Williamsport Lumber Yards Softball Tournament Rulebook

2 Rose Street
Williamsport, PA 17701

WLY Complex Policies and Information

- No metal cleats, gum, or seeds are allowed at the complex.
- No pets allowed. Service animals must be leashed at all times. Owners are responsible for waste.
- Parking- All vehicles must be parked in the designated parking spaces. Any vehicle not in the designated space will be towed.
- Smoking of any kind is prohibited
- Grills are prohibited
- No bicycles, scooters, skateboards.
- No outside alcohol, or outside coolers. 1 team cooler is allowed.
- Concessions and restrooms are on-site.

Travel and Lodging

- There is a list of preferred hotels with discounts on the website.
- There are many nearby attractions including the Little League World Series fields, Liberty Arena, etc.

Payment Policies

- **Credits-** If the tournament is canceled completely due to inclement weather, teams will receive a 100% credit for a future tournament. There will be no refunds for any reason, including weather. Credits must be used within 1 year.
  - **0 games 100% credit**
  - **1 game started 75% credit**
  - **1 game completed 50% credit**
  - **2 games completed 25% credit**
  - **3rd game started 0% credit**
- All payment are due in full 60 days prior to the start date.
- **Teams deciding to drop out of the tournament do not receive a refund.**
- **The tournament directors have the right to alter the schedule, minimum games played, etc. in the event of inclement weather. Teams are responsible for checking the schedule for changes.**

Rosters/Age Eligibility/Team Documents

Required Documents

- All teams must provide a roster with all player's names, numbers, and date of births and have this available at all times.
- All teams must provide a copy of insurance and have this available at all times. **The insurance certificate must have no less than $2,000,000 General Aggregate and $1,000,000 Each Occurrence.** Additionally insured:

  Williamsport Lumber Yards
  2 Rose St. Williamsport, PA 17701
- This information is to be provided at least 2 weeks before the tournament (via email tournaments@williamsportlumberyards.com)

Age Eligibility

- The age cutoff follows USA Softball.
- All divisions start a new season (move up) on September 1st.

Playing Rules/Field Dimensions/Time Limits

Age Specific Rules/Dimensions

14u and Above

- 43ft pitching distance
- USA based rulebook with listed modifications within this rulebook

12u

- 40ft pitching distance
- USA based rulebook with listed modifications within this rulebook

10u

- 35ft pitching distance

- USA based rulebook with listed modifications within this rulebook
- There is a 5 run team limit per inning for divisions labeled **10u C ONLY.** 10u Open, B, and B/C (if they are mixed) has no limit.
- **10u pool play games have a 1 hour and 15 minute time limit (finish the inning), with a 1 hour and 25 minute drop dead. The score reverts back with drop dead to the previous inning.**
- 9 players on defense
- Stealing is allowed, including home
- Infield fly and drop-third strike is in effect.

Time Limits

- All games have a time limit of 1 hour and 15 minutes (finish the inning). 10u pool play games have a 1 hour and 15 minute finish the inning, with a 1 hour and 25 minute drop dead.
- The championship game has a time limit of 1 hour and 45 minutes (finish the inning). Inning and run rules apply.
- Consolation games are 1 hour and 15 minutes drop-dead.
- The clock starts immediately following the pre-game meeting.
- If the home team is leading when the time limit hits, the game will finish after the current at-bat (if it has started). It is just that particular at-bat.
- Teams should be ready to start their game up to 30 minutes before the original start time.

Extra Innings

- The base runners will be placed as follows:
- Last batter from previous inning at 1st Base
- Second to last batter before him in the lineup at 2nd Base
- Third to last before that in the lineup at 3rd Base
- Normal substitution rules apply to these runners.
- The hitting team will start the inning with one out.
- Play continues until one team is ahead at the end of an inning.

Other Playing Rules

- **Innings:** 10u and 12u will play 6 innings, 14u-18u is 7 innings
- **Official Game:** If a game is called by the umpire/director that cannot be resumed, games are final after 4 innings (or 3 and a half innings if the home team is ahead). Weather is a part of the game. Directors reserve the right to change formats, schedules, official game inning limits, etc. The home book is used as the official score.
- **Ties:** All games in pool play that are tied after 6/7 innings or the time limit (and finish the inning if applicable) are final. Bracket games will follow the tiebreaking criteria. (If the score is tied at the end of the 6 or 7 designated innings, the pool play game is final as a tie.)
- **Mercy Rules:** 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings
- **Mound Visits:** The 2nd visit of an inning requires the pitcher to be removed. Coaches receive up to 3 charged mound visits per game.
- **Intentional Walks:** There is no need to throw a pitch. Coaches can declare an intentional walk.
- **Forfeits:** All forfeits result in a 7-0 victory.
- **Lineups/Courtesy:** All teams may bat 9 or more players (EH/DH/DP&FLEX is allowed, but not required). You must start the game with at least 8 players, and a 9th may join the lineup as long as the player was listed on the roster and lineup card. Any spot that is unfilled, out of 9, is an automatic out. If the team starts with 10 or more, an injury that results in a player exiting the game will not be ruled out, unless they go below 9 batters. Courtesy runners can be anyone; however, if the courtesy runner comes up to bat, they are removed from the base and charged with an out. The courtesy runner will bat where normally scheduled. IF A TEAM HAS SUBS, THEY MUST USE A SUB FOR A COURTESY RUNNER. The number

