

2018 OYO | Bill Sturm Memorial Tournament

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

Team and Player Eligibility	
Age Cut Off	<p>Age cut-off date is January 1, 2018.</p> <p><u>18U</u>: Players must not have reached their 19th birthday before midnight January 1, 2018. Players must be 18 years old or younger as of December 31, 2018.</p> <p><u>16U</u>: Players must not have reached their 17th birthday before midnight January 1, 2018. Players must be 16 years old or younger as of December 31, 2018.</p> <p><u>14U</u>: Players must not have reached their 15th birthday before midnight January 1, 2018. Players must be 14 years old or younger as of December 31, 2018.</p> <p><u>12U</u>: Players must not have reached their 13th birthday before midnight January 1, 2018. Players must be 12 years old or younger as of December 31, 2018.</p> <p><u>10U</u>: Players must not have reached their 11th birthday before midnight January 1, 2018. Players must be 10 years old or younger as of December 31, 2018.</p> <p><u>8U</u>: Players must not have reached their 9th birthday before midnight January 1, 2018. Players must be 8 years old or younger as of December 31, 2018.</p>
Roster Information	<ul style="list-style-type: none"> ✓ Rosters will be due at the registration table upon team sign in. A player may be included on only one (1) team's roster in each age group. Rosters may not be modified once they have been submitted. Rosters must include first, last names as well as jersey numbers. ✓ 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 insurance or signed waiver before their first game. No team will be allowed to play their first game until insurance or the waiver form is received.
Team Eligibility	<ul style="list-style-type: none"> ✓ 8U, 10U, and 12U: Single league Recreational All-Star teams only. ✓ 14U 16/18U Recreational All-Star teams and Class B/C Travel teams.
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.
Rainouts	If pool games get rained out, the tournament director reserves the right to seed teams. In the event of a rainout during tournament play, the tournament director reserves the right to determine 1st and 2nd place teams.
Number of Players	Trophies will be given out for 1st and 2nd place with a maximum of 13 trophies.
Weatherline	The OYO Weatherline is available at 317.767.5170.

General Rules	✓ No parking in grass areas or along drives. ✓ No smoking and no pets.
Softball Rules	Tournament will follow and default to NFHS (High School) Softball rules.
Rules Changes	Tournament director reserves right to make any amendments to these rules.
Game Preliminaries	
Uniform Requirements	Each player must wear a numbered uniform. Every batter MUST wear a helmet. Catchers MUST wear a throat guard.
Home Team Designation	<i>For Pool Play games:</i> Home team designation will be determined by the flip of a coin. <i>For Tournament games:</i> Home team designation is awarded to the team with the higher seed.
Time Limits	<i>Pool play games:</i> 1 hour 15 minutes, no new inning starts after 1 hour 15 minutes. <i>Bracket play games:</i> 1 hour 30 minutes, no new inning starts after 1 hour 30 minutes. <i>Championship game:</i> Will be played with no time limit.
Tied Games in Pool Play	Pool games tied at the time limit or at the end of regulation innings will stay as a tie. No extra innings will be played.
Tie Games in Bracket Games	Non-pool games which end regulation time or innings in a tie will use the international tie breaker. The last batter in the order will be placed at 2nd base with no outs.
Team Protocol	When a team is at bat, all players are to be in the dugout except the batter at the plate, the on-deck batter and a pitcher in warm-up area.
Game Starting Times/ Grace Period	✓ 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 a team has not shown itself ready to play, then the game will be forfeited. ✓ In the event of forfeiture, the official recorded score will be one (1) to zero (0).
Game Completion Requirements	✓ A minimum of four (4) innings played, (3-1/2 if the home team is ahead) will constitute a complete game in 8U and 10U, and five (5) innings played, (4-1/2 if the home team is ahead) will constitute a complete game in 12U and older. If a game is stopped before three (3) innings in 8U and 10U or four (4) innings in 12U and older divisions have been completed, 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 at bat and has the lead at the time the game is suspended. This suspension will be made, if necessary, by the plate umpire, OYO Advisor on Duty, and/or the Tournament Director. ✓ If the home team is winning in the bottom of the 6th inning or when the time runs out, the game will be stopped. We will not continue to play in order to accumulate runs for the seeding tie breakers.
Judgment Calls/ No Protested Games	Judgment calls by the umpire may not be protested or argued. Protests of a rules interpretation are allowed and will be settled by the tournament representative at the time of the dispute and will be final. Any protest not lodged before the next pitch is thrown after the time of the issue in question will not be allowed and play will continue.

