

2018 Eaton Park Invitational Softball Tournament

1. This tournament is our 14th Annual Softball tournament open to all players, ages 14 and under on or before January 1st, 2018. Any violation of the age limitations for any bracket will disqualify the entire team from further participation in the tournament. No games will be replayed as a result of a team being disqualified. Division ages are as follows:

8U Division: 8 and under
10U Divisions: 10 and under
12U Division: 12 and under
14U Division: 14 and under

2. Tournament officials shall have the right to request a birth certificate for any player. Team managers requested to supply this proof of age shall do so before the team's next scheduled game, and in no case shall this compliance time exceed 24 hours. Be prepared to verify birth dates. Direct all inquiries to the Tournament Director.

3. Registration fees are not refundable after a team has been accepted into the tournament. Gate fees will be \$3 per person per day, \$5 per car per day or \$8 for tournament passes. The bat person and players listed on the roster will be admitted to the park free, when in uniform, on the days their team's scheduled games. The manager, coaches, and the scorekeeper will be issued passes that are to be turned in at the gate.

4. Each team is responsible for providing their insurance and playing equipment, except softballs. A bat person's helmet must be worn any time he/she is on the field.

5. Team rosters can have a maximum of 1 manager, 2 coaches, 1 scorekeeper, 1 bat person, and 15 players. No changes to the player roster can be made after it is submitted to the Tournament Director. The bat person cannot be used as a player. Only roster personnel can be in the dugout. Team rosters must be turned in to the Tournament Director before the first game. No player can appear on more than one roster without the Tournament Director's approval.

6. The starting line-ups must be presented to the Official Scorekeeper and the opposing team at least 30 minutes before the game. Please be prompt. The Official Scorekeeper will provide forms. You must include the player's full name, uniform number, and playing position.

7. The Home Team is determined by a flip of a coin by the Umpire, Official Scorekeeper or Director and team representatives when both teams arrive for round robin games. Bracket play will be determined by the best seed. The Home Team will use the third base dugout and the Visiting Team will use the first base dugout

8. All teams are to be ready at the scheduled starting time and should be present at least **30 minutes before game time**. There will be **no infield practice** before games.

9. Game times are as published, unless changed by the Tournament Director. The tournament schedule will be posted and updated on our website – www.nlbsa.com, and will be posted on-site. It is the team managers' responsibility to verify game times and check for any changes.

10. Teams not on the field ready to play at the scheduled starting time (including revisions) shall forfeit the game.

11. All players entering the game must be reported to the Official Scorekeeper and head umpire. Please prepare your changes and report them by going up in to the tower where the Official Scorekeeper is located. When the Official Scorekeeper determines that a player has entered the game without being reported, the umpire will be requested to call time-out. The player will be removed from the game and not allowed to enter until the next half-inning begins. In such cases, the original player will be reinstated.

12. Any team that forfeits a game will not be allowed to make up that game, forfeitures during pool play will result in a 7 – 0 score.

13. Normal length of games: Pool Games will be time limited, the head umpire will be responsible for starting the game timer and will notify both team managers when time has expired and no new innings will be played.

8U Division no new innings after 1 hour & 15 minutes – maximum of 6 innings
10U Machine Pitch Division no new innings after 1 hour & 15 minutes – maximum of 6 innings

10U Live Pitch Division no new innings after 1 hour & 30 minutes – maximum of 6 innings
12U Division no new innings after 1 hour & 30 minutes – maximum of 7 innings
14U Division no new innings after 1 hour & 30 minutes – maximum of 7 innings

For efficient use of time, please observe the following rules:

- 1) Players should hustle on and off the field.
- 2) The catcher should keep shin guards on until entering the on-deck circle.
- 3) Use the courtesy runner for the catcher in ALL divisions AND pitcher in live pitch divisions. The runner must be a player who is not currently in the game. If a sub is not available the courtesy runner may be the player who has made the last out. The courtesy runner will not be charged with officially entering the game. The courtesy runner may enter regardless of the number of outs. A courtesy runner must enter between at bats (not during a player's plate appearance).
- 4) Do NOT throw the ball "around the horn" after an out is made.
- 5) In Live Pitch Divisions;
 - a. The batter must remain in the batter's box between pitches unless time called; a foul ball is hit, or wild pitch/passed ball is thrown.
 - b. 5 warm up pitches at the start of the game, then 3 for the remaining

14. The Mercy Rule. A game will end and is an official game when the following is completed:

- 1. Time has expired and 3 innings have been completed**
- 2. A game will end when a team leads by 20 runs at ANYTIME during the game**
- 3. When a team leads by 12 or more runs after:**
 - 3 innings have been completed or
 - 2 1/2 innings have been completed with the Home Team leading in score.
- 4. When a team leads by 10 or more runs after:**
 - 4 innings have been completed or
 - 3 1/2 innings have been completed with the Home Team leading in score.
- 5. When a team leads by 8 or more runs after:**
 - 5 innings have been completed or
 - 4 1/2 innings have been completed with the Home Team leading in score.

