



# RULES

The following rules and regulations shall apply to tournament play.

## **ARTICLE I - ELIGIBILITY**

### **SECTION 1. – LEAGUE ELIGIBILITY**

- 1.1.1. Leagues must be registered members in the UGSI organization to play in the MC Classic and UGSI All-Star tournaments.
- 1.1.2. Annual league membership fee of \$ 25.00 per year.

### **SECTION 2. – PLAYER ELIGIBILITY**

- 1.2.1. All players must be properly registered in accordance with Rules and Regulations in order to be eligible to participate in any UGSI tournament games.
- 1.2.2. Players must be on league roster when registering for any tournament
- 1.2.3. No late signups after the tourney deadline.

**EFFECT:** An automatic game forfeiture shall be imposed upon the team that plays an unregistered player, for all games in question. Managers and/or coaches of the team are subject to discipline by majority vote of the Executive Board.

- 1.2.4. Players are required to register on a yearly basis.
- 1.2.5. A girl playing on any high school softball team is not eligible to practice or play with a league team until the high school season is complete.
- 1.2.6. If a player is playing down with league board approval, she will not be eligible for All-Star play in the lower division.
- 1.2.7. No player may play for more than one team in any tournament bracket.

### **SECTION 3. - AGES**

Player Age Brackets are as follows:

LEAGUE	AGES
(8U )	6, 7 AND 8
(10 U)	9 AND 10
(12 U)	11 AND 12
(16 U)	13 THROUGH 16
Adult Women	17 and up

Ages are as of December 31.

## **ARTICLE II – TEAMS**

### **SECTION 1. - LEAGUE MC CLASSIC TEAMS**

- 2.1.1. A league is defined as having 3 or more teams.
- 2.1.2. Teams can only participate if they are a current member of UGSI (United Girls Softball, Inc.)

### **SECTION 2. – “C” ALL STAR TEAMS**

- 2.2.1. All Star teams cannot be formed before April 1 of the current season.
- 2.2.2. Teams and/or players are allowed to play in one A or B Tournament.
- 2.2.3. Any team and/or player found to be in violation, will result in forfeiture of any games won and removed from the tournament.

## **ARTICLE III - GAME SCHEDULING AND POSTPONEMENTS**

### **SECTION 1. - GAME EQUIPMENT**

- 3.1.1. A safety base must be used at first base.
- 3.1.2. UGSI will provide to the Tournament Host new game balls.

### **SECTION 2. – WEATHER**

- 3.2.1. A game which is called because of weather, darkness or other conditions will be considered complete if a minimum of four (4) innings were played. (See Article V, Section 5, Item 5.5.3.)
- 3.2.2. If a lightning detector is in use at a game, and the alarm sounds, all play will discontinue immediately and all players and fans will vacate the area.
- 3.2.3. If no lightning detector is in use, but lightning is visible in the sky at/or near the park, all play will discontinue immediately and all players and fans will vacate the area. **No exceptions.**

### **SECTION 3. – RAIN-OUTS**

- 3.3.1. A rain-out can only be declared by **both** the Tournament Director & Umpire-In-Chief.
- 3.3.2. A minimum of 30 minutes must elapse before a game can be cancelled. No minimum amount of time need elapse for a game to continue.
- 3.3.3. All Rain-Outs and rescheduled games will be posted on:
  - A) Master Bracket
  - B) ALL League officials will be notified

### **SECTION 4. - POSTPONEMENT**

- 3.4.1. A postponement can only be declared by **both** the Tournament Director & Umpire-In-Chief.
- 3.4.2. All postponed and rescheduled games will be posted on:
  - A) Master Bracket
  - B) ALL League officials will be notified.

### **SECTION 5. – BRACKETS**

- 3.5.1. The UGSI 1st Vice-President will provide copies of the brackets one week in advance of the scheduled start of play.
- 3.5.2. Managers are responsible to check the on-site tournament Master Bracket after each game.

### **SECTION 6. - CLEAN UP**

- 3.6.1. Both teams are required to clean up the dugout and bleacher areas after each game.

### **SECTION 7. – SCORE REPORTING**

- 3.7.1. The tournament director will post these scores on the Master Bracket.

