ALL SPN RULES SHALL APPLY EXCEPT AS MODIFIED HEREIN

A. Player and Team Registration

1. All players must:
    a. register with a Government ID before taking the field;
    b. register before the start of their division's first pool play game to be eligible for the tournament; and
    c. ALSO sign the SOFTBALL CITY Waiver for to participate in any games.
    d. **EXCEPTION:** A team manager/designated representative may request for a late player registration only to the Tournament Director / Acting Director before the start of games Sunday morning.
2. Any team found to have a player who has not signed their teams' roster **OR** the Softball City Waiver will be subject to forfeiture of the game in which that player participated.
3. No player is allowed to be on more than one team roster **AND** players will not be allowed to switch to another team's roster, even if the player's team has been eliminated from the tournament.

B. Player and Team Ratings

1. Open Team Eligibility / Player Ratings: Team rating calculated by adding the top 10 rated players:
    a. C Division: No individual player rated over 14; Maximum team rating 135;
    b. D Division: No individual player rated over 10; Maximum team rating 95;
    c. Masters: No individual player rated above 14. Maximum team rating 135; Must turn 50 anytime in 2017;
    d. **EXCEPTION:** If no Masters Division, each Masters team will be allowed to participate in the D Division under the Masters team and individual rating guidelines.
2. Teams / Players not NAGAAA-registered will be reviewed on a case-by-case basis and managers must complete the roster by filling in all 27 NAGAAA rating questions for each un-rated player. Contact the Tournament Director about eligibility issues prior to sending in your entry form. Teams not NAGAAA-registered will also be reviewed on a case-by-case basis.

C. <u>Pool and Bracket Play</u>

Pool Play: A random draw of teams will place them into a 3 or 4 team pool:

1. **3 Team Pools:** Teams will play each other once:
   a. Seeding will then be based on the teams' record in the following "wins-losses-ties" order:
      - 2-0-0;
      - 1-0-1;
      - 1-1-0;
      - 0-1-1;
      - 0-0-2;
      - 0-2-0;
   b. In the event two or more teams are tied with the same record, a random draw will determine seeding.

2. **4 Team Pools:**
   a. First game winners will play each other for their 2nd game;
   b. First game losers will play each other for their 2nd game;
   c. The 2-0 team gets the #1 seed from that pool, the 1-1 team that LOST the 2nd game gets the #2 seed, the 1-1 team that WON the 2nd game gets the #3 seed and the 0-2 team gets the #4 seed;
   d. In the event of a tie in the 4-team pool play game, a coin flip will determine the "winner" of that game.

3. **Tie Games:** For bracket play, a ONE (1) PITCH rule shall be applied:
   a. The last batter of the previous inning shall be placed on 2nd base; with ONE (1) OUT; Each batter gets ONE (1) PITCH;
   b. Foul ball: Caught or dropped = OUT;
   c. Strike: Swing or Called = OUT;
   d. Ball: Batter is awarded a Walk;
   e. Batted Ball: Outcome of play;
   f. The Courtesy Runner rule MAY be applied;
   g. Standard THREE (3) OUTs applies to end batted inning.

D. <u>Tournament Rules</u>

1. All play begins with 1-1 count with one courtesy foul (2.5 strikes) awarded after the second strike called during each at bat.
2. No new inning will begin after 55 minutes except for the Championship or IF game.
3. No new inning will begin after 75 minutes for the Championship or IF game.
4. Game time is forfeit time. Any forfeit will result in a 10 – 0 score.
   - Game time is when the Umpire starts the clock.
5. Mercy Rule is as follows:
   a. 20 runs ahead after 3 innings or 2½ if the Home team is ahead.
   b. 15 runs ahead after 4 innings or 3½ if the Home team is ahead.
   c. 10 runs ahead after 5 innings or 4½ if the Home team is ahead.
6. Home Runs: Anything over the limit will be an OUT. Does not have to be 1 for 1.
   a. Division C and Masters: One (1) over the fence Home Run per game, per team;
   b. Open Division D: Zero (0) over the fence Home Runs. It shall be an inning ending OUT;
   c. **<u>EXCEPTION:</u>** If no Masters Division, Masters teams playing in D Division will follow D Division guidelines;
   d. **<u>NOTE:</u>** When a Home Run is hit, the batter and all runners must touch at least one base and immediately return to the dugout to speed up play.
7. Courtesy Runners: One (1) Courtesy Runner may be used per inning. Any player on the lineup sheet may be used. It is not considered a Substitution.
   - **<u>NOTE:</u>** If a Courtesy Runner is on base when their turn "at bat" comes, the "at bat" is recorded as an OUT. Substitutions or changing out runners to avoid the OUT may not be used.
8. Players must slide or peel off on potential tag plays.
9. Safety bag will be in effect at First Base. Players must touch Home Plate.
10. All base lines are 65 feet as per SPN standards and the pitching rubber is set at 50 feet from the Home Plate.
11. Every score must be verified and submitted to the Tournament Committee by the Umpire after the game with signatures from both Team Managers.
12. No infield practice permitted on any diamond.

