

# **City of St. George Leisure Services**

## **Adult Slow-pitch Tourney Softball Rules**

\*All rules stated in this manual will, if in conflict to a sanctioning body rule (afa), override those rules.\*

### Registration:

1. All fees must be paid in full before teams/participants will be allowed to play.
2. A \$25.00 late fee will be added to all registrants during the last week of registration.
3. No refunds will be given up to fourteen (14) days prior to tourney.
4. Teams will be registered into the tourney on a first come first serve basis or until tourney has filled.
5. All requests need to be submitted during registration.
6. Sunday play can be implemented if weather, large number of teams or other problems prohibit play on Friday or Saturday.
7. All tourneys are a double elimination with a double elimination drop down bracket (4 game guarantee) unless there are fewer than 12 teams. \*\*Toys for Kids is a 3 game guarantee\*\*

### Rosters:

1. All players must sign the roster before they play their first game. This roster must be handed to a tournament official before the team plays their first game. Failure to abide by this rule can result in a forfeit.
2. All players must carry a picture ID. Upon request, this picture ID must be presented.
3. Umpires/Supervisors/Directors have the authority to remove injured players or players deemed unable to play from the game. Any participant that is a safety hazard to themselves or others will be removed from the ballpark.

### Equipment:

1. All teams/participants are required to use legal equipment. Using illegal equipment can result in forfeiture and indefinite expulsion.
2. Any version of the Miken Ultra 1, Miken Ultra 2, Anaconda (both the original and new), Boombah, and all Senior bats are illegal to use. All other bats meeting the 1.2 BPF standard and have a USSSA approval sticker will be allowed. The City of St. George will comply with AFA rules, page 21, Section B – Altered Bat Policy. Any player accused of using an altered bat must voluntarily allow the bat inspection by a tournament official. Failure to voluntarily give up the bat will mean automatic ejection from the game. All bats must have a safety knob that is a minimum of ¼” protruding at a 91 degree angle from the handle. It may be molded, lathed, welded or permanently fastened. A flare or cone grip attached to the bat next to the safety knob will be considered illegal unless it is at least ¼” from the safety knob.
3. The City provides all game balls for tourneys. Women use an 11’ ball and men use a 12’ ball.

### The Game:

1. A regulation game will be seven (7) innings, or fifty (50) minutes of play. Whichever comes first.
2. Run Rules:
  - a. Ten (10) runs after five (5) innings; 4 ½ innings if the home team is ahead
  - b. Twelve (12) runs after (4) innings; 3 ½ innings if the home team is ahead
  - c. Fifteen (15) runs after three (3) innings; 2 ½ innings if the home team is ahead
  - d. No new inning will start after fifty (50) minutes of play. There are no ties.
3. A team must start and finish a game with no less than eight (8) players. If a team drops below the minimum number of eight due to ejection or injury it is a forfeit.
4. Men’s, Women’s, Seniors and Co-Ed teams may bat up to 12 players.
5. If a team starts a game with eight (8) players, the players not participating will **NOT** be declared an out. The remaining players may enter the game at any time as long as they are on the roster and notification was given to the umpire. The added players must be entered at the bottom of the lineup. Up to 12 players can be entered. If more than 12 players need to be entered, they must be on lineup and roster and entered as subs.
6. Teams may use (1) one courtesy runner per inning. Runner must be the last out or if in co-ed the last out of the same gender. A 2<sup>nd</sup> designated runner may be used in the event of an injury only. Same player can not run twice in one inning. Must be before next pitch.
7. It is the responsibility of each team manager/coach to bring the lineup card to the umpire. The lineup card will contain the batting order with the last name, first name and jersey number of each player starting and substitutes that will be substituting in the game.
8. If the lineup card is being turned late into the umpire the game will start with a forty-five (45) minute time limit.
9. Home team will keep the official scorebook. If home team elects not to keep the book the visitors will keep the official scorebook. If neither team elects to keep book then the records of the umpire stands and is official.
10. International tie breaker will be used in the event of a tie.

### Home Run Rules:

Men’s C / Women’s C – Each team is allowed five (5) home runs per game. After five (5) home runs, balls hit over the outfield fence in fair territory are considered an out.

Men’s D / Women’s D / Co-Ed Competitive – Each team is allowed three (3) home runs per game. After three (3) home runs, balls hit over the outfield fence in fair territory are considered an out.

Men's E / Women's E / Co-Ed Recreational / Seniors 50+ & 60+ – Each team is allowed three (3) home runs per game. After three (3) home runs, balls hit over the outfield fence in fair territory are considered an out.

\*If divisions are combined in tourney home run rules will apply for the lowest division playing.

\*A player hitting a home run may go directly to the dugout along with any players that were on base.