### **SECTION 8. – TROPHIES & AWARDS**

- 3.8.1. Trophies are to be awarded for 1<sup>st</sup> and 2<sup>nd</sup> places for most games won. If there are more than 8 teams, there will be trophies for 3<sup>rd</sup> place. Team trophies will also be awarded.
- 3.8.2. If weather conditions stop play and the tournament can not continue then the following can be applied: Losers Bracket is dropped and Trophies will be awarded for by the following criteria:
  - A) Head to head record
  - B) Head to head run differential
  - C) Total runs scored against (average per inning)
  - D) Coin flip

### **SECTION 9. - PROTEST**

- 3.9.1. In order to file a protest the manager of the team will present the Umpire-in-Chief \$ 75.00 cash, which will be returned if the protest is upheld. The scorebooks must be signed by the 2 managers and the umpires with the time of the infraction.

- 3.9.2. Game Play is stopped until the protest is settled.

- 3.9.3. PROTESTS SHALL NOT BE ALLOWED OR CONSIDERED IF THEY ARE BASED SOLELY UPON A DECISION INVOLVING JUDGMENT ON THE PART OF ANY UMPIRE.
- 3.9.4. A Protest Committee will be made up of the Umpire-in-Chief and the Tournament Director. The Protest Committee will make their decision, and if the protest is found to be valid, will apply the appropriate remedy according to UGSI Rules, our By-Laws or standing rules.
- 3.9.5. All decisions are Final!

## **ARTICLE IV - GAME CONDUCT**

### **SECTION 1. - CONDUCT**

- 4.1.1. It is the responsibility of the managers, coaches and other participating adults to set a good example for the players. Furthermore, it is the manager's responsibility to keep their players, parents and fans under control.

EFFECT: One team warning, thereafter, the guilty party is to be removed immediately from the playing area or the team shall suffer forfeiture. Any manager failing to comply with the above conduct rule will be subject to disciplinary action by the UGSI Executive Board.

- 4.1.2. If a player is ejected from the game, her spot in the batting order will constitute an out. If a player must leave the game for any other reason, her spot in the batting order will not result in an out.

### **SECTION 2. - SWEARING**

- 4.2.1. No swearing by players, managers, coaches, umpires, scorekeeper or fans.

EFFECT: The guilty party is to be ejected from the game. If the guilty party refuses to leave the park, that team will forfeit. If the infraction is by the umpire, the Umpire-in-Chief shall be notified by the managers.

### **SECTION 3. - NAME CALLING/CHEERING**

- 4.3.1. ALL CHEERING WILL BE DONE WITH A POSITIVE ATTITUDE. Personal or derogatory comments or name calling of any kind shall not be permitted. Also, opposing players may not call each other by their real names as a means to distract in the course of play.

EFFECT: One team warning; thereafter, the guilty party is to be ejected from the game.

### **SECTION 4. - FIGHTING**

- 4.4.1. Physical fighting will not be tolerated. The guilty party is to be removed immediately. All incidents must be reported to the Tournament Director and the UGSI Executive Board. It is the responsibility of the opposing manager to report these incidents.

### **SECTION 5. - UMPIRE CALLS**

- 4.5.1. Judgment calls by the umpires can not be argued or protested. If there is a question, the manager should request a time-out and discuss the situation in a rational manner.

- 4.5.2. Only one team representative (manager or coach) from each team may discuss a disputed call with the umpires.

- 4.5.3. UGSI provided umpires shall be utilized throughout scheduled play. UGSI umpires must attend annual UGSI Umpire Clinic.
- 4.5.4. Umpires are in control of the game, playing area, managers and players.
- 4.5.5. Umpires will be treated with respect at all times.
- 4.5.6. Time-outs may or may not be granted.
- 4.5.7. Balls and Strikes cannot be argued.

EFFECT: One team warning; thereafter, the guilty party is to be ejected from the game.

#### **SECTION 6. - WHERE SHOULD PLAYERS BE**

- 4.6.1. All team players must remain in the dugout during the entire course of the game except when in the field, at bat, in batting circle, serving as a base coach or warming up. The on deck batter will remain on the side of the field which their dugout is.
- 4.6.2. No player is to be behind the backstop at any time.
- 4.6.3. Managers, coaches and spectators will not be permitted behind the backstop at any time. When this infraction is detected, play shall be stopped and the umpire(s) shall order the area cleared.

#### **SECTION 7. - SMOKING**

- 4.7.1. Use of tobacco products is not permitted in the playing area, on the bench by players, managers, coaches or umpires. Players are not permitted to use any tobacco products at any time during the game. If any adult deems it necessary to use a tobacco product, he/she must remove themselves to the designated area.

