

Kiwanis Fall Benefit One Pitch Coed Softball Tournament Rules

Subject: One-Pitch Coed Softball Tournament

Reference: Lumpkin County Park & Rec. regulations, **ASA SOFTBALL RULES APPLY
UNLESS STATED OTHERWISE**

Purpose: To provide policies and procedures to assist personnel with the implementation of the One-Pitch Softball Tournament to be conducted Saturday, October 10, 2009, 9 am until Completed at Park & Rec. Sports Complex, next to the Dahlonega Senior Center, Lumpkin County, GA.

General: HAVE FUN!! Proceeds from the tournament will go to the Kiwanis Foundation serving local Children's Charities.

A. PLAYER ELIGIBILITY.

All persons ages 15 and older are eligible to participate. Participants will be required to present their ID card prior to participating.

If a protest results from the alleged use of an illegal player, and the protest is upheld, the offending team will be eliminated from the tournament.

Once a player starts with a team, he/she must remain with that team during the entire tournament.

B. TEAM ROSTERS AND TOURNAMENT FEE.

1. Tournament fee due before 1st game check in time. **Tournament Entry Fee will be \$125.00 Total** per team for a one day scheduled double elimination Tournament.
2. Team rosters must be submitted NLT 10 minutes before the 1st game to the Tournament Director of Kiwanis of Lumpkin County.
3. In order to participate, personnel must be identified on the team roster. Use of a non-listed player will be considered use of an illegal player and therefore constitute team elimination from the tournament.
4. Team rosters are not limited to 12 players/coaches. Roster revisions will not be permitted throughout the tournament. Rosters due before 1st game, if player or players are to play later in day, names must be added

on Roster before 2nd game. No Exceptions, this will result in forfeit, if player is not on roster. All names must be legible.

5. No player will play on 2 teams in same tournament weekend. It will result in forfeit.
6. Coed- ***Must have 9 players to start game. At least 3 need to be women. Ok to use 4 women 6men - (BUT NOT 8 men 2 women).***

C. AWARDS.

Kiwanis will provide individual awards for members of the first and second place teams.

D. PROTESTS AND APPEALS.

Misapplication of rules and player eligibility will be the only grounds for protests. Protests involving a rule misapplication must be lodged before play is continued. Judgment calls are final and not subject to protest.

1. If any protest is to be made, ask umpire to call Director, it will be a \$25.00 fee. If no fee, you will be charged at later date and prizes may be held. Protest must be made at time of infraction, not after play has resumed and not after game.
2. No protest on judgment calls.
3. Appeals must be made before next pitch and after infraction, one appeal per base runner.

E. EQUIPMENT.

1. Balls will be provided by each team. Each team will supply one new ball and one backup per game. Each team is required to throw in backups as needed. Tournament softballs - \$5.00 each.
2. Single Walled / Non Composite Bats Only – This is for player safety. A list of approved bats may be given to each team.
3. No Metal Cleats / Spikes

F. RULES.

2009 ASA Rulebook rules and the following amendments will govern all play.

1. Each batter will receive just one pitch.
2. Batters will be declared out if they hit a foul ball (Caught or dropped).

3. Swing and miss
4. Take a called strike.
5. If the batter steps out of the box to make contact or swing at the pitch, the batter is OUT.
6. Batters will be awarded first base if their pitch is called a ball. **Male batter must be pitched to, female has option to walk or hit.**
7. **When female batter is at bat, all infielders must be on dirt. If infielder is on grass, when pitch is released. Batter will go to 1st base. (Umpires discretion.)**
8. No Bunting

G. GAMES.

1. Game time is forfeit time. Grace period can be given for 1st game only; 5-10 min. Will start game with 9 players. Must be ready to play 10 minutes before game time. (Coaches take notice). Will result in forfeit!
2. Games will have a 30-40 minute time limit; no inning will begin after 30-minutes have elapsed from the start of the game.
3. There will be no time limit for the championship game. (Championship games 1 hr. 10 min).
4. The tournament will employ a double elimination format.
5. 4 1/2 to 5 innings is considered a complete game or time has expired. Tie Breaker will apply. (Last out will go to 2nd base to start inning). *NOTE* No courtesy runner for the last out until an out is recorded. Can have a runner for a batter who gets on base, not tie breaker runner until out is recorded.
6. If at the end of play there is a tie, it will go to:
 - a) Head to Head Record
 - b) Head to Head
 - c) Run Differential
 - d) Overall Run Differential
7. Umpire will call out GAME TIME at 15 to 10 min warnings. Umpire will not say how much time is left after 10 min warning, only that time has Expired or Ball Game (Coaches keep your time).
8. The 4 inning/20-run rule, and a 5 inning/10 -run rule apply after three innings will be in effect for all games with the exception of the championship game.
9. There will be no practice on game fields prior to the start of any game.