E. Line-Ups & Substitutions

1. Team Coaches or Managers must exchange line-ups with the Umpire and each other prior to the start of each game.
2. Line-ups must include the all players' **FIRST** and **LAST** names and substitutes' jersey numbers.
3. Substitutes must be listed at the start of each game to be eligible to play.
4. **Eight (8)** players are needed to start and continue with the game.
   a. If a team starts with less than 10 players, the team must list the vacant position(s) after the last available batter.
   b. When the vacant spot comes to bat, it will be recorded as an OUT.
   c. Once an additional player becomes available after the start of the game, he/she is entered immediately into the vacant position(s) and must be **LISTED** as a Substitute on the line-up card to do so.
   d. Player(s) may be added any time to bring the game roster to 10.
   e. **NO** EXTRA HITTER may be added once a game has started.
5. Teams may have an unlimited batting line-up but can only utilize a 10-player defense.
6. A team beginning a game with more than 11 players in the batting line-up may remove any player(s) from their line-up without penalty of an OUT as long as at least 11 players remain in the line-up.
7. 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.
8. Starters and Substitutes can re-enter a game once during any game. They must always re-enter at the same place in the batting line-up when they entered the game. Once they are removed from the game for the second time, they cannot re-enter the game again.
   a. If an attempt to re-enter a player is made **more than once**, an OUT will be recorded if appealed by the opposing team.
   b. The appeal can only be made after the next batter has started play.
   c. If the player is ruled to have been illegally substituted, the player is ejected from the game.
   d. If a player is ruled re-entered into the game at a **different place** in the line-up, an OUT will be recorded if appealed by the opposing team.
   e. The appeal must take place before the next batter starts play.
   f. The player will also be ejected from the game.

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F. Home Team Responsibilities

1. There will be a double flip to determine the Home team except for the Home team for the Championship and IF games will be the team emerging from the winner's bracket.
2. The Home team is the official scorekeeper unless supplied by the tournament, in which the tournament scorekeeper will be the official scorekeeper.

G. Uniforms, Bats, and Jewelry

1. **Illegal bats:** Only ASA approved bats will be allowed for use.
2. Umpires will be using the current ASA non-approved bat list for bat review.
3. Any illegal bat discovered during game will be removed from play and returned at the end of the game and recorded on the line-up sheet.
4. If the same team is found to be using the bat in subsequent games, the team shall forfeit that game and be eliminated from the tournament.
5. All play occurred while in use of illegal bat will follow SPN Rules.
6. Any bat accused of being altered shall immediately be brought to the attention of the Tournament Director who shall confer with the Umpire-In-Charge (UIC) for further action if any is to be taken.
7. **Uniforms:** Each player must wear a "team jersey" which must be similar in color, style, and must have a player/roster number as described by SPN rules.
8. No bandanas, non-uniform decorations or tied cloth is allowed on a player's head, neck or body. Exceptions may be granted on a case-by-case basis and at the discretion of the Umpire.
9. **Jewelry:** All Exposed Jewelry and Loose Accessories Must Be Removed: This includes, but is not limited to, all exposed body and facial piercing, rings, necklaces (of any kind / style), bracelets, wrist watches, earrings, pagers, cell phones, and unsecured sunglasses atop of ball caps.
10. Medical alert bracelets must be taped to body.
11. Non-removable jewelry must be concealed with athletic tape or Band-Aid type of material.
12. **This is for player safety reasons in order to avoid being snagged, ripped out, injuring another player, etc.**

H. <u>Ejections</u>

1. A player or coach removed from the game by the Umpire, must leave the field of play promptly.
2. A team may NOT continue to play shorthanded. If no Substitutes are available, the game is a forfeit. If the Umpire and/or designated tournament official(s) deems the unsportsmanlike act or conduct as malicious, the ENTIRE team will not be allowed to participate in the remainder of the tournament.
3. All previous games played shall be legal; all games afterwards shall be forfeits.
4. **Player Ejection Penalty:** The player shall be removed from the current game and will not be eligible for the next game.
5. Tournament officials reserve the right to suspend and/or disqualify any ejected player for futures games of the tournament if ejection is deemed to be threatening in nature to another player, Umpire, spectator, tournament staff, park patron, animals, or morally offensive.

I. Protests

1. **Ratings/Eligibility:** Any rating or eligibility protests must be brought to the attention of the Umpire prior to the last OUT of the game.

2. Protests are allowed in Pool Play **AND** Winners' Bracket games only.

3. Any decision will be based on the player or team's current ability on the field, taking into account what is fair to all teams involved and the integrity of the tournament. Team scorebooks and notes are helpful in the decision. Unsportsmanlike conduct will not be tolerated.

4. All protest fees are payable at the time of protest and <u>must be paid in cash</u>.
    a. Pool Play: $80 to file the protest; $20 per rating question being protested.
    b. Double Elimination: $120 to file the protest; $40 per ratings question being protested.
    c. <u>All protest fees MUST be paid in cash.</u>

5. Protests during Pool Play games will be heard immediately after all Pool Play games have concluded, and prior to the beginning of Bracket Play. Each protestor and protested teams must be available for further clarification as needed.

6. Protests during Bracket Play games will be heard immediately after the game in question, and the result of the protest will be immediately applied.

7. **Rule Interpretation Protests:** There is no protest cost associated for rule interpretations.

8. A protest regarding rule interpretation must be filed with the game Umpire at the time of the ruling comes into question and must be made before the next play. <u>There are no exceptions to this rule.</u>

9. Once a rule protest begins, the game clock will be paused, and the game will continue once the protest is resolved.

10. The UIC, along with a member of the Protest Committee, will resolve all rule interpretation protest(s).

11. All decisions are **FINAL**.

J. Quick Bats Reference

 .... **LEGAL**
**(EXCEPT bats that are listed on the
ASA NON-APPROVED BAT LIST)**

 .... **LEGAL**

 .... **LEGAL**

 .... **LEGAL**

 .... **ILLEGAL**