



## 2016 SGSL AAA Division – End of Season Rules

The 1 hour and 30 minute mark is crossed prior to the end of the 4th inning. If the teams are not tied at the end of the 4<sup>th</sup> inning, then the game is over even though only 4 innings were played. If the teams are tied, they continue to play until a winner is determined.

Example 2:

The last batter of the 4th inning is put out at the 1 hour 29 minute mark of the game. The teams will play the 5th inning.

**Tie Breaker:** A winner must be decided in each game. At the end of the inning after the time limit (1'30") for starting a new inning has been reached, or at the end of the innings limit (5 innings) the score is tied, the next inning starts with a runner (last batter from previous inning) at 2<sup>nd</sup> base. Full inning play will continue until a winner is decided.

**Run Limits:** 4 run limit per half inning for the first 3 innings, unlimited thereafter

**Mercy Rule:** If a team is ahead by 10 runs after four innings of play, the game is over and complete. This is the same as the regular season.

**Courtesy Runners:** All teams are encouraged to use a Courtesy Runner for the catcher and pitcher of the next half-inning to speed up preparations between innings. The courtesy runner must be the player last recorded out who is not the pitcher or catcher for the next inning.

### **Hit by Pitch:**

Any player hit by a pitch will be automatically awarded first base. No choice is provided whether to do coach pitch or take first base. Per regular season rules, a pitcher is allowed to hit 3 batters per inning, or 4 in a game before they are relieved.

### **Player Rotation:**

All players must play at least 1 inning on the infield, if they only play 1 inning in the infield, then they cannot sit any inning on the bench. A player that plays 2 innings on the infield may sit one inning on the bench.

### **Pitching Limits:**

Prior to the Championship Game: A single pitcher may throw no more than ...

1. 4 innings within the first 5 innings of a game. After the 5<sup>th</sup> inning, any pitcher may pitch in any/all tie breaker innings, but each of these innings counts toward their total innings pitched.
2. Seeds #4 & 5: No more than 11 innings total (including extra innings) prior to the Championship game
3. Seeds #1, 2 & 3: No more than 7 innings combined (including extra innings), prior to the Championship game.

Example 1: If you are the top-seeded team, you have 2 games prior to the Championship. So assuming a total of 10 innings, your No.1 can throw 70% of the innings – a total of 7 innings.

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Example 2: If you are the 4<sup>th</sup> or 5<sup>th</sup> seed, you have 3 games prior to the Championship. Assuming a total of 15 innings, your No. 1 pitcher can throw 73% of the innings – a total of 11 innings.

There are no pitching restrictions for the championship game.

Note: because this is a double elimination tournament, there is the potential for two 'championship' games – games #8 and #9 (if needed) in the bracket above. There are no pitching limits in either of these games.

**Field Prep:** Both teams must provide 2 volunteers for field prep.

**Results and Final Score:** Please report score to the 10U Tournament Director as soon as possible: [sgslPlayerRep@gmail.com](mailto:sgslPlayerRep@gmail.com)

**Protests:** All protests must be filed with the Umpire In Chief. The UIC will decide the outcome as quickly as possible. You can contact the UIC at [uic@sunnyvalegirlssoftball.org](mailto:uic@sunnyvalegirlssoftball.org) or text 650-315-4354.

**Pick-Up Players:** Pick-up and loaned players are NOT allowed. Each player must be listed on the official roster of the competing teams.

**Softballs:** Each team must provide one game ball.

**Rules Not Implemented:** The following rules are not implemented for end-of-season play. None of these plays are allowed/enforced.

1. Dropped 3<sup>rd</sup> strike
2. Steals of home
3. Infield Fly