

**2007 OC Fall Ball  
Tournament Rules  
10U - 14U  
(revised 8/28)**

*A.S.A. Rules shall apply except as modified below*

**Game Time** is forfeit time; no new inning starting after one (1) hour and 20 minutes.

**Championship Games** - 7 innings, if the score is a tie, the International Tie Breaker will be used.

**Elimination Games:** No new inning after 1 hour and 20 minutes, if game is tied after last completed inning, International Tie Breaker will be used.

**Pool play games** will have a "drop dead" time limit of one (1) hour and 30 minutes.

**Drop Dead Rule:**

- If the visiting team is up to bat at the time game time is called, the score shall revert back to the last completed inning.
- If the home team is up to bat at the time game time is called and they are losing the game, the score shall revert back to the last completed inning.
- If the home team is up to bat at the time game time is called and the home team has tied up the game IN THAT HALF INNING, the score shall stand and will NOT revert back.
- If the home team is up to bat at the time game time is called and the visiting team has tied up the game IN THE PREVIOUS HALF INNING, the score will revert back to the last completed inning.
- If the home team is up to bat and is leading, the score shall stand and will NOT revert back.

**Pool Play games may end in a tie.** ( Note: In case of a Tie in the first game of a four team pool, the winner of the coin toss will have the choice of playing in the winners bracket or the losers bracket)

**Pool Play Seed** will be determined in the following order:

- A. Win/Loss Record
- B. Head to Head
- C. Runs allowed
- D. Runs scored
- E. Coin toss

**Home Team** - shall be determined by the coin toss prior to each game. The home team is the official scorekeeper.

**Dugout** - First team listed (pool play) or top of the bracket occupies third base dugout. If a team is playing consecutive games on the same field, no dugout change is necessary.

**Batting Order** - Round Robin Format

**Balls** - Only ASA authorized Worth softballs will be used as follows:

- 10U 11" Worth SR11RYS RIF level 1
- 12U 12" Worth C12RYL Dreamseam Optic Yellow w/Red Stitch
- 14U 12" Worth C12RYL Dreamseam Optic Yellow w/Red Stitch

**Run Limits** - Same as the Fall Ball 2007 Rules per division

- 10U Five (5) run limit for the first (4) innings, unlimited runs starting in the 5<sup>th</sup> inning
- 12U Six (6) run limit for the first (4) innings, unlimited runs starting the 5<sup>th</sup> inning
- 14U Six (6) run limit for the first (4) innings, unlimited runs starting in the 5<sup>th</sup> inning.

**Mercy Rule** - 10 runs ahead after 5 completed innings or 4 ½ for the home team. ASA Rule requires a team to field at least 8 or more players or the game is subject to forfeit

**Substitutions** - Free defensive substitution is permitted. No player shall sit more than two (2) consecutive innings.

**Pitching Rules:**

- 10U division will have 21 outs per game; International Tie Breaker, the semi-championship and championship game will be unlimited
- 12U and 14U division will have unlimited pitching outs

*Once a pitcher is removed from the pitching position she may return only once per game back to the pitching Position*

### **Defense Play 10U B Division**

- No more than 10 players will be allowed to play defense at one time.
- No more than 6 players including the pitcher can be positioned in front of the base line. (Pitcher, Catcher, 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base and the Shortstop).
- Outfielders and the 10th player must remain behind the base line as four (4) outfield positions until the ball is hit, or the pitch reaches the plate. (An outfielder may cover a base on a stealing attempt as long as the fielder does not vacate the outfield position before the ball reaches the plate.)
- Infield Fly Rule will apply in 10U

**10U A Division:** Will play at ASA 10A Rules- Drop third strike rule is in effect, three outfielders, home plate is open, multiple bases allowed on walks and stolen base attempts. Note: Pitching and Run limits will be enforced at 10 U guidelines

**Courtesy Runners** are for the Pitcher, Catcher of record, and an injured player only. The courtesy runner will be the last out (last recorded out - either Batter or Runner). Note: If a courtesy runner is used for an Injured Player and the Injured Player returns to play in the game, NO Courtesy Runner will be allowed for **that player** for the remainder of the game.

### **Late Arrival/Early Departure:**

- Late arriving players may be added to the bottom of the batting order.
- Players leaving early from a game will be stricken from the batting order with NO penalty or out taken. However, the player will NOT be allowed to return to the game.
- NO out will be taken for injured players not able to take their turn at bat. However, they shall NOT be allowed to return to play in the game.

**PROTESTS:** All umpire decisions are final. Protests regarding on-field rulings will not be accepted. Local tournament director(s) will be consulted ONLY on issues involving OC Federation guidelines (minimum play, pitching limits, etc.).