H. BASE RUNNING

1. No lead offs after pitch, must stay on base once pitcher has ball and is ready to pitch ball.
2. Courtesy runners - 2 per inning. LAST OUT RUNS NO EXCEPTIONS. Can burn runner - but must let umpire know before courtesy runner steps on base. If runner is not last out and team is caught before 3rd out is made of inning, runner will be out and if runner has scored, run will not count. Player will be considered a courtesy runner once he steps on base.
3. Umpire can also call "wrong runner" out.
4. Runner must slide or avoid contact with defensive player on double plays - (Umpires discretion)
If defensive player has ball, you must slide or be called out for not sliding. (Umpires discretion) Batter runner or base runners will be given 2 bases from release of ball once it goes out of play. - 2 bases will be awarded from established base or start of play.
5. Base runner or batter runner can be called out for verbal interference. (Umpires discretion).
6. If base runner is hit with batted ball, while on 1st or 3rd base. Ball is dead, runners move up a base if forced to move and batter goes to 1st base. NOTE Base runner must not intentionally attempt to be hit. If base runner intentionally is hit - ball is dead - base runner is out - batter goes to 1st base. (Umpires discretion).
7. If base runner on 2nd base is hit with batted ball. Ball is live, unless base runner intentionally lets ball hit them, then ball is dead and batter goes to 1st base. (Umpires discretion).

I. PITCHING

1. Slow Pitch Arc between 6 and 12 feet.
2. Plate & Mat are strikes.
3. Pitcher can Fake pitch (juke) 5 seconds to release pitch once on mound or in 5ft area behind mound, if pitch is not released, then umpire will call ball.
4. Count is 1 ball and 1 strike on batter to start (1 and 1).
5. Umpire will call out "illegal" on pitches - he feels are illegal. If batter hits ball play is live.
6. No windmill pitching allowed. A ball will be called if you windmill on the mound or in 5ft area behind mound. Pitcher can windmill after pitch has been released.
7. Pitcher must have foot on mound or in 5ft area behind mound when releasing pitch.

J. BATTING

1. Can bat up to 12 players. Just let umpire know how many you are batting. Turn in batting slip. (Always on Table)

2. Batting slip is official line up. If not batting 12, may add a player to bottom of batting slip, only when player arrives late to game. - Let umpire know. Straight sub only / No re-entry
3. All field position players must bat.
4. Count is 1 ball and 1 strike to start (1 and 1). In inclement weather count will start at 2-2. Has to be fair after 2 strikes.
5. Arc Pitch - Slow Pitch Arc between 6 and 12 feet.
6. Plate & Mat are strikes.
7. Ball is dead once pitch hits plate, mat, ground or batter swings & misses ball.
8. Umpire will call out "illegal" on pitches, he feels are illegal, if Batter hits ball play is live.
9. Most bats are allowed. Bats can be banned if we feel they have been altered or tampered with.
10. Check to see which bats are legal to use. Note: If batter uses illegal bat - will be called out, play is dead.
11. **Three run homerun rule per game per team**, all homeruns after the third will be an out and no runners will advance. Walk off homeruns OK -. Batter and base runners must step on front base on all homeruns. Example: batter to 1st - 2nd to 3rd, etc. (if not - will be an out)
12. Batter will be called out, if umpire feels batter gives up (Umpires discretion). So run everything out / any motion toward dugout will be considered giving up. **BALL IS STILL LIVE**
13. When your team is batting - All bats, equipment and players, must be in dugout, must have 1 coach and one on deck batter & when on defense all bats, equipment and all other players will be in dugout, if not Umpire will call ball dead and either give a warning, call runner out, not let runners advance, or advance runners 1 or 2 bases.
14. Umpire must call "Time" before, you step out of batters box -this includes before, after and between pitches. If not - pitch will count. When asking for "time" make sure "time" is granted/ it is not automatic.
15. **Male batter must be pitched to, female has option to walk or hit.**
16. **When female batter is at bat, all infielders must be on dirt. If infielder is on grass, when pitch is released. Batter will go to 1st base. (Umpires discretion.)**

K. TEAMS.

1. Teams will be allowed to start and/or finish a game with nine players. Any team not having at least nine players at the start or conclusion of a game will forfeit.
2. Teams may bat and play a maximum of 12 players.
3. Substitutions may be made at any time.