#### **SECTION 8. – ALCOHOL/DRUGS**

- 4.8.1. Absolutely no alcoholic beverages or illegal drugs are allowed.

### **ARTICLE V - GAME PLAY**

#### **SECTION 1. – ROSTERS & PLAYER PARTICIPATION ALL DIVISIONS**

- 5.1.1. Each team is allowed a maximum of 20 players on their roster and must include the following: Managers name, all contact information, e-mail, Players name, age, date of birth, address.
- 5.1.2. All rosters must be complete and received by UGSI by the posted deadline, to be considered in the tournament.
- 5.1.3. Managers must keep in their possession, a copy of each player's birth certificate in the event of a protest.

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- 5.1.4. Managers must provide a roster and a photo copy of their proof of insurance to the Tournament Director at sign-in, 1 hour before their first game. Failure to do so will result in a forfeit.
- 5.1.5. 10 players on defense, free substitutions.

5.1.6. Every player present at the beginning of the game must play a minimum of two (2) full Innings on defense.

EXCEPTIONS: (1) When the player is injured, becomes ill, or is removed by an umpire. (2) When there is a disciplinary action against a player. However, if a manager wishes to take this type of action he/she must have the approval of the opposing manager.

5.1.7. All line-ups must include players name and number and shall be ready and presented to the plate umpire and opposing team and official scorer 5 minutes prior to the scheduled game time. All injured or sick, but present, players must be reported to the Plate Umpire and opposing Manager before the start of the game, and names placed at the bottom of lineup card.

5.1.8. If a player is not present at the time the lineups must be turned in, her name must be placed at the bottom of the lineup. If her turn to bat arrives and she is not present, that turn at bat shall be passed over without penalty.

EXCEPTIONS: (1) When the player arrives after the start of the game, it shall be the decision of the player's manager whether or not the player will be allowed to play. The opposing manager must agree with his or her decision. If the player is allowed to play, she must fulfill the player obligation if possible. (Her playing status should be made known as soon as she arrives.)

5.1.9. All players in the official lineup will have a turn at bat, unless injured. All players who are on the official roster and are present must be in the batting order, and continuous batting will take place.

## **SECTION 2. - EQUIPMENT THROWING**

5.2.1. **Equipment** throwing is not allowed.

EFFECT: At the umpire's discretion, the batter is out; the ball is dead, and all runners must return to the base occupied at the time of the pitch.

## **SECTION 3. - UNIFORMS**

5.3.1. All players must be in uniform. Uniforms must be alike in color and style, and not be ragged, frayed, torn or "cut-off". No printing on back of pants or shorts.

5.3.2. Each player must have a number and no duplicates allowed.

5.3.3. Headwear is to be in accordance with current NOCSE standard

5.3.4. Catchers must wear shin guards, chest protector, face mask with throat guard and helmet that covers the ears during a game or while warming up a pitcher.

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5.3.5. No steel spikes will be allowed.

EFFECT: Any violation of rules 5.3.1 through 5.3.5 will result in player being declared ineligible by the umpire.

## **SECTION 4. - PITCHERS**

- 5.4.1. 10U through 16U Divisions: Any pitcher hitting 3 batters in an inning must be removed from that position for the remainder of the inning.
- 5.4.2. The pitcher can pitch in another inning, but upon hitting 3 additional batters in an inning, must be removed from that position for the remainder of the game.
- 5.4.3. A pitcher must be lifted for the remainder of the inning when a manager makes 2 mound visits. A mound visit shall be charged any time that the manager leaves the dugout to confer with his/her pitcher.
- 5.4.4. A player/manager shall be charged with a mound visit if she conducts any conferences with the pitcher, which in any way causes an interruption with the normal flow of the game.
- 5.4.5. The pitcher lifted may return the next inning.
- 5.4.6. A relief pitcher must face a minimum of one batter.

## **SECTION 5. – INNINGS OF PLAY BY DIVISION**

- 5.5.1. 8U and 10U games will be six (6) innings.
- 5.5.2. 12U, 14U, 16U and Adult Women games will be seven (7) innings.
- 5.5.3. An official game is declared after the trailing team has completed their 4<sup>th</sup> at-bat or the time limit is reached.

