

Wood City Classic Rules and Regulations

1. Number of Players. A. 10U and 12U teams may have 10 defensive players on the field. All 4 outfielders must be in the outfield grass. If there is a deep dirt infield, players must be at least 60' from the pitcher's mound. B. A team may play with as few as 8 players; there will not be an "auto-out". Only exception to the 8-player rule is if a player is ejected bringing them down to 7, then that team forfeits.

2. Game Time and Playing Time. A. No new inning shall start after 1 hour and 10 minutes. If an inning is started, it must be finished if the home team is behind.

3. Run Limits. USSSA run-ahead rules will apply in all games: 15 after 3 innings, 10 after 4 innings, 8 after 5 innings. -For 14u there is a 5 run per inning rule for the first 3 innings. Any inning beyond the 3rd will be unlimited. -For 12u and 10u there is a 5 run per inning rule. Last inning as declared by the umpire will be unlimited.

4. Batting Lineup. Continuous batting shall be in effect for ALL LEVELS with free defensive substitution, including the pitcher.

5. Game Balls. Balls will be provided by the teams at checking. 1 new or like new ball will be used for each game. A. 10U uses 11-inch balls B. 12U and 14U uses 12-inch balls

6. Equipment. A. Metal cleats are not allowed in 10U and 12U. B. Catchers warming up pitchers on or off the field must be wearing a mask C. All offensive players must keep batting helmets on until they are safely inside the dugout. D. Batting helmets must be NOCSAE approved. E. Bats must have the USSSA stamp.

7. Pitching A. Pitchers can only pitch for one team for the tournament. B. Pitchers are now allowed to step back or start back from the pitching plate. C. Pitchers can start with both feet on the pitchers plate, step back, or start back from the pitchers plate. D. 10u there will be no walks, once the batter reaches 4 balls the coach will come in to finish the at bat, strike count will be carried over for the batter. E. 14u pitches from 43', 12U pitches from 40 feet, 10U pitches from 35 feet

8. Lightning. In the event lightning occurs during a game, the game will be suspended 30 minutes from the last lightning strike.

9. Stealing/Advancing Bases. A. 10U players may lead off after the pitched ball crosses home plate. Players may steal and/or advance on a passed ball, but only one base per non-hit pitch. Players are not allowed to steal or advance home on a passed ball. B. 12U and 14U follows USSSA rules, leading off when the ball is released.

10. Dropped Third Strike. A. 10U batters do NOT advance to first base on a dropped third strike.
B. 12U and 14U follows USSSA rules

11. Hit By Pitch A. The batter advances to first base if hit by a pitch that has not hit the ground first B. If the pitch rolls or bounces into the batter, then she should complete her at bat only at 10U 12. Infield Fly Rule and Bunting A. 10U. There is NOT an infield fly rule and no bunting allowed for safety. B. 12U and 14U. There is an infield fly rule and bunting is allowed.

13. Umpires All umpires decisions are final If Player, Coach, Fan is EJECTED they must leave the complex and be outside the fence of the park. If any of the above, refuses to leave coach will be asked to deal with it within 5 min or team will forfeit!!!

14. Pool Play Tie Breakers Division Tie Breakers for Seeding 3 Points for a Win, 1 Point for a Tie, 0 Points for a loss. Tie Breakers: 1st= Win Percentage, 2nd=Runs for, 3rd=Runs Allowed, 4th=Run Differential.

15. TIME OUTS A. Only 2 defensive time outs per game are allowed- pitching changes will NOT count as a time out. (Ball awarded to batter if time is called after all are used) B. ONLY 1 offensive timeout per inning (A strike will be called on the batter, if a 2nd is called) THERE WILL BE NO PROTESTS