Tie Breaker	<p>Tie breaker is broken down as follows:</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">1. Record</td> <td style="width: 50%;">4. Runs differential</td> </tr> <tr> <td>2. Head to Head</td> <td>5. Run scored</td> </tr> <tr> <td>3. Fewest runs allowed</td> <td>6. Coin toss</td> </tr> </table> <p>In the event of a tie with more than 2 team, we will apply these tie breaker rules, and then when 1 team is eliminated, we will revert back to the 1st tie breaker and start all over with the remaining teams.</p>	1. Record	4. Runs differential	2. Head to Head	5. Run scored	3. Fewest runs allowed	6. Coin toss
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2. Head to Head	5. Run scored						
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Rule Deviations for 8U Softball

Game Length	Games will be six (6) innings in length.
Substitution	Free substitution is allowed.
Pitching Location	Coaches will pitch from the 35 ft. pitching rubber located within the pitching circle. The circle is 8 ft. in radius and is centered 35 ft. from the back of home plate. There will be no walks or bunts. The batter will receive 5 pitches. The batter will either put the ball into play or be called out on 3 strikes or after the 5th pitch. If the 5th pitch is a foul ball, the batter continues to hit until the ball is put into play or the batter strikes out. No batter will be called out on a foul ball, unless, the ball is caught by the defensive team.
Pitcher Interference	If a batted ball contacts the coach-pitcher before touching a fielder, the play is dead and all runners must return to their bases. The batter remains at bat with the same pitch count she had before hitting the pitch.
Stopping Play: Stop Lead Runner	Play may be stopped when the pitcher's helper has control of the ball with at least 1 foot inside the circle or when the defensive team has stopped the advancement of the lead runner. Base runners who have not reached the 30 foot mark in the base path must return to the previous base. All calls are subject to umpire judgment.
Defensive Positions	<ul style="list-style-type: none"> ✓ Teams will play 10 girls in the field (4 outfielders). Outfielder must stay in the grass until the ball is hit. Free substitution applies. ✓ No base runner substitution for pitchers or catchers since roster batting is being used, unless a player is injured while on base and must be removed from the game. If this occurs, the player who is the last available batter at that time must be substituted for the base runner.
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.
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 9th batting position.
Pitcher's Helper	Each team's pitcher's helper must wear a team-provided heart guard and helmet with facemask. If a team is not equipped with these items, the host organization will provide one for the team. Play must stop until a pitcher's helper is outfitted with the proper safety gear.
Pitches per batter	Each batter will receive a maximum of 5 pitches or three (3) strikes in order to put the ball in play. If the 5th, 6th, or any subsequent pitch is fouled, the batter gets an additional pitch. No walks.
Mercy Rule	15 runs after 3 innings, 12 after 4, and 8 runs after 5 innings.



Maximum Run Rule	A team may score a maximum of 8 runs per inning, excluding inning 6 or subsequent innings. In inning 6 or beyond, a team can score an unlimited number of runs. The championship game will have no run limit per inning.
Defense Coaches	One defensive coach is permitted in the outfield to assist the defensive team. However, the coach must remain on the grass.
Automatic Outs	Coaches may not assist a player between the bases during a play. This is an automatic out.
Injured Baserunner	Any runner sustaining an injury while running will be replaced on base by the last runner not to reach base.
Close Plays	On close plays at any base, the runner must avoid contact.

Rule Deviations for IOU Softball

Game Length	Games will be six (6) innings in length.
Steals	<ul style="list-style-type: none"> ✓ A steal will consist of only one base per pitch. ✓ A runner may steal home. ✓ Stealing only on the release from the pitcher.
Dropped Third Strike	Dropped third strikes are not in effect.
Infield Fly	Infield fly is not in effect.
Defensive Positions	<ul style="list-style-type: none"> ✓ Teams will play 10 girls in the field (4 outfielders). ✓ No base runner substitution for pitchers or catchers since roster batting is being used, unless a player is injured while on base and must be removed from the game. If this occurs the player who is the last available batter at that time must be substituted for the base runner. ✓ 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.
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 9th batting position.
Mercy Rule	15 runs after 3 innings, 12 after 4, and 8 runs after 5 innings.
Maximum Run Rule	A team may score a maximum of 8 runs per inning, excluding inning 6 or subsequent innings. In inning 6 or beyond, a team can score an unlimited number of runs. The championship game will have no run limit per inning.
Automatic Outs	Coaches may not assist a player between the bases during a play. This is an automatic out.
Injured Baserunner	Any runner sustaining an injury while running will be replaced on base by the last runner not to reach base.
Close Plays	On close plays at any base, the runner must avoid contact.

