



2025 WINTER WONDERLAND RULES & REGULATIONS

Winter Wonderland 2025 will follow USA Softball Rules, Except Where Modified

Game Length

- 90 minutes or 6 innings for 10U (7 innings for 12U-18U)
- No time limit for playoff games
 - Any playoff game moving into extras will use the international tiebreaker rule.
 - The player who will start on second base is the last batter scheduled to complete an at-bat in that inning. For example, if the number 4 batter in the order is leading off the inning, the number 3 batter in the order will be placed on second base.
 - This will continue until we have a winner.

Tie Breakers

- 1) Head-to-Head
- 2) Runs Allowed
- 3) Run differential

Boundaries & Ground Rules

- A play on the ball may be made if the ball makes contact with the bubble ceiling in fair territory – if the ball hits a light or a ceiling and the player makes a catch; the runner is out.
- Any ball that hits the bubble in foul territory is an automatic dead ball; no play can be made on a foul ball that comes in contact with the bubble. A normal foul ball that does not come into contact with the bubble can be caught as normal.
 - A ball will be considered foul and dead if the ball makes contact with any portion of the bubble, a piece of equipment (net or player equipment).



- Any ball thrown that hits a player's equipment, a goal, etc., will be considered dead, and the player will be awarded the next base.

Home Runs

- A home run will be ruled if the ball hits the back wall above the blue divider in the air.
- A ground rule double will be ruled on any ball that is tangled in the netting and/or is caught behind field equipment ONLY.
 - Please make sure your team knows how to throw their hands up in the air to let the umpire know that the ball is dead.
 - Any play on the ball will keep the ball in play and live. Runners may advance as much as possible on this.
- Umpires' discretion will be used to advance runners on dead balls if necessary.
 - For example, the fielder throws their hands up as the runner reaches second. The umpire will award the runner to third base.
- A dead-ball foul will be ruled on any ball first coming into contact with the complex or equipment in foul territory, and no play can be made on the ball.

Game and Start of Play

- Games are 90 minutes or 7 innings, whichever comes first, for all pool play games. There is no time limit for playoffs. Umpires will announce game times as they are near the end of the 90 minutes.

Overthrow Boundaries

- Any live ball fielded and thrown, hitting the bubble in the blue area in foul territory, will be considered live, and runners can advance at their own risk.
- Any live ball fielded and thrown, hitting the bubble in the white area in foul territory will be considered dead, and batters will be rewarded one base.

Stealing (10U Specific)



- Two bases maximum per pitch (runner can take an additional base, at their own risk). Unlimited after a hit ball. **Examples:** Base runners may proceed at their own risk to take a second based on an overthrow.
 - Therefore, a player stealing second base can advance to third on an overthrow but would not be allowed to continue home on the same play (even if a subsequent overthrow occurs during the play).
 - If a player is stealing third, she may take home on an overthrow to third.
 - Batters that are walked or take 1st on a dropped strike may continue to take 2nd at their own risk but cannot then take third on an overthrow. This remains consistent with the statement that players can take two bases maximum per pitch. This rule does not apply to base running after a hit ball. Base runners are not limited to the number of bases they can take on overthrows that occur after a hit ball, except when the ball is thrown out of play. In this case, the standard bases are awarded for the ball out of play.

IMPORTANT SCORING RULE (POOL PLAY ONLY)

- The score reverts to the last inning in tournament rules means that: ***If a game is stopped before completion due to time constraints or other factors, the final score will be recorded as the score at the end of the most recently completed inning, essentially disregarding any action that occurred in the unfinished inning.***

Incomplete Inning

- If the game is stopped mid-inning, the score will revert back to the end of the previous full inning.

Tie Game Possibility

- If the score is tied at the end of the last completed inning, the game will be considered a tie.