## **ARTICLE VI – DIVISIONAL RULES**

### **SECTION 1. ~ 8U.**

- 6.1.1. Games shall consist of six (6) innings.
- 6.1.2. Base distance shall be sixty (60) feet.
- 6.1.3. Pitching distance shall be thirty (30) feet.
- 6.1.4. Four (4) innings will be considered a regulation game.
- 6.1.5. Consecutive Batting – All players at the game must be in the lineup. Any late arrivals will be placed on the bottom.
- 6.1.6. Minimum Players Allowed – 8 players must start the game and a team may finish with 7 players.
- 6.1.7. Pitchers shall pitch a maximum of 3 innings in the Mary Conner Classic tournament. Unlimited pitching in All-Stars.
- 6.1.8. Pitcher's Circle: When the ball is thrown to the pitcher and in her control within the circle, the runners can no longer advance. If the runner is more than half way to a base in the umpires judgment, the runner is awarded the next base. If they have not reached the half way point they must go back to previously tagged base. This applies to lead runner and everyone behind her.

- 6.1.9. Softball – 11” Optic Yellow Incrediball in the MC Classic. Regulation 11” ball, Optic Yellow, in All-Stars.
- 6.1.10. Bats must be regulation softball and must state BPF 120.
- 6.1.11. Sliding Optional.
- 6.1.12. No stealing or Bunts in MC Classic.  
All-Stars only: may steal one base at a time, but not home, and may bunt.
- 6.1.13. No passed balls or Dropped 3<sup>rd</sup> strikes.
- 6.1.14. No Infield Fly Rule.
- 6.1.15. No walks allowed. If pitcher pitches 4 balls, the manager will pitch strikes so batter can hit and pitcher stands to side and fields balls hit to mound. The coach will pitch a maximum of 3 pitches, ball and strike count carries. Coach doing pitching must stay in the circle until play is over and cannot instruct from that position. If the batter does not hit the ball after 3 pitches by the coach, she will be called out. There will be no coach-pitch in All-Stars.
- 6.1.16. Players must play two (2) full innings of defense but do not have to be consecutive innings.
- 6.1.17. Courtesy Runner for pitchers and catchers only. Courtesy runner is the player in the batting order where the last out was recorded. The same courtesy runner can run only one time per inning.
- 6.1.18. The 7 run rule in effect, that no team may score more than 7 runs in an inning. Upon the 7<sup>th</sup> run safely crossing the plate or the 3<sup>rd</sup> out is made, the inning will end.
- 6.1.19. Overthrow rule: In the case of an overthrow to 1<sup>st</sup> base the runner should receive second base and the play considered dead. The runners on base cannot advance more than 2 bases.
- 6.1.20. A manager or coach will be allowed behind second base to give instructions to the defense without impeding or distracting from the progress of the game. (MC Classic ONLY)
- 6.1.21. All four (4) outfielders must start play in the grass in a rainbow (arc) formation until the pitch is released. Rainbow is defined as no outfielder behind another outfielder so as to create a short center fielder. Outfielders must be spaced no less than 15 feet apart laterally.

## **SECTION 2. ~ 10U.**

- 6.2.1. Games shall consist of six (6) innings.
  - 6.2.2. Base distance shall be sixty (60) feet.
  - 6.2.3. Pitching distance shall be thirty-five (35) feet.
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- 6.2.4. Four (4) innings will be considered a regulation game.
  - 6.2.5. A fifteen (15) run slaughter rule shall apply after four (4) complete innings.
  - 6.2.6. Consecutive batting – All players present at the game must be in the lineup. Any late arrivals will be placed at the bottom.



- 6.2.7. Minimum Players Allowed – 8 players must start the game and a team may finish with 7 players.
- 6.2.8. Players must play two (2) full innings of defense but do not have to be consecutive innings.
- 6.2.9. Courtesy runner for pitchers and catchers only. Courtesy runner is the player in the batting order where the last out was recorded. The same courtesy runner can run only one time per inning.
- 6.2.10. Pitchers shall pitch a maximum of 3 innings in any game in MC Classic. Unlimited pitching in All-Stars.
- 6.2.11. Softball – 11” Optic Yellow.
- 6.2.12. Bats must be regulation softball and must state BPF 120.
- 6.2.13. Sliding shall be allowed, but players must slide to avoid collision.
- 6.2.14. Stealing – one base per pitch, may not steal home. (MC Classic)  
(ALL-STARS ONLY: one base per pitch, may steal home.)
- 6.2.15. No dropped 3rd strike.
- 6.2.16. Infield Fly Rule in effect.
- 6.2.17. There will be a 7 run rule in effect that no team may score more than 7 runs in an inning. Upon the 7<sup>th</sup> run safely crossing the plate the inning will end.
- 6.2.18. Overthrow rule: At the umpire’s discretion, in the case of an overthrow to 1<sup>st</sup> base, the runner should receive second base and the play considered dead. The runners on base cannot advance more than 2 bases.
- 6.2.19. All four (4) outfielders must start play in the grass in a rainbow (arc) formation until the pitch is released. Rainbow is defined as no outfielder behind another outfielder so as to create a short center fielder. Outfielders must be spaced no less than 15 feet apart laterally.
- 6.2.20. Bunting is allowed.

