



SOFTBALL TOURNAMENT RULES

TOURNAMENT FORMAT

3+ game guarantee.

We will be playing ASA rules (straight softball rules with the following exceptions below)

The top two teams will play in the championship game.

TEAM CHECK-IN: Coaches must check in and present roster and waivers (legible, completed and signed by parent or legal guardian) at least 60 minutes prior to first game and settle team account balances. Players without properly executed waivers will not be permitted to take the field. Birth certificates must be presented upon request for player age verification.

PRE-GAME WARM UP: Pre-Game warm-up may take place if appropriate time exists between games. All teams need to be ready to play at least 30 minutes before their scheduled start times- games may begin earlier than scheduled if the previous game ends early.

Team Rosters

- Minimum 9 (no maximum)
- Managers should carry current roster, copy of birth certificates and a copy of these rules.
- **A player may be only on 1 roster per age division;**
- **NO PLAYER MAY BE ADDED TO A TEAM ONCE TOURNAMENT STARTS.**

PlayerAge/Eligibility

- ASA Age rules/codes apply. A player's birthdate as of December 31st, 2014 determines their age eligibility for this tournament.

BAT REGULATIONS / PITCHING REGULATIONS

- ASA Rules

HOME TEAM

- Will be determined by a coin flip prior to Medal Round play.
- The Home team will be the higher seed in the Medal Round play.

GAME LENGTH:

- Games will be 7 innings or 80 minutes max, whichever comes first. No new inning will start after 80 minutes.
- Teams will be given roughly 5 minutes for warmup before the start of their game.
- **TIE GAMES:** During play, if the score is tied at the end of 6 innings for 12U and younger or 7 innings for 13U and older, or reaches its time limit, extra innings will be played using a modified international tie-breaker rule until a winner has been determined.
 - Tie-Breaker rule goes as follows: Each half inning will start with the bases loaded and 1 out for POOL PLAY & MEDAL ROUND GAMES.
 - Each team will continue the batting order from the previous inning with the three previous batters occupying the bases, with the last batter occupying 1st base, the second batter occupying 2nd base, and the third batter occupying 3rd base.
 - The Championship game Tie-Breaker Rule goes as follows: There will be 1 (ONE) additional inning added to regulation play. At the beginning of the 9th inning, the modified international tie-breaker rule will be in effect.
 - The mercy run rule is still in effect for the Championship game

TIE BREAKERS FOR FINAL SEEDINGS: To determine the spots for the final seeding, the following format will be used:

a. Win-Loss Record

b. Head to Head

c. Runs Allowed

d. Runs Scored

e. Coin Toss by Umpire

- If any team should forfeit any game, the winning team will record a 7-0 win. The losing team will record a 0-7 loss with no exception to this calculation.

SOFTBALL

AGE 14U & 16U
Mound/Base..... 43 mound /60 ft. base
Game Length 7 or (80 minutes)
Mercy Rule (see below)

MERCY RULES:

Games will be called for Mercy Rulings after the specific number of complete innings, providing the home team has the certain run lead. If the Home Team has hit the Mercy Rule the Game is over. The Home team will not continue the game to add runs.

- Twelve (12) Run Lead after three (3) complete innings
- Ten (10) Run Lead after four (4) complete innings.
- Eight (8) Run Lead after five (5) complete innings

Spectators/Dugout Areas

Any spectators will need to remain away from the netting while games are in progress. No spectators are allowed in the dugout area or on the playing field.

Teams at bat or substitutes for teams on the field must remain in the dugout area (bench areas). There is NO on-deck circle.

No Gum chewing or seed chewing allowed.

No littering; use trash receptacles.

Umpiring

Liberty Arena will provide one (1) official for each game.

The umpire is responsible for calling all plays at all bases, for enforcing all rules of the game, and keeping the game moving.

PLAYING RULES:

ASA rules are in effect, with the following:

Offensive/Defensive/Base running/Stealing/Advancement of Runners

LINE UP/BATTING ORDER/ SUBSTITUTION:

LINE-UP: A team may bat either 9 or 10 batters (with an EH), or their entire lineup.

A team has the option of free substitution throughout the game even without batting the entire line up.

We want to let the coach play as many players as he/ she wants. The only information needed regarding a Starting Lineup is the number of batters. The batting order must be set prior to the game and stays the same for the game's duration. You must have 9 players in field to start a game. Upon injury; a team may finish with a minimum of 8 players in the field.

Offensive:

- Teams will progress through the "official" batting order regardless of whether a player actually plays on the field any particular inning.
- If a team chooses to bat the entire line up and an Injury or Injuries occur; that team will NOT have to take an OUT IN THAT BATTING ORDER until there is under 9 batters available for that team.
- A team with substitutes may choose to BAT any such substitute anywhere in the lineup, but that player will then be "married" to that player in the same batting order spot and either player may bat in that batting order spot as long as each change is notified to other manager before that at bat.
- A PLAYER MAY ONLY BAT IN 1 BATTING SPOT during any game.
Example..... Once players are "married" in a batting spot; that substitute player MAY NOT be moved to another batting spot if INJURY occurs to other players on the team.

Defense:

- Any player on the roster may play in any defensive position at any time.
- Substitutions can be made on the field any inning, and players may re-enter the game as fielders at any time.
- Stalling will not be tolerated and may result in the game being forfeited; Umpire judgment is final.

Courtesy Runner: Teams will have the option to use a Courtesy runner for the pitcher and catcher at any time during an inning. This rule **IS MANDATORY with 2 outs for the catcher.** Teams must follow all options and rules regarding Courtesy Runners listed below.

