

Windsor Serenity Softball Tournament

Welcome

Rules & Regulations

Each team will be provided a copy of these rules and regulations.

This is a Co-ed tournament.

- Each team must have at least 3 female players in the batting order and on the field at all times. If a team has only 2 women playing, they will take an out each time the 3rd woman was to be at bat and the team will only play with 8 players on the field.
- Games are 1 hour or 5 innings, whichever comes first. No new innings will be started after 50 minutes of play. The championship game will be 7 innings, no time cap.

Start times

- Games should start on time. It is a forfeit if your team is not ready to play 15 minutes past the start time. If a forfeit occurs, the other team is declared the winner of that game. (Conveners discretion)
- Captains will flip a coin before each game to determine who the home team will be.

Batting Order-

- A female player is to bat every third batter in the lineup. Not following this order will result in an out. Every batter in the lineup must bat before returning to the top of the order, unless it is to keep with the every 3" batter must be a female rule (Teams can't skip a woman in the order to return to the top of the batting order).
- Each diamond will be supplied with 2 balls. If a ball is hit out of bounds, please have someone go get it immediately so we don't lose track of where it went.
- The commitment line between 3rd base and home plate is in effect. Once a runner passes that line they have committed to continue to home plate. No touching home plate. Runners must cross the home plate line in order to be safe. If runner touches home plate they will be called out. The runner will be safe if the catcher/player tags them behind the plate. The ball must be in the players possession at home plate before the runner crosses the home plate line in order for the runner to be out(umpires discretion).

Injury runner

- Announce it before batting, a batter must make it to first base before calling time and asking for a runner. The batter cannot pass first base. The replacement runner

will be the last out(same gender) from your batting order. Once you take a runner in a game, you must take a runner for every bat thereafter in that game.

Batters

- All batters must take the field defensively for at least for 1 inning. This does not include pitching. If 1 player from your team is the designated pitcher, they may also be in the batting order. This player pitches the entire game unless they are batting or on a base. Please let the umpire and other coach know:

Leadoffs and Base running

- A runner that leaves the base before the ball is hit or crosses the plate is out (umpires discretion). A runner that is off the base and is tagged by the ball is out (remind players to stop on the base). Make sure to touch every base other than home plate. If a runner misses a base, a team can throw the ball to the missed base after the play and they could be called out (umpires discretion) Same thing applies for a runner 'tagging up' for a pop fly, wait until the ball is caught. If the runner leaves early they run the risk of being called out if the ball finds its way to the base they were so eager to leave. There is no sliding, stealing or bunting in this tournament, the player will be called out. If a batted ball hits a base runner they are out. The runner must be in bounds and off the base in order to be out. If a runner is trying to advance to the next base and runs off the baseline to avoid a tag, they will be called out (umpires discretion). If you interfere with a runner and this includes blocking a base, the runner will be awarded the base. There will be a double bag at first base. The orange bag is for the runner and the white bag is for the first baseman. A runner must touch the orange bag if staying at first and may use the white bag when rounding to second base. Tie goes to the runner.

Pitching

- Pitcher pitches to their own team. 3 pitch game. Third pitch foul, batter is out. Only on the 3" pitch, if the ball hits the pitcher the batter will receive 1 courtesy pitch. 4" courtesy pitch hits pitcher, batter is out. When the ball is returned to the pitcher, the play has ended
- Dead Ball- A batted ball that makes contact with the pitcher will be called a 'dead ball' and the play ends (1" and 2"" count as pitches, 3" receives 1 courtesy pitch); the umpire will decide if contact was made or not. Finish the play unless the umpire calls it a dead ball.
- Scoring- There is a 6-run cap per inning excluding the last inning. The last inning is unlimited. If the home team is winning, they will not take the last at bat in the

bottom of the last inning and all runs scored in the last played inning will not count and won't go against run differential in the event of a tie breaker. Hand in score sheets immediately after each game at the score table.

- Home runs- There is a maximum difference of 2 over the fence home runs a team can score per game Example: Team A hits 2 over the fence home runs. The 3rd dinger is an out. If team B hits 1, Team A can hit 1 again.
- Tie Game- OVERTIME. In the event of a tie, a new inning must be played. The inning will have the last batter(not the last out) start on 2nd base and the inning will start with 1 out. This inning is also unlimited runs.
- Adding players- No adding players to the roster that you submitted prior to your first game.(conveners discretion; possible injuries ect..)
- No wooden bats and no steel cleats.
- A line will be drawn in the outfield. The fielders must stay behind this line until the ball is hit. Infielders must stay off the grass until the ball is hit. No outfielder can make a forced play at first base. You can at second, third and home plate.
- There is an infield fly rule in this tournament. (The batter is out, the ball is dead, and runner(s) return to their original base(s) when an infielder intentionally drops a fair fly ball or line drive with runners on first and second bases loaded, with less than 2 out). Umpire should call it in the air, if the umpire forgets, finish the play. The umpire can make the call after the play (umpires discretion),

Coaches of both teams will meet with the umpire prior to the game to go over the ground rules, coin toss, out of bounds area and foul territory so there are no disputes during the game. Coaches will let their players know of the ground rules before each game,

Respect the umpire's decisions at all times. They have the right to eject you from the game. Absolutely zero tolerance for violent, intimidating or threatening behavior. The umpire and coaches will ask you to leave the game. Only Coaches are permitted to ask for clarifications from the umpire. Players may not yell calls from bench areas. Players will be asked to leave the game if they confront the umpire.

Seeding and Tiebreaker Rules 1.

- Head-to-Head Record 2. Run Differential +/- 3. Coin Toss
- Please leave your bench area as soon as your game is finished and please keep the diamonds and park clean.
- No smoking in bench area or on the field.

This is a Recovery event so let's keep it clean, spiritual and have fun together.

"Recovery is an active change in our ideas and attitudes."

"Strength in Togetherness, Power in Unity"