## 2023 WSM 10u Tournament Rules

All WSM rules apply with exceptions below:

## Check-in/Rosters:

- All teams must check in with the tournament director upon arrival. You are required to turn in a roster including first and last name of each player for the weekend, as well as indicate if the player is not on your regular season roster that was submitted to WSM. Please indicate on the roster if the player is from another team in your organization and/or is a call up player (ex. 8u).


## Time limit:

- Games will be 60 minutes; finish the inning.
- If the home team is at bat and the time runs out and they are winning, the game will end at that time.
- Game time starts at conclusion of pre-game meeting.
- Official clock is kept by the umpire.
- Official clock only stops for lengthy delays for injury as determined by umpire.


## Home team:

- Shall be determine by the flip of a coin for all pool games. Higher seed will be the home team for bracket play.


## Final Scores:

- Winning team is responsible for reporting all scores to the tournament director via text message or at the concession stand.


## Innings/players:

- Max of 6 innings per game
- 10 fielders (4 outfielders) may be used
- ALL players, both starters and substitutes, may re-enter the game at any time.
- A team must have 8 players to start a game, however, after play has begun, if a team cannot continue with 8 players, the game will be declared a forfeit.
- New inning starts at the completion of the $3^{\text {rd }}$ out by the home team of the previous inning.
- 3 run cap per inning
- Run Ahead Rule as follows:
- 10 runs after 3 innings
- 7 runs after 4 innings
- 4 runs after 5 innings
- Pool play games can end in a tie
- International Tie Breaker (ITB) - for bracket play only
- ITB will be utilized when time has expired and there is a tie. The last batter up due up on the offensive team will be placed on $2^{\text {nd }}$ base to start each inning in ITB. No substitute or courtesy runner may be used for the last batter to be placed at $2^{\text {nd }}$.
- Max one inning of ITB (Championship game max of two innings ITB)
- If a bracket play or Championship game is tied after the above:
- $1^{\text {st }}$ Tie Breaker $=$ most recorded outs in the game
- $2^{\text {nd }}$ Tie Breaker $=$ most runs scored starting with last completed inning; if still tied go to previous inning
- Example:
- End of $4^{\text {th }}$ inning
- Team $A$ has scored 4 runs in the $4^{\text {th }}$ inning
- Team B has scored 3 runs in the $4^{\text {th }}$ inning
- Team A wins tie breaker
- $3^{\text {rd }}$ Tie Breaker repeat same process above using recorded outs
- Any team may use unlimited extra players (EP) per game (totaling 15 batters in the lineup) and it must be made known prior to the start of the game and properly indicated on the lineup. The use of an EP without indicating as such on the lineup is an illegal player. ${ }^{* *}$ If you choose to bat your whole lineup and a girl gets hurt, her spot will not be recorded as an out.
- The EP must remain in the same position in the batting order for the entire game.
- The EP may be substituted for at any time with the substitute becoming the new EP. The substitute must be a player that has not been in the game.


## Courtesy runner:

- A courtesy runner can be used for the pitcher and/or the catcher at any time. The same runner may not be used for both in the same inning. The courtesy runner should be the player that made the last out. If there are no outs it should be the last batter of the previous inning. If the courtesy runner is on base and comes to bat, the at bat will be recorded as an out.


## Conferences:

- Offensive: 1 per inning between the coach and any offensive player
- Defensive: 1 per inning, $2^{\text {nd }}$ visit pitcher must be removed


## Pitching:

- Tournament will be hybrid pitch (player, then coach) just like the regular season
- Pitchers will have a 3-inning limit per game
- Pitcher can be removed and re-entered but may not exceed 3 innings pitched. An appearance in any inning counts as a full inning.


## Warm ups

- A pitcher will receive 5 warm ups the first inning, 3 every inning thereafter. A new pitcher will receive 5 warm ups. Please use courtesy runners to speed up play.
- After the first inning, no warm up balls in play for infield or outfield.


## Tournament Director

- The Tournament Director will make all final decisions. Please report any issues immediately.

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