Option 1: If a team opts to bat their entire line up, they must use the last official batter of the previous inning as the Courtesy Runner. The second choice is to use the second last batter of the previous inning if the team needs a second courtesy runner that inning (this only occurs when the pitcher and catcher reach base in the same inning).

Option 2: If a team opts to bat nine (9) or ten (10) batters, the courtesy runner must be someone not in the current batting order of the game. (Example: Starter who is now on the bench or player who just arrives or someone who has not been in the game at all.) The exception to this rule is if there are no additional players on the bench; refer back to Option 1 for Courtesy Runners

Passed Balls (All divisions) - A runner may advance on a passed ball to 2nd & 3rd base, but there is NO advancement to HOME on a passed ball.

Base On Balls (All divisions) - There will be no advancing to second after a base on balls. Once the batter reaches first base, the play is dead until pitcher addresses the rubber for next pitch. All base-runners will be allowed to advance up to 1 base.

Dropped Third Strike

(In All divisions) – The Batter may attempt to advance to first base.

STEALING

ASA Rules. There is NO LIMITS for stealing bases per inning/game.

OFFENSIVE/DEFENSIVE SITUATIONS (BASE RUNNING)

- Any defensive throw including the catcher to ANY BASE to throw out any runner may result in ANY such runners advancing to ANY BASE including HOME PLATE on the throw. This includes 1st & 3rd Situations.
- Any overthrown ball from a defensive player may result in numerous bases being taken by the offensive team.

SLIDING

All divisions are NOT permitted to slide head first and baserunners must avoid contact AT ALL TIMES! Head First sliding is permitted going back to any base.

Any said runner sliding head first will NOT BE CALLED OUT, but if said player repeatedly is sliding head first a warning and or OUT may be called for their own safety.

Speed Up Rules:

PITCHER WARM UP:

- The starting pitcher and any new pitcher inserted into the game will be allowed (six) warm-up pitches and 3 warm up pitches the following innings.
- Only one throw is permitted after an out. If the out is a strike-out, the catcher must throw the ball back to the pitcher. If the out is made by an outfielder, the ball must be returned to an infielder, and then directly to the pitcher. No time outs allowed by the batter, unless for emergency.

INTENTIONAL WALK: The Head Coach or Catcher of the defensive team will announce to the Home Plate Umpire that they would like to intentionally walk a batter. No pitches are thrown, and the batter will be awarded first base.

- Please do not try to warm-up on the field unless instructed to do so.
- Please hustle on and off the field to keep the game moving.
- Teams and Coaches should be ready to move into the playing field 30 minutes prior to the start of their schedule game time.
- Home Team will always be seated on the first base benches nearest to Home Plate.
- The visiting Team will always be seated on the first benches nearest to Right Field.

- The Home Team catcher should already be geared up! As soon as the play clock expires from the previous game, teams should advance to the field and put their bags outside a dugout.
- Once the dugout is clear from previous game, put the gear in it. The home team should immediately take the field.

- The visiting team should immediately send a batter to on deck circle and then step to the plate when the pitcher has completed the designated number of warm-up pitches. After each game, coaching staffs & teams must clear the field as quickly as possible after each game – PLEASE DON'T Hold post-game meetings on the PLAYING FIELD OR DUGOUT AREA.

Coaching – Bench & Field Conduct

Only one Head Coach and one Assistant Coach is allowed on the playing field while their teams on offense. NO coaches may be on the field during their team's defensive series of play.

Teams may have more than two coaches in the dugout area, and in the warm-up/practice areas, along with the rostered players. Everyone else must sit in the designated spectator area. No protests will be allowed.

EJECTIONS

Players and Coaches: Any player or coach ejected from a game for any reason will be required to sit out the remainder of the game they were ejected from as well as their next game. If a coach or player is ejected a second time anytime throughout the remainder of the event, the offender will be permanently removed from the remainder of the tournament and must leave the premises of the Liberty Arena for the remainder of the event. This applies for ALL games (including pool, semi-finals and finals). NO EXCEPTIONS! Any player or coach not abiding to this rule will cause their team to forfeit from the event.

Throwing equipment, offensive language, arguments and fighting are prohibited. Players, coaches, managers and spectators who engage in unsportsmanlike like behavior may be ejected from games and face suspension from future play.

Field of Play

- Batted balls that hit ANY PART OF THE CEILING NETTING shall IMMEDIATELY be called "DEAD BALLS" and considered a FOUL BALL.
- Batted Balls hitting off any Outfield Netting* on the ground or on the fly are playable.
- Batted Balls hitting any Bleachers on the ground are considered to be an automatic double.
- Balls that go through in any way, any part of the outfield netting or get through a spot in the right field curtain area will be ruled as a double. The defensive player should raise both hands above his/her head to signal this.

*Outfield Netting' includes the curtain in right field and the vertical outside netting in left field and center field.

ZERO TOLERANCE POLICY

The Liberty Arena does not tolerate professional or unsportsmanlike conduct by coaches, players or parents. The umpires have complete and final authority on the field and may remove anyone – coach, player or parent – who acts in an unprofessional or unsportsmanlike manner toward another coach, player, parent or umpire. The manager is responsible for the behavior of his team's coaches, players and parents of players. Any coach who is removed from a game will be suspended. Any team who has someone (player, parent, and/or fan) from their side removed from the game may be subject to disciplinary action by the Liberty Arena.

The Liberty Arena reserves the right to establish guidelines for any and all rules or infractions not covered in the tournament rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.

BRING YOUR GAME

-Liberty Arena Staff