice a score discrepancy, contact the tournament director or a staff member wearing a yellow shirt.

10U Rules

Batting & Fielding

- Bunting and slap hitting are allowed. A batter may not show bunt and then pull back to slap hit or take a full swing. Bunting off coach pitching is not allowed.
- The infield fly rule does not apply.
- All infield players must wear face masks.

Lineup & Substitutions

- Teams must bat their entire roster in both pool and bracket play. All rostered players present bat; late arrivals are added to the bottom of the lineup. Players arriving after the lineup has batted through once are not eligible to play in that game.
- Free and unlimited defensive substitutions are allowed.
- A maximum of 10 players may be on the field, with 4 players remaining on the outfield grass.
- Nine players are required to start a game; 8 players are required to finish.
- If a player leaves early and 9 or more players remain, that player is skipped. If fewer than 9 players remain, an out is recorded for that spot in the batting order.

Base Running

- Leading off is allowed after the ball leaves the pitcher's hand. A player leaving early will be called out. No stealing is allowed on coach pitch.
- Stealing home is not allowed, including on passed balls to the backstop or overthrows on stolen base throw downs. A player may score only on a fair batted ball or when the defensive player makes a play in the field. For example, if a defensive player makes a fielder's choice defensive play that results in an overthrow, the runner at third can attempt to score.
- A runner may not advance additional bases if a play is made on them while stealing a base.
- Sliding is required when a play is being made on a runner, at the umpire's discretion. A runner who does not slide when deemed necessary will be called out.
- A courtesy runner is allowed for the pitcher and/or catcher. The runner must be the player who made the last out.

Pitching

- The pitching rubber is 35 feet.
- Pitchers are limited to 4 innings per game, consecutive or non-consecutive. One pitch counts as an inning. If the game goes to extra innings, a pitcher who has already pitched 4 innings may not pitch again.
- A dropped third strike is an out. A caught foul tip with two strikes is an out.
- No runs may score via a walk. With bases loaded, once the opposing pitcher's count reaches 4 balls, the coach pitches. The current strike count carries over and the batter can strike out on called strikes or swinging strikes.
- The coach must pitch from the rubber, mimicking the speed of a 10U pitcher. The pitcher must be in the circle and even with the rubber or behind.
- The coach must attempt to get out of the way; any ball that is put into play and contacts the coach is considered a dead ball. Umpire discretion on interference of coach pitcher.
- When a coach is pitching; a run may only score on a ball hit in play. A runner may only advance on a ball hit in play.

12U & 14U Rules

Batting & Fielding

- Nine players are on the field.
- The infield fly rule is in effect.
- 12U: bunting is allowed, but batters may not fake a bunt and then swing at the pitched ball.
- 14U: bunting is allowed, and players may fake a bunt and swing.

Lineup & Substitutions

- Pool play: teams bat the roster with free defensive substitutions. If a player leaves during the game (except due to an injury during that game), an out is recorded for that player's spot at bat. A player who has left the game may not re-enter.
- Bracket play: teams may bat the roster with free substitutions or use the DP/Flex option.

Base Running

- Runners may steal any base at both 12U and 14U.
- A courtesy runner is allowed for the pitcher and/or catcher. The runner must be the player who made the last out.

Pitching

- Pitching rubber: 12U — 40 feet; 14U — 43 feet.
- 12U pitchers are limited to 4 innings per game, consecutive or non-consecutive. One pitch counts as an inning. If the game goes to extra innings, a pitcher who has already pitched 4 innings may not pitch again.
- 14U pitchers may pitch the entire game.