4. Umpire is official scorekeeper. If questioning score, question must be asked before first pitch is made of inning played. Must have score book.
5. No questioning after 1st pitch is made, score stands.
6. Should a team start a game with nine players, they will be allowed to add a tenth player (not an eleventh) to the batting order upon his/her arrival. For teams which start a game with nine players, an automatic out will not be recorded for the tenth position in the batting order.
7. In the event of any injury or ejection which results in the batting order being depleted from eleven to ten/nine or ten to nine players, an automatic out will be recorded in the batting position of the player or players who have left the game.
8. Line-ups are to be submitted to the official scorer NLT 10 minutes prior to game time. The home team will be responsible for maintaining the official scorebook. Failure to provide a scorekeeper will result in forfeiture of the game.
9. The home team will be determined by the toss of a coin.
10. Teams will be limited to three home runs (excluding inside the park home runs) per game. Once the third home run is reached, any batted ball hit over the fence that would have otherwise been a home run, will be scored as an **out** with no advancement from any base runners.

L. EJECTIONS AND INJURIES

1. Any player or coach, who is ejected from a game, will be ineligible to participate in the next game which his team plays.
2. Any player or coach, who intentionally makes physical contact with an official or Kiwanis representative, will be subject to immediate suspension for an indefinite period. Such an occurrence will be investigated and facts pertaining to the incident will be forwarded to the appropriate personnel for review.
3. If a player is ejected from a game, that spot will be an out every at bat. That team must advise the ump and the other team who that Batter follows.
4. That team can sub a player to play in ejected players spot but no batting.
5. If ejected player's team allows sub to bat, inning will end and all runs scored in that inning will not count. (Coaches take notice)
6. If player is injured, and there is no substitute, that player's spot will be an out every time at bat.
7. Any player or players using bad profanity words (especially "F" word) or "TAUNTING" can be ejected from game or tournament. Umpire - Directors discretion. (Coaches take notice).
8. Any player caught with alcohol on field or dug-out area can be ejected from game or tournament. Any player that is under the influence of alcohol can be ejected from game or tournament. Consumption of alcoholic beverages or drugs by team members is prohibited before or during games. Anyone seen partaking of such prior to the start of a game, will be ineligible to participate in the next two games his/her team is scheduled to play. Once a game has

started, if a player is judged to have partaken of alcoholic beverages or drugs, before or during the game, he/she will be ejected for the remainder of that game and will be ineligible for the team's next tournament game.

9. A ball player ejected for any reason from a game, who refuses to leave the field and remains otherwise uncooperative with the tournament personnel will be suspended from further play in the tournament and may face further disciplinary action (suspended for 1 year or banned for life) and can cause team to forfeit game (coaches take notice).

COACHES PLEASE NOTE:

It is your responsibility to make sure all your players obey and understand all Kiwanis rules.

- Be ready to play 10 min. before scheduled game time.
- Only members of the team currently playing on the field are allowed in their designated dugout and area.
- Teams will supply one new ball and one backup per game. Each team is required to throw in backups as needed. Tournament softballs - \$5.00 each.

*****Director has the right to forfeit any game, eject any player for non-compliance to Kiwanis rules. *****

Point of contact is Tournament Director Kiwanian Dale Farmer at 706-482-8258.

Rain Out (Lighting) Policy

If tournament has started – Your game(s) will be pro rated

Pro rated games will depend on tournament site

If tournament is at a point where director can determine 1st place, 2nd place, 3rd place – tournament will end

This situation will determine that top 3 teams at least played 3 games

Other options may be offered if available – Directors Discretion

ALL OTHER ASA SOFTBALL RULES APPLY UNLESS STATED OTHERWISE IN THE ABOVE RULES.