



City of Tremonton



Adult Slow-pitch Tourney Softball Rules

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

Registration:

1. All fees must be paid in full before teams/participants will be allowed to play.
2. Checks must be made out to Tremonton City and sent in with registration form.
3. Teams will be registered into the tourney on a first come first serve basis or until tourney has filled.
4. All requests need to be submitted during registration.

Rosters:

1. All players must sign the roster before they play their first game. This roster must be handed to the field supervisor 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 ball park.
4. All participants must be 16yrs old or older. If you have players that are under 18yrs they must have parent signature on roster.

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, Miken Ultra II, Anaconda (both the original and new), and all Senior bats are illegal to use. All other bats meeting the 1.2 BPF standard and have a USSSA and/or ASA approval sticker will be allowed.
3. Tremonton City will provide all game balls for tournaments.
4. Teams are requested to have jerseys that are similar in color to the rest of the team.
5. NO metal cleats! Players with metal cleats will not be allowed to continue playing until cleats are changed.
6. 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. (umpire's discretion)
7. Jewelry must be covered. Ear studs are approved.

The Game:

1. A regulation game will be seven (7) innings, or fifty (50) minutes of play, whichever comes first.
2. **Run Rules:**
 - a. Twenty (20) after three (3) innings; 2 ½ innings if the home team is ahead
 - b. Fifteen (15) runs after (4) innings; 3 ½ innings if the home team is ahead
 - c. Ten (10) runs after five (5) innings; 4 ½ innings if the home team is ahead
 - d. No new inning will start after fifty (50) minutes of play. There are no ties.
 - e. International tie breaker will be used in the event of a tie. (Player to bat last that ½ inning starts on 2nd.)
3. A team must start and finish a game with no less than Seven (7) players. If a team drops below the minimum number of seven due to ejection or injury it is a forfeit.
4. Teams may bat up to 16 players.

5. If a team starts a game with seven (7) players, the missing players 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

6. **Flip Flop Rule:** If the home team is down by 20 or more runs top of third inning, 15 or more at the top of the fourth inning or 10 runs after the top of the fifth inning, the home team will flip flop and become visiting team and will bat first at the top of the third, fourth, or fifth inning.

7. **Courtesy Runner:** Teams may use one (1) courtesy runner per inning. Runner must be the last person to be called out. A 2nd designated runner may be used in the event of an injury only. Courtesy runner must be granted by the umpire before the first pitch to the next batter.

8. **Lineup Cards:** 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 first and last name (no nicknames) of each player starting and substitutes that will be substituting in the game.

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.

Home Run Rules:

D (Upper Bracket) 5 home runs per team/per game

E (Lower Bracket) 3 home runs per team/per game

1. Any team may hit their allotted number of homeruns at any time during the game. Once a teams allotted number of homeruns have been hit, all additional homeruns hit will be an out and a dead ball will be called, base runners will return to their bases.

Specifics:

1. **Protest of ineligible player:** A team may protest an ineligible player.

A. Inform umpire of protest B. Give umpire \$10. (Umpire will contact supervisor and inform them of protest. Roster will be looked at and steps will be given to see if they are ineligible player. If player is ineligible \$10 will be given back and the ineligible player will be suspended.

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. Home team will be decided by a coin flip by the umpire during the pre game conference.

5. During the championship game the home team will be the undefeated team. Home team for the "If Game" will be decided by Coin Flip. All other games are decided by a coin flip.

6. No stealing!

7. **Ball Count:** All slow pitch tourneys will use the three (3) balls and two (2) strikes count.

8. **Pitching Rule:** A pitching box will be used from the rubber at 50 feet to the line 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 6 foot to 12 foot pitching arc will be used.

9. Batters are allowed one (1) courtesy foul ball. After the first foul ball on a second strike, all hit balls must be in fair territory. Any second foul ball on a second strike is considered an out.

10. All City slow pitch tourneys will utilize the safety base on first. Not using the first safety base is a live ball appeal.

11. **Sliding:** When a defensive player clearly has the ball and is waiting for the runner, the runner must either:

- A. Give themselves up and consent to an out;
- B. Slide legally into the base.
- C. Avoid all contact with defensive player.

No runner under any circumstances may (deliberately or not) crash into a defensive player.

If so, the runner (under umpires discretion) will be called out and possibly ejected from the game and a dead ball will be declared at that point. This does not mean that defensive players may block a base without the ball! Do not fake a play or tag or batter will be safe

12. Awards: Awards will be given to first and second place in the upper division and only first place in the lower division

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 sixteen (16).
 - h. In the umpire's opinion, a team or player is making a mockery of the game. **(especially in drop down games)**
 - 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 your team will forfeit. No pitch and the clock will continue to run until the ejected player leaves. If asked to leave the premises (ejected) you must submit your name and phone number.
- 4. No alcohol
 - 5. No smoking
 - 6. No players outside of the dugout except for on deck batter and base coach.