15. No bracket games will end in a tie (Pool Play games may end in a tie). If at the end of regulation or time if the score is tied, ties will be broken using the international tie-breaker rules.

16. Delays of games because of weather may last a while before a decision can be made to reschedule the game. Every effort will be made to play the games on the scheduled day. The Tournament Director and League Director will communicate any changes to the Team Managers.

17. Dress Code. Players must be dressed in an appropriate uniform. Jerseys need not be identical. Some variation in color or style will be permitted. Jerseys WILL remain tucked in pants at all times. Hats or visors (if worn) must have the "bill" facing forward. Shorts are permitted. No metal cleats. Other team personnel — Bathing suits and tank tops are not allowed. Shoes are required, no sandals are allowed. Other team personnel may wear shorts, so long as they are appropriate. League Directors will not allow participants in a game (on the field or in the dugout) that are not properly attired or if they deem their attire inappropriate.

18. Conduct. Foul or abusive language and unsportsmanlike conduct on the field or in the dugout will not be tolerated. The umpires have the responsibility to remove those participants in violation. Managers are responsible for the conduct of the team members and the fans. Managers unable to control team members or fans may face forfeiture of the game. Umpires and Tournament Officials will have authority to remove any offending parties from the

Park premises. SEVERE CONDUCT could result in a TEAM'S Forfeiture or Disqualification from the Tournament, or the League Director may suspend the offending participant for an additional game.

19. Managers only, not players or coaches, may question an umpire's rule interpretation (there will be no challenging of a judgment call). The manager will present the rulebook, showing the rule in question, before the next pitched ball. If not so presented, the decision stands. **There will be no protested games. Disputes will be handled as outlined. In all games, there will be no appeals. The umpires will make the call at the end of the play.**

20. All equipment and team personnel must stay in the dugout, except when the coaches and on-deck batter are required to be in their designated positions. The batter/runner is out if he/she deliberately removes their helmet (head protector) while the ball is live. The ball is considered "live" unless "time" is called by an umpire or the ball is declared "dead" by an umpire. A request for "time" does not end play; the umpire must announce, "Time" before the ball is considered "dead."

21. In case of an incapacitating injury to any player, "time" may be immediately called by an umpire to tend to the injured player. Once the injured player has been addressed, the umpires will make the necessary base awards.

22. Catchers must wear chest protector, catcher's mask with throat protector, helmet and shin guards.

23. Teams are responsible for picking up trash in and around their dugout after a game.

24. Batters and Base runners must wear protective helmets at all times.

25. NO JEWELRY can be worn during games.

26. Absolutely no one is allowed directly behind the backstop. The umpire will be directed to call time and ask the person to move. If the person does not immediately move out from behind the backstop, both managers will be asked to intervene to control their team members and fans.

27. Seeding for the bracket round will be determined based on Team record after Pool Play. Ties will be broken as follows:

1. Total record
2. Head-to-head winner (if teams have played each other; if not, go to #3)
3. Total runs allowed for round robin games
4. Total runs scored for round robin games
5. Coin flip

2018 Eaton Park Invitational Softball Tournament

8U Specific Softball Tournament Rules

(Michigan High School rules with the following exceptions)

1. Eleven inch (11") softballs will be used.
2. Games will be on a grass or dirt infield.
3. The pitching machine will be used for all games. The umpire is responsible for setting and maintaining the speed of the machine. The umpire may adjust the pitching machine at any point during the game to ensure the batter is pitched strikes. Either manager may request a machine adjustment prior to their team's At-Bat in any inning (prior to the first pitch being thrown).
4. Pitching machine will be at 35' with apron speed of approximately 38 MPH.
5. A team will receive ONE WARNING for a thrown bat by a batter. Subsequent infractions by any team member will result in an "out" being called by the Umpire. This is an immediate dead-ball situation and no advancement of base-runner(s) will be permitted.
6. Up to ten (10) will be allowed on defense. Only six (6) infield players are allowed (including the catcher). Outfielders must start play at the edge of the grass.
7. Unlimited substitution of defensive players is allowed but the original batting order must be followed.
8. A minimum of 10 (ten) batters will be included in the batting order.