#### Uniforms:

1. Teams are requested to have jerseys that are like in color and have a number.
2. NO metal cleats! Players with metal cleats will not be allowed to continue to play until cleats are taken off.
3. Plaster casts, metal, or hard plastic braces may not be worn at any time by a player participating in the game unless they are covered in a safe way. (umpires discretion)

#### Specifics:

1. All players are required to slide or give themselves up in order to avoid contact on all close plays (in situations where a play may happen). Any player not adhering to this rule may be called out on umpires' discretion.
2. Only a team manager can question an umpire's decision during a legal time out by the team asking the question. A judgment call can not be questioned only a rule infraction. This will be on game time and the official clock will not stop.
3. All protests will be resolved by the end of the game. Protests can not be retracted.
4. No stealing!
5. No mats for balls and strikes will be used in tourney play.
6. All slow-pitch tourneys will use the three (3) balls and two (2) strikes count.
7. Batters are allowed one (1) foul ball. After the first foul ball all hit balls must be in fair territory. Any second foul ball is considered an out.
8. All City slow pitch tourneys will utilize the safety base on first. Not using the first safety base is a live ball appeal.
9. City sponsored slow-pitch tourneys will NOT utilize the safety home base.
10. Awards will be given to first through third place.
11. Home team will be decided by a coin flip by the umpire during the pre-game conference.
12. During the championship game the home team will be the undefeated team. Home team for the if game will be the winner of the championship game. All other games are decided by a coin flip.
13. A pitching box will be used from the rubber at 50 feet to the line/tassels drawn at 56 feet. Pitchers may pitch from anywhere in the box within the confines of the pitching rubber. Pitchers must come set for 1 second then pitch within 10 seconds or after ordered by the umpire. Any under hand pitching motion is allowed including fakes, behind the back or between the legs. A 5 foot to 12 foot pitching arc will be used.

#### Co Ed Specific Rules:

1. Males and females will rotate in the batting order. However, two females may bat back to back.
2. There are no defensive regulations. Males and females can play any defensive position.
3. All City leagues will NOT utilize the 200 ft. rule.
4. If a male batter walks, he automatically goes to second base. The following female batter has the option to receive first base or to bat.
5. Third base coach will keep both softballs and provide the proper ball to the pitcher.
6. If an improper ball is used, the hitting team will have the option of taking the results of the play or replaying the at bat prior to the next pitch.
7. The additional hitter rule (AH) will be in effect subject to batting twelve (12) players, one additional female and one additional male batter. Teams using the AH rule must bat (11) eleven or twelve (12) players.
8. Teams must start with at least eight (8) and three of those eight must be men.
9. Ratios can be as follows: Five (5) females and three (3) males; five (5) females and four (4) males; four (4) females and four (4) males; six (6) females and four (4) males; five (5) females and five (5) males; seven (7) females and three (3) males; six (6) females and six (6) males; nine (9) females and three (3) males; six (6) females and five (5) males; six (6) females and three (3) males; seven (7) females and four (4) males; seven (7) females and five (5) males; eight (8) females and three (3) males; eight (8) females and four (4) males..
10. With the ratios of 5 females/3 males, 7 females/3 males and 9 females/3 males the AH rule will not be in effect.
11. When using the AH rule in a Co-Ed game and a female player is out of the game due to an injury/ejection, the team must revert to a ten (10) player lineup to avoid having six (6) men and five (5) women. This rule applies when there is no female to replace the injured/ejected female.
12. No outs will ever be taken for an absence in the batting order.

#### Misconduct:

1. All examples listed below are grounds for ejection and permanent expulsion for players or entire teams.
  - a. A team's attitude or conduct becomes such that continuing the game would cause control of the game to be lost.
  - b. A team manager refuses to help control players or spectators when requested.
  - c. A participant is caught playing under an assumed name.
  - d. A participant that has not signed the roster.
  - e. An ejected player that refuses to leave the premises.
  - f. An ejected fan that refuses to leave the premises.

- g. Players playing under the age of eighteen (18).
  - h. In the umpire's opinion, a team or player is making a mockery of the game.
  - i. Threatening physical harm to an umpire or City employee.
  - j. Physically attacking any person.
  - k. Destruction of City property.
  - l. Violation of a previously placed probation.
  - m. The use of alcohol or illegal drugs.
  - n. Finding a weapon (anything serving for attack).
  - o. Foul language
2. If asked to leave the premises (ejected) you have three 3 minutes to leave the ballpark. If you do not leave within the three minute period you team will forfeit. No pitch and the clock will continue to run until the ejected player leaves.
  3. If asked to leave the premises (ejected) you must submit your name and phone number.
  4. No alcohol
  5. No smoking
  6. No Glass
  7. No Jewelry
  8. No players outside of the dugout except for on deck batter and base coach.

Misconduct Reprimands(Penalties refresh every 2 yrs):

1. Tournament
  - a. 1<sup>st</sup> ejection=rest of tournament, based on severity, can carry over into next tournament
  - b. 2<sup>nd</sup> ejection=ejected for rest of tournament followed by a 3 tournament suspension
  - c. 3<sup>rd</sup> ejection=ejected for rest of tournament followed by a 1 year suspension
  - d. 2 or more players ejected, from same team, same time=team suspended 1 yr from tournaments (team in general is suspended, but also any player from that team will not be eligible to participate in any other league/division, etc.)

Differences between league and tourney rules:

Home Run Rules  
Mats  
Safety Home Plate  
Uniform Rule