



Kick-Off Classic

10U Tournament Rules

- Please, no carry ins! We offer a full concessions stand.
- Teams are limited to 13 players on roster. Players who turned age 11 prior to January 1 are not eligible to play in this age bracket.
- Teams shall arrive on site 45 minutes prior to the scheduled start time. If the previous game finishes early, teams may be asked to begin play earlier than scheduled.
- Final roster must be turned into the registration table 30 minutes before the first game. No changes may be made to the roster after that time. Proof of age needs to be available should questions arise. It is the responsibility of the coach to provide this information should they be asked. Eligibility is set by ASA Governing rules. Games will be forfeited in which an in-eligible player has been used.
- Players can only be included on one roster for the tournament.
- Game length:
 - Pool Play: A complete game will be 6 innings, however a new inning will not start after 1 hour and 15 minutes. Tie games in Pool Play will be recorded as a tie.
 - Bracket Play: A complete game will be 6 innings, however a new inning will not start after 1 hour and 15 minutes. Games will not end in a tie. If a game is tied at end of regulation, the International Tie Breaker will be used; beginning with the next full inning, the player who made the last out will start the inning on second base and there will be no outs. Championship games will not have a time limit.
**(In the case of inclement weather, games maybe shortened. Starting time will be determined by the tournament director prior to play).
- Home team is determined by coin flip prior to start of game for Pool Play. In Bracket Play the higher seed is the home team. Home team will keep official scorebook.
- 15-run rule after 3 innings and 10-run rule after 5 innings.
- 35' pitching rubber, 11" ball.
- Maximum of 6 runs allowed per inning per team.
- Maximum of 10 players on the field. Four players must remain on outfield grass. 8 players are needed to start a game.
- **NO METAL CLEATS ARE ALLOWED.**
- **Umpires' decisions are final in all instances.**
- Pitchers get 3 innings MAX. PER GAME (one pitch in an inning is counted as one inning). This also includes Bracket games and Championship game. Five(5) warmup pitches will be allowed between innings max. Seven (7) warm-up pitches will be allowed for a new pitcher max. Intentionally stalling, as deemed by an official or tournament director, may result in a forfeiture of the game.

- Unlimited defensive substitutions.
- Bat the roster. If a player leaves during the game (except due to injury during that game), an out is recorded for that girl's at bats. A player who has left the game cannot reenter the game.
- Stealing second and third is allowed. Stealing home is not allowed (even if there is a play at 3rd). A runner may leave base after the ball crosses the plate. If runner leaves early, she is out.
- Courtesy runners are optional at any time for the pitcher and catcher. The courtesy runner shall be the last batted out. The pitcher or catcher for this rule is the pitcher or catcher of the previous inning.
- Dropped third strike will not be played.
- Walks will be given after four (4) balls but if the bases are loaded the pitcher cannot walk in a run. In this case a coach would need to pitch to the batter with the current count until a strikeout or ball has been batted in play. Runners can advance at their own risk but the batter must remain at first.
- Bunting is allowed but batters are not permitted to fake a bunt then swing at the pitched ball.
- Sliding is required if play is being made upon runner. It is the umpire's judgment as to whether or not a play is being made and if sliding is necessary.
- Infield fly rule is NOT in effect.
- **After game is completed the final game score must be TEXTED in by the WINNING TEAM.** Coaches need to report scores by TEXTING ONLY to this cell number: 920.850.1307. Please include your age bracket, both team names and the score.
- Coaches are responsible for cleaning out their dugout after the game.
- ASA rules will be followed for any rules not listed here. The tournament director reserves the right to change any of the rules at his or her discretion.
- **Profanity or harassment by a team member, coach or fan toward an opposing team, umpire or official of the tournament will NOT be tolerated. This type of activity can lead to ejection without warning by tournament official or umpire.**
- Following pool play, teams will be seeded as follows:
 - Record
 - Two-Team Tied
 - In any situation where two teams are tied, head-to-head competition between the teams shall determine the higher seed
 - More than Two-Teams Tied
 - Step One:**
When more than two teams are tied the following three criteria in order will determine team ranking of the tied teams:
 1. Runs allowed (if top 2 teams tied, then head to head)
 2. Runs scored (if top 2 teams tied, then head to head)
 3. Draw names out of a hat
 - Step Two:**
Uses ranking until only two teams are tied
 - Step Three:**
When only two teams remain, head-to-head competition between the teams shall determine the higher seed

***SPECIAL NOTE:** All forfeits are scored 10-0