

# **2023 KOMET KLASSIC SUMMER TOURNAMENT**

**July 22, 2023 at the K-M Softball Fields:  
1400 5th Avenue NE Kasson, MN or  
1101 6th St NE, Kasson, MN**

**Girls 10U Silver/C/D Fast Pitch Divisions**

**3 GAME GUARANTEE**

## **Tournament Details**

- \$250/Team + 2 Game Balls
- 8 Team max , bracket play
- No new inning after 65 min.
- Registration Deadline: June 8<sup>th</sup>
- Awards to 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> place
- Team check-in 30min prior to 1<sup>st</sup> game – have roster available

## **AMENITIES**

- No admission or gate fee
- Free parking
- Concessions
- Covered dugouts
- Playgrounds
- Warm-up Space

**Visit: [KMGSA.ORG](http://KMGSA.ORG) to Register TODAY!**

**Contact Kari Fitch for questions:  
507-421-0845**



## **2023 KOMET KLASSIC 10U Tournament Rules**

### **General Rules:**

- All protests will be settled on the field. Umpire decisions are final.
- The Tournament Director reserves the right to shorten the length of games or format in the event of bad weather.
- Coaches are responsible for bench and fans behavior. ONE WARNING! If behavior continues, the guilty party will be asked to leave the premises within 2 minutes or the team will forfeit.
- Players can only be rostered and play on one team within the tournament.
- Game time is start time.
- Coin toss or ball rolls will determine the home teams.
- Rosters must be complete on MN Softball site or paper copy turned in at check-in.
- Hoffman is mandatory (You must bat all players), defensive subs are free.
- No new inning after 65 minutes.
- If a game is mathematically over due to run limits, play up until the time limit and stop after the current batter when the time limit expires.
- Tied score at the end of 65 minutes, will use the International Rule (last out starts at second).
- Mercy Rule: Games will end if a team is up by 15 runs after 3 innings, 12 runs after 4 innings and 8 runs after 5 innings. (If the home team goes up by the limit of runs in the bottom of their inning then end the game after the play, the inning does not have to be finished if it's the home team winning).

## **10U SILVER**

### **General Rules:**

- 11" Ball / 35ft Pitching Rubber.
- 10U teams may use 10 defensive players. Four must be positioned in the outfield (at KMGSA fields, this means heels on the grass or deeper).
- This is a coach pitch division with rules as follows:

## **Pitching/Hitting:**

- Batters start with a 0-0 count.
- There will be no walks.
- If the count gets to 4 balls, the coach from offense comes in to pitch.
- Coach may pitch from the edge of the pitching circle.
- Player/Pitcher must have at least one foot on or in the circle when the coach is pitching. Pitchers may play to either side of the circle.
- Strike count carries forward to coach pitch (i.e., if batter has 2 strikes when coach comes into pitch, she still has 2 strikes and she gets 1 good pitch from coach) (this rewards pitcher for pitching strikes and pushes batter to swing at pitches)
- Players can steal on ball four, so coaches please make sure the play is dead before taking your place on the field. - Coach pitches until strike out or ball is put into play
- Batter stays alive with foul ball on 3<sup>rd</sup> strike (no limit)
- If a batter is hit by a pitch, the coach comes into pitch and the count resets to 0-0. Umpire can instruct the batter to take first if the batter is hit hard (umpire discretion). If a batter cannot continue due to injury, the last recorded out will take first to run.
- No infield fly rule - No dropped third strike rule: Batter is out on 3<sup>rd</sup> strike, but runners may still advance at their own risk.

## **Base Running:**

- Maximum of 5 runs per team per inning (3 outs or 5 runs ends the inning)
- - Stealing is allowed with certain restrictions:
  - Runner may steal home, delay steal home, score on passed balls, score on overthrows from the catcher to the pitcher, or score from second on overthrow on steal, but only 3 out of 5 runs can be scored from plays without a batted ball or hit-by-pitch.
  - When stealing, runner may advance one base beyond initial base they were stealing on overthrown ball – Even if a play is made on a runner advancing after the first overthrow the runner cannot score from first (exception on balls that go out of play)
- Batter is not limited to the number of bases she can advance on any hit ball until the ball is either out of play or the ball reaches the circle in the pitcher's glove (or umpire calls time).