

# 2020 Tri County League Rules

## League Playing Rules- All Levels

1. 6:00 Doubleheaders
2. The **host team** is responsible for providing USA trained umpires.
3. Doubleheader games are 7 innings or 65 minutes
4. All games must be a minimum of 3 innings, 2 ½ if the home team is ahead. 1 or 2 inning games will not count toward seeding. If a game is called for any reason please resolve on the field with umpire if necessary.
5. Home team is considered the local team for the first game / second game is the traveling team. **Each team** is required to provide one new and one used game ball per doubleheader.
6. Host team coach/manager is responsible for entering their scores to the Tri County web site within 24 hours of completing the game.
7. Tie Breaker Rule: The offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g., if the number five batter is the leadoff batter, the number four batter in the batting order will be placed on second base. A substitute may be inserted for the runner).
8. **League games can end with a tie.** These are doubleheader games and it is the responsibility of the umpire to keep the games going in order to complete both games.
9. 15 runs after 3 innings, 12 runs after 4 and 8 runs after 5 innings.
10. Teams are required to make up games **before** the on-line seed meeting.
11. On deck batters' will be placed to the back of the batter for safety purposes.
12. Steel cleats to be allowed at 14U, 16U and 18U
13. Jewelry, see USA Softball rule book, Rule 3, Section 6, Article F, page 40 for exceptions.
14. **Make as an option, 5 run rule at 12U C**, if proposed before the game and mutually agreed upon by the coaches. This will be for league play only.
15. Three coaches/adults will be allowed on the bench. At least one coach must be ACE educated. All bench coaches/adults must have a background check and be SafeSport trained.

## Batting

1. In League play all teams bat the roster.
2. For League Tournament and State Tournament **All 10U & 12U (except at Tier 1 State) 14U, 16U, and 18U at B and C levels bat the roster.**
3. For League Tournament and State Tournament, **12U Tier 1**, 14U 16U & 18U at **(A)** level bat 9 (DP/Flex). If an age group is combined with an A teams' then bat 9 (DP/Flex).

## 10U Specific

1. **All levels of 10U** follow the same rules as the older age groups with the following exceptions:
2. Teams are limited to 5 runs per half inning. **The last batter to bat, if they were not out or were not a part of the 5<sup>th</sup> run, i.e. got a hit or walked then they will be first up to bat the following inning.**
3. Use an 11" ball.
4. All 10U will play one doubleheader, 65-minute games on Thursday night until school is out. Tuesday and Thursday night doubleheaders will begin after the school year has ended.

## Pitching Distance

- 10U 35'
- 12U 40'
- 14U, 16U and 18U 43'

## No Shows:

A team must contact their opponent by 4:00 PM on game day if they are not able to play. Failure to do so results in a "Forfeit due to no show." This will be recorded as a 7-0 win. Any team forfeiting three league night games will be ineligible to play in the league qualifier tournament.

For a complete list of league and tournament rules please go to [www.tricountyfastpitch.com](http://www.tricountyfastpitch.com).