

# tournament rules



1. Game time is forfeit time.
2. You need 9 players to start and finish the game. If a team fields 9 players, the person that would be in the 10th batting position will be an automatic out. A player may be added any time to bring the game roster to 10. No EH may be added once a game has started.
3. Teams may have up to a 12-player batting line-up but can only utilize a 10-player defense.
4. If a player is removed from the line-up and no substitutes are available, that batting position will be left vacant and teams will be assessed an out every time that position is up to bat.
5. One courtesy runner is permitted per inning. (last available batter).
6. Round-robin and double elimination games will start with a 0/0 count and the games are 75 minutes long, with no new inning starting after 65 minutes.
7. 1 Championship game is played - 7 full innings with no time limit.
8. Coin toss will determine home team.
9. No infield practice permitted as per Softball City regulations.
10. Pitchers are permitted 4 pitches to warm up at the start of the first inning or when a pitcher is substituted mid-way into the game.
11. The home team is the official score-keeper for the game. Winning teams must have the umpire or coach of the losing team sign the score sheet and submit scores immediately to the Pro Shop.
12. Players must slide or peel off on potential tag plays
13. Safety bag will be in effect at first base. Players must touch home plate.
14. There will be an 8 run limit per inning. The last inning is an open inning.
15. An over the fence hit (home run) is an inning-ending out.
16. Players uniforms must be the same color and have visible numbers.
17. Umpires will view bats prior to all games.
18. Mercy rule in effect for both divisions as follows
  - 20 runs ahead after 4 innings or 3.5 if the home team is ahead.
  - 12 runs ahead after 5 innings or 4.5 if the home team is ahead.
19. In the event of a player or team protest, a \$50 cash protest fee must be submitted to the umpire prior to end of game. Umpire will notify Umpire in chief, who contact the protest committee.
20. When seeding is done after the round robin, a maximum 7 run differential is used for each round robin game.