

Spring Swing in the Dome 2024 Tournament Rules

1. Age cut-off
 - **10U:** Must be 10 or younger before September 1, 2023.
 - **12U:** Must be 12 or younger before September 1, 2023.
2. Final roster with waiver signatures must be dropped off at the concession stand at least 30 minutes before your first game
3. Home Team decided by a coin flip. Winner can choose Home or Away.
 - Home team is responsible to keep the official score and report the results to the tournament
4. Game Length: 6 Innings
5. Game Duration is 70 mins; drop-dead
6. All games will start at the posted time. A 5-minute grace period will be provided by the umpire prior to calling a forfeit. Forfeit will result in a score of 6-0. Lineups must be provided to the other team prior to the start of the game.
7. Pitching Limits: 2 Innings total in a 6-inning game. A single pitch constitutes a complete inning for that pitcher.
8. **Coach Pitch Rule (10U):** After one walk has been issued, coach will pitch all subsequent walks in that inning
 - The hitter can only advance to first base
 - All runners may advance as far as they want
 - No bunting when coach is pitching
 - Coach must pitch from the pitching rubber
 - Player must play defense near pitching rubber
 - Coach can pitch a maximum of 5 pitches (batter will be out)
9. Pitchers will be allowed 3 warm-up pitches between innings. A new pitcher allowed a maximum of 5 warm-up pitches. If the pitcher is stalling, in the umpire's judgment, play will be resumed.
10. Stealing - Runners leaving early will be called out
 - **10U:** Base runners may leave once the ball crosses the plate. Base runners can advance only one base per batter. Includes straight stealing, overthrows when throwing out a base runner, passed balls and wild pitches. Base runners cannot steal home at any time. Base runner on 3rd can only advance to home on a ball hit in play.
 - **12U:** Runner may leave once the ball leaves the pitcher's hand
11. Look-back rule is in effect: When the defensive team has possession of the ball near the pitching rubber in any live ball situation, runners on base have a split second to either advance to the next base or return to the previous base or will be called out.
12. Bunting is allowed. Once a batter squares to bunt, she must either bunt or pull-back. If she swings after squaring to bunt, the ball is dead and she is automatically out.
13. Dropped Third Strike Rule:
 - **10U:** On a third strike, the batter is out even if the catcher drops the ball
 - **12U:** Rule is in effect
14. Batting: Teams will bat their full rosters. If a player becomes injured during a game, her spot in the order is skipped without penalty, but she may not return for the duration of the game.
15. Infield fly rule: No Infield Fly Rule
16. If a batted ball hits the dome in fair play, the batter is out and the ball is dead

17. Defensive Lineup:

- **10U:** Teams may play with up to 10 defensive players. 6 infielders (including pitcher position) and 4 outfielders. Outfielders must start outside of the infield area until the ball crosses the plate. 9 players are required to start a game and 8 players are needed to complete a game. Free defensive substitution.
- **12U:** Teams will play with 9 defensive players. 6 infielders (including pitcher position) and 3 outfielders. Outfielders must start outside of the infield area until the ball crosses the plate. 8 players are required to start a game and 7 players are needed to complete a game. Free defensive substitution.

18. A courtesy runner is allowed for the catcher and the pitcher. The courtesy runner will be the last player to record an out in the current inning or previous inning if there are no outs.

19. Please keep the games moving. An intentional stall, as deemed by the umpire or a tournament committee member, may result in forfeiture of the game. The umpire's decision is final and can't be protested to the Tournament Director. Forfeit will result in a score of 6-0.

20. Each inning has a 6 run maximum. No unlimited run inning. All games will complete the time limit or innings.

21. Extra Innings: Games tied will end in a tie at the time limit or completion of 6 innings

22. Tie Breaker: 1- Best Record, 2- Head-to-Head, 3- Fewest Runs Allowed, 4- Total Runs Scored, 5- Coin Flip

23. Teams must provide and wear their own batting helmets w/face guard and catcher's gear.

24. Players can only be on one roster

25. **Any rule not covered here is governed by WIAA.**