**SECTION 3. ~ 12U.**

- 6.3.1. Games shall consist of seven (7) innings.
- 6.3.2. Base distance shall be sixty (60) feet.
- 6.3.3. Pitching distance shall be forty (40) feet.
- 6.3.4. Four (4) innings will be considered a regulation game.
- 6.3.5. A fifteen (15) run slaughter rule shall apply after four (4) complete innings. A ten (10) run slaughter rule shall apply after five (5) complete innings.
- 6.3.6. Consecutive batting – All players at the game must be in the lineup. Any late arrivals will be placed at the bottom.

- 6.3.7. Minimum Players Allowed – 8 players must start the game and a team may finish with 7 players.
- 6.3.8. Players must play two (2) full innings of defense but do not have to be consecutive innings.
- 6.3.9. Courtesy runner for pitchers and catchers only. Courtesy runner is the player in the batting order where the last out was recorded. The same courtesy runner can run only one time per inning.
- 6.3.10. Pitchers shall pitch a maximum of four (4) innings in any game in MC Classic. Unlimited pitching in All-Stars.
- 6.3.11. Softball – 12” Optic Yellow
- 6.3.12. Bats must be regulation softball and must state BPF 120.
- 6.3.13. Sliding is allowed and players must slide to avoid collision.
- 6.3.14. Unlimited stealing.
- 6.3.15. Dropped 3rd strike.
- 6.3.16. Infield Fly Rule in effect.
- 6.3.17. All four (4) outfielders must start play in the grass in a rainbow (arc) formation until the pitch is released. Rainbow is defined as no outfielder behind another outfielder so as to create a short center fielder. Outfielders must be spaced no less than 15 feet apart laterally.

#### **SECTION 4. ~ 14U & 16U.**

- 6.4.1. Games shall consist of seven (7) innings.
- 6.4.2. Base distance shall be sixty (60) feet.
- 6.4.3. Pitching distance shall be forty (40) feet for 14U, and forty-three (43) feet for 16U.
- 6.4.4. Four (4) innings will be considered a regulation game.
- 6.4.5. A fifteen (15) run slaughter rule shall apply after four (4) complete innings. A ten (10) run slaughter rule shall apply after five (5) complete innings.
- 6.4.6. Consecutive batting – All players at the game must be in the lineup. Any late arrivals will be placed at the bottom.
- 6.4.7. Minimum Players Allowed – 8 players must start the game and a team may finish with 7 players.
- 6.4.8. Players must play two (2) full innings of defense but do not have to be consecutive innings.
- 6.4.9. Courtesy runner for pitchers and catchers only. Courtesy runner is the player in the batting order where the last out was recorded. The same courtesy runner can run only one time per inning.
- 6.4.10. Unlimited pitching.
- 6.4.11. Softball – 12” Optic Yellow

- 6.4.12. Bats must be regulation softball and state BPF 120.
- 6.4.13. Sliding is allowed and players must slide to avoid collision.
- 6.4.14. Unlimited stealing.
- 6.4.15. Dropped 3rd strike.
- 6.4.16. Infield Fly Rule in effect.
- 6.4.17. All four (4) outfielders must start play in the grass in a rainbow (arc) formation until the pitch is released. Rainbow is defined as no outfielder behind another outfielder so as to create a short center fielder. Outfielders must be spaced no less than 15 feet apart laterally.

