# 15<sup>th</sup> ANNUAL MONROE BRICKHOUSE MID-SUMMER MONSTER SOFTBALL TOURNAMENT

AT DON RAY MEMORIAL PARK, MONROE, IN.

FRIDAY, JULY 7<sup>TH</sup>, SATURDAY JULY 8<sup>th</sup>, SUNDAY JULY 9<sup>TH</sup>, 2023

# 14U & 12U & 10U DIVISIONS TOURNAMENT DETAILS:

\*POOL PLAY FORMAT BEGINNING ON FRIDAY EVE 6 PM AND 9 AM (SAT)

\*SINGLE ELIMINATION TOURNEY SUNDAY

\*TWO GAMES FRIDAY EVENING FOR TEAMS CLOSEST TO MONROE

(AND BY REQUEST)

\*\*IHSAA RULES 14U AND 12U: 40 FT. PITCHING DISTANCE)

(10U: 35 FT. PITCHING DISTANCE)

14U: 3 OUTFIELDERS AND 12U: 4 OUTFIELDERS

10U RULES page 2

\*GAMES 6 INNINGS OR 75 MINUTES TIME LIMIT, FINISH INNING
\*INTERNATIONAL TIE-BREAKER RULE FOR TIED GAMES

\*RUN RULE APPLIES: 10 RUNS AFTER 4, 8 RUNS AFTER 5

(TOURNEY ALSO)

Exception: CHAMPIONSHIP GAME NO TIME LIMIT
\*MAY USE EXTRA HITTER (DH OR EP)

\*NO METAL CLEATS

\*AWARDS GIVEN TO TOURNEY WINNER & RUNNER-UP

HOME TEAM: Pool Play by coin toss. Top team in bracket for tourney.

\*ENTRY FEE \$300, CHECKS MADE OUT TO: MONROE YOUTH LEAGUE INC.

PLEASE SEND CHECK BY July 2nd (UNLESS OTHER ARRANGEMENTS ARE MADE).

\*CONTACT PERSON JARED NUSSBAUM - 260-525-0164 OR

MONROEMONSTERSOFTBALL@GMAIL.COM

\*CONFIRMATION OF ENTRY MUST BE MADE BY FRIDAY, July 2nd

(Text or EMAIL CONFIRMATION IS FINE)

\*SEND ROSTER TO Jared Nussbaum or Turn in prior to your first game of Tournament

\*FULL CONCESSION STAND WITH MANY HOT FOODS

\*DON RAY PARK IS LOCATED AT EAST EDGE OF MONROE, IN ON HWY 124



### WWW.MONROEYOUTHLEAGUE.COM

## **GIRLS 10U- FASTPITCH SOFTBALL RULES**

# 2023 10U Monroe Monster Tournament July 7-9

#### **GAME RULES**

Turn in roster at check in table or by email to Jared Nussbaum

Eleven (11) inch softball will be used.

Each team will be allowed to play ten (10) defensive players.

NO infield fly rule

NO passed ball on 3rd strike (drop 3<sup>rd</sup> strike)

Games 45 min / 6 innings.

4 innings is considered a complete game

The inning must be completed when 75 minutes is up. Home team gets last bats (if needed) Games cannot end in a tie.

International tie-breaker will go into effect when time limit is a factor or extra innings. Games must start with 9 players.

Continuous walks are NOT permitted. (Going to second base after a walk)

#### **RUN RULE**

10 after 4 innings and 8 after 5 innings Home team gets last bats.

#### RUNNER RULES

Runners cannot lead off base. Runners can only leave their base after the pitched ball passes the batter (home plate). Runners get one base on an over-throw (at own risk).

#### **Limited Base Stealing Permitted**

On a steal attempt, the base runner(s) can only advance one base per play, even on an overthrow that remains in play. No stealing home on a passed ball from the pitcher.

#### **BATTER RULES**

#### BAT THE ROSTER: All players on the roster will be placed in the batting order for the entire game.

Coaches may take defensive players in and out of the game at any time. Batting order must stay the same. Bunting is permitted.

#### SICK OR INJURED PLAYER

Coaches may remove a player who is sick or injured from a game without **penalty.** This must be reported to opposing team and home plate umpire.

#### NOTES

If a team falls below eight eligible players due to injury or illness the game will be complete, That team will forfeit the game. Suspended games shall resume from the exact point from where if stopped, only when 1 inning has been completed. If 1<sup>st</sup> inning was not completed game will start over.

#### PITCHER RULES

The pitching rubber will be thirty-five (35) feet from home plate. HP: If player gets HP they get first. The player must make an attempt to get out of the way.

Circle Rule: The ball is dead when the ball is thrown to the pitcher in the circle.