

SEMINOLE SPORTS FAST-PITCH SOFTBALL TOURNAMENT RULES

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GAMES:

- Tournament Rules will abide by ASA Fast-Pitch Softball Rules unless noted in the below.
- All games will be 7 innings and no inning will start after 1 hour and 15 minutes (This rule is in affect for all games excluding the championship game). Any pool play game still tied after 1 hour and 15 minutes will be listed as a tie in the tournament standings. If a pool play game is still tied after 7 innings and there is still time left the International Tie-Breaker will begin. If the time limit expires while the home team is batting and winning the game will be called. All runs scored by the home team prior to the time limit expiring will count towards the final score.

The International Tie-Breaker will begin after 7 innings of all bracket play games if the score is tied or the time limit has expired.

For championship ballgames no new inning can start after 1hr and 45 minutes. Any championship game still tied after 1hr and 45 minutes will go into the International Tie-breaker until a winner is determined.

- Teams shall arrive on site at least 30 minutes prior to their scheduled start time, as games may start prior to scheduled times. Any team playing a doubleheader will have no more than 8 minutes in between games. A game will be forfeited if a team does not have 8 players present in uniform ready to play by their designated start time. If a team must play with 8 players, the ninth spot in the batting lineup will be an out each time around. If a ninth player arrives that player may be inserted in to ninth spot in the lineup. If a team has 7 or less uniformed and roster players to start a game or at any point during the game, the game shall be declared a forfeit. A forfeit will be scored 7-0. Any team that forfeits multiple games will be disqualified from the tournament.
- The home team shall be determined by a coin flip for all pool play games and the home team will keep the official scorebook. The team that has traveled the farthest distance will call the flip. The higher seed (lower number) will be designated the home team for all bracket games.
- Each team is responsible to sign off on the umpire's score card for each ballgame played. Upon completion of each game the umpire will provide the tournament director with a Scorecard which will include the final score and initials of each team's coach. Scores will then be posted on tourneymachine.com. Teams show download the application on their phone as they are responsible to track and follow scores, and all updates accordingly. All schedules, scores, directions, and other pertinent tournament information will be available via tourney machine by searching the applicable tournament. In the event of an error with a score or standings the tournament director will work to correct the error as quickly as possible and communicate accordingly. In the event of any Tourney Machine malfunction the Seminole Sports hotline will be another way of information.

The Seminole Sports hotline # is 224-353-0355.

- There are no home and away dugouts. Dugouts are selected by a first come first serve basis. If a team has back to back games on the same field, they should remain in the same dugout.
- 3 innings are considered an official game (2 ½ if the home team is ahead) if a game is called due to weather, darkness, or field conditions that prevent the game from being completed. If a game is suspended and not yet

an official game the tournament director will schedule a time to make up the game *only* if the game is deemed pertinent to tournament standings.

PITCHING MOUND/BASE DISTANCES:

- Pitching mound distances: 10U: 35', 12U: 40', 14U,16U, & 18U: 43'
- Base distances: 60'

SLAUGHTER RULES:

- **12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 or 6 innings. This is in affect for all games.**

PITCHING RULES:

- The manager is solely responsible for maintaining the health of their pitchers.
- One trip to the pitcher's mound or visit to any defensive player per inning. A second trip in an inning and the player must be replaced.
- Pitchers are allowed 5 warm-up pitches in the first inning and then 3 warm-up pitches any inning after that. New pitchers are allowed 5 warm-up pitches when entering a game in progress.
- No pitches need to be thrown to intentionally walk a batter. Notify the umpire, and the batter will be awarded first base.
- Any pitcher that hits 3 batters in an inning must be removed from the game and can not return to pitch in that game.

BATTING RULES:

- Teams have (3) options for batting order and extra players. Teams must abide by one of the below for each game on a per game basis.
 1. Straight Nine: Nine players in the batting order and listed on the lineup card. No designated hitter. All other players are substitutes, subject to the NFHS substitution rules (starter can re-enter once into her original spot once, etc.)
 2. DP Flex Option:
 3. Continuous Batting Order: All players in uniform (unless injured) in the batting order and listed on the lineup card. If a player arrives after the game has started, she must be entered into the last spot in the batting order. Free defensive substitution for all players throughout the game.

**The Manager shall declare their choice to the opposing manager and umpire during ground rules. It is not pertinent for both teams to follow the same batting option.

COURTESY RUNNERS:

- Courtesy runner for the pitcher and catcher is allowed at any time. Teams must replace catcher when there are two outs. The courtesy runner must be the last batted out or a player not currently in the game. The pitcher or catcher for this rule is the pitcher or catcher for the next inning with the exception of the final inning.

CONDUCT/INJURY:

- A runner must avoid contact as the safety slide rule will be in effect. Any player who, in the judgment of the umpire illegally runs into a fielder rather than sliding or avoiding contact will be called out. If the umpire deems the play malicious the player will be ejected from the game.

- Any person ejected from a game will be subject to suspension of his team's next game. This decision will be made at the discretion of a tournament official. If a player is ejected during a game, she will be suspended for the remainder of the game.

- An automatic out is taken anytime an ejected player's spot comes up in the lineup if the team is batting the entire lineup and has no substitutions available.