## **SECTION 5. ~ ADULT WOMEN**

### Players

- 6.5.1. Maximum roster of 20 players. Players can be added until June 15, current year.
- 6.5.2. a.) Players must be age 16 by June 1<sup>st</sup> of the current year. The requirement is the same for substitute players. All rostered players and substitute players must be registered in the town league. NO EXCEPTIONS!  
b.) No team roster will have more than five (5) rostered college players, five (5) rostered high school players, and five (5) travel ball players. A rostered player will be any player who has played with a team during the current season.  
c.) Players who are pregnant will not be allowed to play.  
d.) Player/managers must declare their eligibility before the game. If a player/manager wishes to be strictly a manager for that game, she is ineligible for the entire game. If she chooses to play, as well as manage, she is subject to the same rules as every other player regarding offensive and defensive play.
- 6.5.3. Teams may use a maximum of 4 replacement players for any game.
  - a.) These players must bat at the bottom of the batting order and they must play the outfield.
  - b.) Replacement players may be taken from other teams within this Crosstown League, or younger age groups within your town league, providing the substitute meets the age requirement set forth in Rule 6.5.2.
  - c.) Substitutes must wear their own regular town uniforms.
- 6.5.4. **If a manager cannot field a team of at least eight (8) players by the scheduled starting time of a game, we will allow a 15 minute period of time to assemble players. Once eight (8) players have arrived, the game must begin. If, after the extra 15 minutes have expired, the team still has less than eight (8) players, that team will forfeit.**

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### Offense

- 6.5.4. Batting orders are continuous (all players are in the batting order regardless if they are playing defensively).
- 6.5.5. Teams must begin with at least 8 players and may finish with less, if necessary. Managers must use jersey numbers when submitting lineups to the opposing manager and umpire.

### Defense

- 6.5.6. All players must play on defense for a minimum of 2 innings.
- 6.5.7. There are 10 players on defense: 4 in the outfield, playing in a “rainbow” formation. Rainbow is defined as no outfielder behind another outfielder so as to create a short center fielder. Outfielders must be spaced no less than 15 feet apart laterally.
- 6.5.8. Outfielders shifting before the pitch must maintain the 15 foot rule until the ball is released by the pitcher.
- 6.5.9. Outfielders must have both feet completely on the outfield grass when the pitcher releases the ball.
- 6.5.10. Managers may freely substitute players on defense without the risk of losing the replaced player for the remainder of the game.
- 6.5.11. If a player is ejected from the game, her spot in the batting order will constitute an out. If a player must leave the game for any other reason, her spot in the batting order will not result in an out.
- 6.5.12. Courtesy runner rule will apply for the current pitcher and catcher. Courtesy runner will be the last recorded out.

#### Equipment

- 6.5.13. Players will not wear steel spikes.
- 6.5.14. No jewelry is allowed.
- 6.5.15. All players must be in uniform. Uniforms must be alike in color and style, and not be ragged, frayed, torn or “cut-off”.
- 6.5.16. All batting helmets will be required to have face masks which are NOCSE approved.

#### Pitching

- 6.5.17. A pitcher must be lifted for the remainder of the inning when a manager makes 2 mound visits. A mound visit shall be charged any time that the manager leaves the dugout to confer with his/her pitcher.
- 6.5.18. A player/manager shall be charged with a mound visit if she conducts any conferences with the pitcher, which in any way causes an interruption with the normal flow of the game.
- 6.5.19. The pitcher lifted may return the next inning.
- 6.5.20. A relief pitcher must face a minimum of one batter.
- 6.5.21. Pitching mound distance will be 43 feet.

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#### The Game

- 6.5.22. An *official game* is declared after the trailing team has completed their 4<sup>th</sup> at-bat. If an official game has not been reached, and the game is called for any reason, the game must be replayed from the beginning.
- 6.5.23. Time limit for games is 2 hours or as local ruling or as curfew dictate. In the event of a tied game when the time limit has been reached, the tie breaker procedure will begin.
- 6.5.24. The slaughter rule ends a game when one team leads by:

- A). 10 runs after 4 innings
- B). 8 runs after 5 innings.

6.5.25. The home team manager is responsible for reporting the results of their games to the Crosstown Coordinator (CC) within 24 hours for ranking purposes.

6.5.26. Home team managers are also responsible for acquiring umpires for their games. There must be 2 experienced umpires and they must be 18 years of or older.

**6.5.27. If umpires are not available at the scheduled starting time of a game, we will allow a 15 minute period of time for them to arrive. If, after the extra 15 minutes have expired, there are still no umpires available, the home team will forfeit.**

6.5.28. Home team is responsible for providing game balls.

6.5.29. Home team reschedules cancelled games and the two managers must agree within 72 hours on a reschedule date and notify the CC.

