

## RULES AND REGULATIONS

All tournament play will be governed by Amateur Softball Association rules, with the following exceptions listed below. Thanks also to ASA for their list of banned bats.

1. Illegal Bats: These are the bats that will not be allowed for play during "A Wish for Wendy". All teams' bats must be presented to the umpires prior to your game.

\*\*\*If you step in the box with a banned bat or metal spikes, you are ejected from the game and you take an automatic out. \*\*\*

Prior to the game, MAKE SURE TO SHOW YOUR BATS TO THE UMPIRES and check the banned bat list. We don't want anyone to be ejected in a charity softball tournament, however; we also don't want to risk the safety of any of the players.

2. Home Run Rule: Home Runs will be governed by the Equalizer Rule.

3. Bunting: There is no bunting allowed.

### A. Game

1. 3/2 Softball, meaning each batter begins with a 1-1 count. One courtesy foul is given (ask umpires if you have questions). ASA Pitching rules and strike zone apply. No new inning may begin after 55 minutes. In case of a tie, extra innings will be played and International Tie-Breaker rules will take effect. The Championship Game will be 7 innings unless the tournament administrator decides to change it.

2. There is a 10 run rule per inning. When a team brings in the 10th run, it is counted and designates the 3rd out. An "open inning" will be declared at or near the 40 minute mark of each game, during which an unlimited number of runs can be scored by both visiting and home teams.

3. The tournament is double-elimination so you can lose once and still be in the event. Once the semifinals hit, the event becomes single-elimination regardless of your past record.

### B. Batting and Lineups

#### 1: Batting-

Teams may bat the entire line-up of their team in any order provided no more than 3 (three) males bat consecutively at any time. Teams are encouraged to bat everyone! Any player may be dropped from the batting order without penalty, and adjustments made to the lineup to maintain the 3-male rule, due to injury, but may not re-enter if reported to be injured by the team captain. Line-ups have to do with batting. For our purposes here, we must have no fewer than 4 females playing DEFENSE with at least one being the pitcher or catcher.

2. Lineups must be presented to umpire prior to start of game. Should a player be left off the original line-up, Umpires must be notified of all substitutions prior to the player entering the game.

3. Walking a batter: If a male is walked and a female is behind him, she can accept a walk herself ONLY WITH 2 OUTS or she can bat. Batter's choice. Regardless of the number of outs, the male takes second base if he walks and a female is batting next. Males will be awarded 1st base only when followed by another male batter.

#### C. Players/Substitutions

1. Defensive substitutions are free and do not need to be reported to either the Plate Umpire or scorekeeper. Any player may play defense at any time, provided there are no more than 10 defenders in the field. Only players not listed on the original batting order need report to the Plate Umpire upon entering the game. Officially called The Pete Bok rule, you can basically have 2 players that take the spot in the order and can bat or field for the other but they MUST stay in the same spot in the order. This can be done with one male spot and one female spot in the order.

2. There will be a male/female battery for pitcher and catcher at all times.

3. Including the pitcher or catcher, a female player must occupy at least 4 of 10 defensive positions to include one position on the infield and one position in the outfield. Defensive teams may not consist of less than 9 players.

2. Players may be asked to provide photo I.D. to umpires prior to games.

3. ALL PLAYERS MUST SIGN THE WAIVER BEFORE BEING CLEARED TO PLAY!

#### D. Field

1. Umpires will be responsible for "all out of play" calls.

#### E. Late Players

1. Players arriving after the first pitch of the game must wait until the top of the next inning and must be placed at the bottom of the order. Please note: If your late player is a male and placing him at the bottom of the order results in having 3 males batting in a row, that player will be considered an automatic out each time he comes to bat. Please be aware of this prior to making lineups.

#### F. General

1. No Stealing Bases.

2. Plays at the plate: The catcher must be in position, not blocking the plate or on the base line prior to the runner arriving to the half-way point between 3rd and Home. If the catcher is not in position, the runner may be automatically be called safe to avoid injury-causing collisions. RUNNERS DO NOT HAVE TO SLIDE! Runners must avoid defensive player. Umpire's judgment on all plays at the plate concerning collisions.

3. No jewelry may be worn on the field.

4. No fake tags will be allowed. Faking a tag may result in a player's ejection.

5. Throwing your bat will result in an automatic out and ejection from the game.

6. Positioning of outfielders: When a female is batting, all outfielders must stay outside of the outfield line until contact is made by the batter. If this is violated, the ball remains alive until time is called. The umpire will then decide if it will be more advantageous to the batting team if the play stands or an automatic pass to first for the batter is needed.

7. Mercy Rule: Run-ahead rule is 20 runs after 3 innings and 15 runs after 4.