



Lake Zurich Baseball and Softball Association 10U Lady Bear Claw Tournament Rules

The 2011 LZBSA 10U Lady Bear Claw tournament is open for in-house tournament teams made up of in-house players, age 10 or younger as of 1/01/2011. A player on both an in-house team and a travel team is considered a travel player and is ineligible without prior LZBSA approval.

A league representative will meet with each team prior to the start of their first game. At that time the team will need to turn in their completed rosters and proof of insurance and have copies of birth certificates available for review.

The following rules will take precedence as local rules. The ASA Fast Pitch rules will apply with the listed exceptions. Certain rules that follow are ASA Fast Pitch rules, but are repeated for emphasis. However, it is each Manager's responsibility to understand and adhere to all ASA and local rules in effect.

Section 1 - Play of the game

1. Bunting is allowed.
2. A base runner may steal 2nd base, 3rd base. No stealing of home is allowed. The runner may leave the base as soon as the pitched ball crosses the plate.
3. The ASA Infield Fly Rule does not apply.
4. Dropped 3rd strike does not apply.
5. A batter hit by a pitch shall be awarded 1st base, in accordance with the ASA Rule Book. This includes bounced pitches that strike the batter.
6. A base runner may advance to the next base as long as the ball remains in play.
7. Contact between base runner and fielder must be avoided at all times.
8. If a player is injured while playing, the umpire will call time and play stops. A runner may advance to the next base only if that runner was advancing prior to the umpire's call of time out.
9. A consecutive batting order shall be used. All available roster players are to bat. The maximum roster size is 15.
10. A team will field at most 9 defensive players. The "short center" position is not allowed.
11. Each player must play a minimum of three (3) innings in the field. Players must play a minimum of one (1) inning in the infield per game. Catcher & pitcher positions are considered infield positions.
12. Courtesy runners: the player who made the last out with two outs, should substitute as a base runner for the catcher.
13. An injured player may be returned to her original spot in the batting order. The opposing Manager and scorekeeper should be notified of the change before the player bats or returns to the field.

14. Pitching:

- a. A windmill, slingshot or modified fast pitch is allowed. Emphasis is placed on the Manager to encourage the pitcher to pitch in the strike zone by either method.
- b. A pitcher must have both feet on the pitching rubber when presenting the ball. She may step forward with her delivery as per the ASA Rules, but she may not step backwards nor, to the sides of the pitching rubber.
- c. There is a three (3) inning limit for pitchers.
 - i. These do not have to be consecutive innings.
 - ii. One (1) pitch constitutes an inning pitched.
- d. If a pitcher hits two (2) batters in one (1) inning she will retire for that inning, but be allowed to come back into other innings to pitch to complete her three innings. If a 3rd batter is hit she will retire from pitching for the entire game.
- e. Managers and coaches may warm up pitchers. Players may warm up pitchers but must be properly wearing all catchers' protective equipment.

Section 2 - Game limits

1. A game shall consist of [at most] seven (7) innings. There will be a five (5) run limit per inning, except for the "last" inning. The "last" inning shall have no run limits. Except for the Championship game, extra innings will not be played; a game may end in a tie. If the Championship game goes into extra innings, the extra innings will have no run limits.
2. Mercy Rule - if a team is ahead by 12 runs after 4 innings or 10 runs after 5 or 6 innings, the game is over.
3. No inning other than the "last" inning may begin after the 1:30 hour mark of the game. If this time limit is reached, the current inning will be completed, and if full innings are still remaining, the next inning will be the "last" inning.
 - a. The "last" inning is the 7th unless the above time limit causes it to be earlier. A complete game is 5 innings, or 4½ innings if the home team is ahead.
 - b. No time limit for the championship game.
4. A game may be forfeited for lack of players (forfeit score recorded as 7-0). Teams will have 15 minutes after the official start to field a team. A team must consist of at least 8 players. If a team has less than 8 players present, that team will forfeit. When starting with 8 players any late arrivals that miss their turn at bat shall be placed at the end of the batting order.

Section 3 - Equipment/Gear

1. ASA Rules prohibit players from wearing any type of jewelry. This will be strictly enforced. EXCLUSION: Medical alert bracelets worn as a medical warning to emergency technicians.
2. Catchers must wear all protective equipment properly. This includes a suitable mitt, shoes, helmet, mask with throat guard, chest protector and shin guards.
3. Metal spikes are not allowed; only molded spikes or tennis shoes are allowed.
4. An 11" raised-stitch ball conforming to ASA Fast Pitch Rules for this age group will be used.

Section 4 - Field

1. The playing field will have 60 foot bases (ASA 10U).
2. The front edge of the pitching rubber shall be 35 feet from the point of home plate (ASA 10U).
3. The team listed 1st shall occupy the 3rd base dugout.