Illegal Pitch

If an illegal pitch is thrown to the batter, the offensive coach may take the result of the play (pitch counts) or redo the pitch (pitch does not count). There will be no penalty assessed on an illegal pitch.

Rule Deviations for 12U Softball

Game Length	Games will be seven (7) innings in length.
Steals	Stealing only on the release from the pitcher.
Dropped Third Strike	Dropped third strikes are in effect.
Infield Fly	Infield fly is in effect
Defensive Positions	<ul style="list-style-type: none"> ✓ Teams will play 10 girls in the field (4 outfielders). ✓ No base runner substitution for pitchers or catchers since roster batting is being used, unless a player is injured while on base and must be removed from the game. If this occurs the player who is the last available batter at that time must be substituted for the base runner. ✓ 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.
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 9th batting position.
Mercy Rule	15 runs after 3 innings, 12 after 4, and 8 runs after 5 innings.
Automatic Outs	Coaches may not assist a player between the bases during a play. This is an automatic out.
Injured Baserunner	Any runner sustaining an injury while running will be replaced on base by the last runner not to reach base.
Illegal Pitch	Each pitcher gets 1 illegal pitch warning. When the first illegal pitch is called on a pitcher, the offensive coach may take the result of the play (pitch counts) or redo the pitch (pitch does not count). After a pitcher has received their first illegal pitch warning, all subsequent illegal pitch will be a delayed dead ball and the offensive coach will have their choice of taking the result of the play or assess the penalty which is a ball on the batter and each base runner advances 1 base.
Close Plays	On close plays at any base, the runner must avoid contact.

Rule Deviations for 14U Softball

Game Length	Games will be seven (7) innings in length.
Steals	Stealing only on the release from the pitcher.
Dropped Third Strike	Dropped third strikes are in effect.
Infield Fly	Infield fly is in effect
Defensive Positions	<ul style="list-style-type: none"> ✓ Teams will play 9 girls in the field (3 outfielders). Free substitution applies. ✓ Unlimited pitching, but a pitcher may re-enter only 1 time per game. ✓ No base runner substitution for pitchers or catchers since roster batting is being used, unless a player is injured while on base and must be removed from the game. If this occurs the player who is the last available batter at that time must be substituted for the base runner.
Batting Order	Teams may bat their entire roster or they may bat only their fielders. If teams bat their entire roster, they may substitute the players into any fielding position they want, with the exception of pitcher. A pitcher may only re-enter the pitching position 1 time. If a team bats only their fielders, they must use NFHS substitution rules. A player who has been replaced in the lineup may only re-enter the game in the same position in the batting order one time.
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.
Mercy Rule	15 runs after 3 innings, 12 after 4, and 8 runs after 5 innings.
Automatic Outs	Coaches may not assist a player between the bases during a play. This is an automatic out.
Injured Baserunner	Any runner sustaining an injury while running will be replaced on base by the last runner not to reach base.
Close Plays	On close plays at any base, the runner must avoid contact.

Rule Deviations for 16U/18U Softball

Game Length	Games will be seven (7) innings in length.
Steals	✓ Stealing only on the release from the pitcher.
Dropped Third Strike	Dropped third strikes are in effect.
Infield Fly	Infield fly is in effect
Defensive Positions	<ul style="list-style-type: none"> ✓ Teams will play 9 girls in the field (3 outfielders). Free substitution applies. ✓ Unlimited pitching, but a pitcher may re-enter only one (1) time per game. ✓ No base runner substitution for pitchers or catchers since roster batting is being used, unless a player is injured while on base and must be removed from the game. If this occurs the player who is the last available batter at that time must be substituted for the base runner.
Batting Order	Teams may bat their entire roster or they may bat only their fielders. If teams bat their entire roster, they may substitute the players into any fielding position they want, with the exception of pitcher. A pitcher may only re-enter the pitching position 1 time. If a team bats only their fielders, they must use ASA substitution rules. A player who has been replaced in the lineup may only re-enter the game in the same position in the batting order one time.
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.
Mercy Rule	15 runs after 3 innings, 12 after 4, and 8 runs after 5 innings.
Automatic Outs	Coaches may not assist a player between the bases during a play. This is an automatic out.
Injured Baserunner	Any runner sustaining an injury while running will be replaced on base by the last runner not to reach base.
Close Plays	On close plays at any base, the runner must avoid contact.