#### Conduct

6.5.30. Any arising issue not covered by the Crosstown rules, or ruled upon by the umpire, may be settled by mutual agreement of the managers without the consent of the CC when it is deemed to be in the best interest of the situation at hand.

6.5.31. As in the rule above, the CC is given power by the managers in the league to make a ruling in the best interest of the situation at hand, when that league rule or umpire ruling does not cover ruling.

#### Schedules/Rosters

6.5.32. Regular season games begin in late May or beginning of June.

6.5.33. Rosters are due to the CC by opening day. Rosters must contain each player's name, street address, town, phone number, birth date and jersey number. Any changes to the roster must be reported to the CC before a new player can play. If you fail to report the new player and it is discovered during a game, player will be ejected. If discovered after the game's end and the offending team has won, then this will result in a forfeit.

#### Trophies

6.5.34. Trophies will be awarded for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place for the regular season at the tournament. Finishes are determined by a point system. Teams receive 2 points for a win, 1 point for a tie. Teams with the same point total will have their tie broken using the following criteria in the order presented:

- A) Head to head record
- B) Head to head run differential
- C) Total runs scored against (season)
- D) Coin flip

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#### Tournament

6.5.35. Regular season rules will apply for the tournament. Any exceptions will be noted on the tournament brackets. Suspended tournament games will be taken to conclusion.

6.5.36. Substitute players can be borrowed from other **Adult** Crosstown teams only after their team has been eliminated from the tournament.

6.5.37. Fields must be in safe, playable condition, and must be lined.

6.5.38. Tournament selections will be a blind draw.

6.5.39 Tournament sites will be on a rotating basis.

## **Mary Conner Classic Tournament Rules**

### **Rosters & Registrations**

- No player may play for more than one team in any tournament brackets.
- A girl playing on any high school softball team is not eligible to practice or play with a league team until the high school season is complete.
- Entry fees must be received by the UGSI by the posted deadline.

- Once registered, *no refunds*, unless there is a catastrophic event.
- Proof of insurance needed for one league team per tournament site.

## MC Classic ~ League Tournament Rules

### General Rules

- All rostered league teams are eligible to play.
- There may be one manager, two coaches, one score keeper and one bat person in the dugout during the game.
- There are no lateral moves of players within a division.
- The game may be started with 8 players and must be completed with no less than 7 players. No outs will be given for spots missed in the batting order.
- There is free substitution of players in and out of the game.
- You may pull up from a lower division a max of 3 players to fill your team. They must play outfield, they must wear their league team shirt.
- The pulled up players are not allowed to play if there are 10 rostered players present.
- NO Travel Ball Player will be allowed to pitch.  
EFFECT: Forfeiture of the game and any game played.
- On the Team Roster, ANY Travel Ball player must be identified as such. If there is any question re: Travel Player status, go to Tournament Director and Executive Board of that league for clarification.

## UGSI ALL STAR TOURNAMENTS

### Definition of an All Star Team

- Players must be registered and play in the league all season to qualify for that league's All-Star team.
- All-Star teams cannot be formed prior to April 1 of the current year.
- All-Star teams or players are allowed to play in ONE A or B tournament.
- Travel players need to get a signed release form from the travel team they played for, and give that to their League All-Star manager.

- Any girl who is on a travel team roster in more than one A or B tournament will not be eligible for an All-Star team.
- Any players or teams found in violation of the above rules will result in the following penalty: Forfeiture of any games won and removed from the tournament.

### **Rosters & Registrations**

The following information must be provided on the official UGSI Roster:

- Player's name
- Player's age
- Player's date of birth
- Player's address
- Maximum of 20 players per team
- No player may play for more than one team in any tournament brackets.
- A girl playing on any high school softball team is not eligible to practice or play with a league team until the high school season is complete.
- A player may play on an All-Star team if she is age eligible.
- A copy of the team roster and entry fees must be received by the posted deadline.
- Once registered, no refunds, unless there is a catastrophic event.
- Copies of birth certificates should be available in the event of a protest regarding a player's age.
- Proof of insurance
- There may be one manager, two coaches, one scorekeeper and one bat person in the dugout during the game.

Revised March, 2013

All revisions in **bold print**.