of batters in the lineup at the start of the game is what the team must finish with. SATURDAY AND SUNDAY RULES ARE THE SAME.

Scheduling Notice

- **WITH AN ODD AMOUNT OF TEAMS, THE LAST TEAM TO REGISTER/PAY MAY BE SCHEDULED FOR A 4TH POOL PLAY GAME.**
- **THE 4TH WILL NOT COUNT FOR OR AGAINST THE TEAM.**
- **SCHEDULES ARE POSTED 1 WEEK PRIOR ON PLAYBOOK365 https://events.williamsportlumberyards.com**

Tiebreaking Criteria

Standings Tie-breakers:

- To determine seeding, a win is worth 1 point and a tie is worth 0.5 points; **HOWEVER**, winning will be valued more than ties. EX:) 1-1 will be ahead of 0-0-2. 2-1 will be ahead of 1-0-2
- If teams have played a different amount of games, the winning percentage will be used. (2-0 is greater than 1-0).

Two Teams Tied: (win percentage first)

1. Head to head
2. Total runs allowed
3. Total runs scored
4. Highest single game run differential
5. Lowest single-game runs allowed
6. Highest single game runs scored
7. Coin flip

Three Or More Teams Tied:

- USE THE SAME CRITERIA IF HEAD TO HEAD CANNOT SETTLE IT. Head to head cannot settle a tie of 3 or more if all teams did not play each other. H2H can settle a 3 way tie if one team defeats both of the others.

- **The list restarts each time a tie is broken. See below.**
- EXAMPLE 1: Team A, B, and C are all 2-1. Head to head cannot apply to the first tiebreaker as one team did not defeat both of the other two. Team A gave up 10 runs, Team B gave up 8 runs, and Team C gave up 11 runs. Team B wins the three-way tie with the lowest runs against, leaving just Team A and Team C. **The list resets back to tiebreaker #1 if applicable (H2H).** Team C beat Team A head to head. Even though they gave up more runs, they are seeded higher than Team A.
- EXAMPLE 2: Same scenario, but Team A and Team C did not play each other. Team A is seeded higher than Team C due to tiebreaker #2 runs against.

Bats/Equipment

BATS:

- To follow USA Softball regulations.

FACE MASKS:

- Face masks are required for all helmets for hitters. It is recommended for all pitchers and corner infielders, but required for 10u.

Cages/Game Balls:

- Cages are first come first serve. Teams must bring their own softballs for the batting cage. Game balls are provided for every game by WLY.

Age Protest

- Protests will be heard and ruled on by the tournament committee. The team protesting a playing rule must make a cash payment of $250 at the time of the protest to the tournament director on-site. If the protest is ruled in the

protesting team's favor the $250 will be refunded. The ruling made by the committee will be final. You cannot protest a play on the field if play has already been resumed. If you are protesting illegal equipment and committee rules in your favor, then the equipment in question will be removed immediately and play will continue (any prior game play leading up to that point remains as it was).

Ejections/Forfeits/Suspensions

- There is ZERO tolerance for unprofessional behavior by parents, coaches, and players. Players will be suspended for the rest of the tournament. Coaches and parents that are ejected will be banned from attending the rest of the games that weekend and must leave the complex immediately. If an ejected parent/coach refuses to leave the complex in a timely manner, the team will receive a forfeit loss.
- Coaches must not stall the game at any point. After one warning, the tournament director will have the right to make the game a forfeit.
- Coaches and managers are fully responsible for the behavior of their players, parents, spectators, and team staff.
- Any disrespectful, abusive, or inappropriate behavior directed toward umpires or event staff will result in the immediate ejection of the head coach, with no warnings issued.
- Teams that repeatedly violate this policy may be removed from the event and banned from future Williamsport Lumberyards tournaments. The tournament committee has the right to make decisions on suspensions in extension to these details.

Rules Not Covered

- Any rules that are not covered and need clarification will be decided by the tournament director at that field.