- If a player is injured and can not finish the game, her spot in batting order will be skipped with no penalty only if there are still at least 9 batters in the lineup. Once an injured player leaves the batting order, she can not return for the remainder of the game.

- Team managers are responsible for the conduct of their players, coaches, parents, and fans. If any players, coaches, parents or fans are ejected or become abusive and are asked to leave by the umpire or tournament director, they will have two minutes to leave the complex. Failure to do so could result in a forfeit.

TIE BREAKERS

- **1. **Head to Head 2. Fewest runs allowed 3. Runs scored 4. Run differential 5. Coin toss**

- When the time limit has expired and the score is still tied for any bracket game including the championship, the International Tie Breaker will begin. The International Tie Breaker will consist the last batted out on second base, no outs, and no count on the batter. This tie-breaker will continue until a winner is determined.

** Anytime more than 2 teams have the same record in pool play head to head is thrown out and the next tie-breaker (fewest runs allowed) is in effect.

This rule is in play regardless if there are common opponents or not. See example below.

Example: 3 teams finish with a 1-1 record. The Cubs allowed 7 runs, The Tigers and Cardinals both allowed 10 runs. The Tigers scored 16 runs and the Cardinals scored 14 runs. The Cardinals beat the Tigers head to head but since head to head was thrown out and they both allowed the same amount of runs the Tigers would be seeded ahead of the Cardinals because they scored more runs and that is the next tie-breaker. The Cubs would be rewarded the highest seed among the 3 teams since they allowed the fewest runs among the teams tied.

ROSTERS/BIRTH CERTIFICATES/INSURANCE

- Managers are mandated to upload their roster on to tourney machine at least 48 hours prior to their first tournament game.
- All teams must have insurance for their respective team. No team will be able to participate without proper insurance.
- Teams must have their birth and their certificate of insurance present at the field at all times. Tournament officials reserve the right to request to review any of the items at all times. Any team that can't produce any of the mentioned items when asked to by a tournament director is subject to forfeit of ball games.
- There is no rule against a team having mismatched jerseys in the case that a team does not all match as long as the player is on the team roster.
- In the case of a roster protest only the manager listed on the roster form can initiate. The manager must protest at least one hour and fifteen minutes prior to the player in questions next ballgame. The protesting manager must also submit \$100 cash at the time of the protest. If the player is found to be in proper standing age wise the \$100 will not be returned to the manager. If the protest finds the player to have violated the age restrictions the protesting manager will be receive his deposit back and all games that the illegal player participated in will be forfeit.
- No team will be allowed more than 15 players on their roster without prior tournament consent. A player may only be on one roster in any given tournament, regardless of age division.
- The birthday age cutoff is December 31st.

MISCELLANEOUS

- No infield practice or hitting on the infield prior to **ANY** of the tournament games is allowed. Time between games will be used to rake the field and alter field dimensions if necessary. Teams are to warm up in the outfield. Flip drills with league balls in to the fence are not allowed.
- Teams are EXPECTED to hustle on and off the field after each half inning.
- The tournament director will supply official Seminole Sports softballs for each game. 10U will play with 11" softballs. All other age groups will play with 12" softballs. Teams are asked to shag foul balls on their side of the field and get them back to the umpire as soon as possible. Game Balls should be returned to the umpire after each game. All patrons should be alert for foul balls from other fields.
- No alcoholic beverages or smoking is allowed in any area of the baseball facility. Managers are responsible to ensure teams abide by all Seminole Sports Rules and Regulations as well as local park district policies.
- All patrons are responsible for parking at their own risk and abiding by all street signs.
- There is no rule against teams pro-actively cheering or chanting for their own team while at bat or in the field.
- All umpire decisions are final and based off their best discretion, no protests allowed.
- Individual awards (12 per team) will be awarded to 1st and 2nd place in each age bracket.

- Every effort will be made to make sure base distances, pitching distances, and field dimensions are accurate. If the field dimensions are reasonable and the same for both teams, play shall not be stopped to reinstall bases or pitching rubbers.

- In the event of inclement weather, adverse field conditions, or scheduling issues the tournament director reserves the right to modify the number of games, shorten time limits or alter the format of the tournament. This includes modifying the time limit if games get backed up. Teams are responsible to be ready to play at the designated schedule time provided by the tournament director. If bad weather occurs managers are responsible to check for tournament alterations via tourney machine and or the tournament houtline. The tournament director holds the right to make any modifications to the rules, schedule, etc. Any interpretation and decision of the tournament director will be final. Everything possible will be done to complete the tournament in the case of inclement weather.

REFUND POLICY

- If an event is cancelled at any time due to weather or field conditions, Seminole Sports will issue credit as follows:

0 games started: 100% credit toward a *2018 or 2019 Seminole Sports tournament

1 game played: 75% credit toward a *2018 or 2019 Seminole Sports tournament

2 games played: 50% credit toward a *2018 or 2019 Seminole Sports tournament

3 games played: No credits due

*Pending availability

*Any team that withdraws from a sold-out tournament, once the schedule has been posted, or within 10 days of the first scheduled tournament ballgame will not receive a credit or refund of any kind no matter the reason.

Last Revised 4/15/18