The Batting order will be continuous throughout the game. If a Player cannot complete her scheduled turn at bat she can do so WITHOUT penalty HOWEVER THAT PLAYER CAN NOT participate further in the game, either on Offense or Defense. In the case of an injury during an "at bat" the next scheduled Batter will assume the count of the injured player – **exception** – see Rule #8 (less than 9 players) when applicable. A roster player arriving late to the game can be immediately inserted into the game – either on offense or defense. This player's batting-order position will follow the last batter in the original lineup. (Regardless of where that team is currently at in their batting-order!)

9. There is no minimum number of players required to start a game. However, an OUT will be recorded each time a "vacant" batting-order position is due up in the ninth or higher (8th, 7th etc.) positions in the batting-order. Likewise, if a game that begins with nine or more players ever diminishes to less than nine during the game, an OUT will be recorded at the original batting position of the last player that left the game. (See Rule for an injured base-runner or defensive player situation.) As long as a team maintains a minimum of nine (9) active players in their Batting Order there will be no penalty. There is no ramification to playing fewer than 9 players on defense, however, the catchers position must be maintained at all times.

10. The infield fly rule will not be enforced.

11. A batter will be allowed **THREE (3) STRIKES** – as called by the umpire. If a pitch is determined by the umpire to not have been in a "batter's strike zone" and the batter did not swing, the pitch will be ruled a "NO PITCH". Any base runners who attempted to steal, must return to the base they started from when the umpire called "NO PITCH". The umpire may adjust the accuracy of the pitching machine at any time they deem necessary during the course of the game. (However, the speed shall remain constant!)

12. No intentional walks.

13. No dropped 3rd strike.

14. Base Runners may NOT leave their Base until the BALL IS HIT OR CROSSES HOME PLATE. Umpires may give one verbal warning for leaving the base early for a non-flagrant violation. However, for flagrant violations the umpire shall call an immediate "dead-ball" and the base runner will be out.

15. No stealing.

16. No Fake Bunt Hitting – once batter squares to bunt, batter must make attempt to bunt or pull back and take the

pitch – the umpire will determine if pitch is a ball or strike.

17. Should a Base runner become injured and leave the game, the FIRST available player that precedes the injured Base runner in the Batting Order will become the new Base-runner. The Injured Base-runner shall remain “in the batting order” even if she does not participate on defense. She will only be “Removed” from the game and batting order if she cannot complete her next scheduled turn at bat. Likewise, any Defensive Player removed from the field will still be considered “in the game” as long as she completes her next scheduled at bat.

18. Play will immediately end when any defensive player has control of the ball within the pitcher’s circle. (The “ball” must be within the circle, not necessarily the entire player.) If a batted-ball is first fielded by a defensive player within the pitcher’s circle, that defensive player will have the opportunity to make a play on the batter or any other base-runner. However, that defensive player must make an immediate attempt to play on the batter or base runner, or the umpire will stop play. Under **no** circumstances will play continue after the defensive team has advanced the ball from outside the pitcher’s circle to inside the pitcher’s circle.

19. A Base runner that has not advanced completely past the “**Hash-mark**” point to the next base when the Pitcher or any defensive player has POSSESSION OF THE BALL WITHIN THE PITCHER’S CIRCLE must return to the last base touched. The “**Hash-mark**” points will be 40’ from 1st, 2nd & 3rd bases. EXCEPTIONS: This rule does not apply in “force-out” situations or when the Batter - Base-runner is advancing to first base. In addition, any base-runner will be allowed to advance one base on a batted ball if that base-runner initiates their advancement to the next base prior to the ball being controlled by a defensive player within the circle and if they continue their advancement without stopping or pausing. (This is an Umpires judgment call and not a coach’s appeal play.)

20. If two base runners occupy the same base when the play ends (ball controlled by the defensive team within the pitcher’s circle), the trailing runner will be allowed to return to the preceding base. If all preceding bases are occupied then the lead runner will be given the next base.

21. Should play end (ball controlled by the defensive team within the pitcher’s circle) with a base runner attempting to return to a base after a caught fly-ball by the defensive team, that base-runner will be out if she is not past the “Hash-Mark” point on her way back to the required base. **Note:** Once the ball is returned to the pitcher’s circle – the play is IMMEDIATELY dead (**No Exceptions!**).

22. A missed base and illegal tag-up is a coach’s appeal play.

23. One Defensive Coach will be allowed on the field. The Coach must remain on the outfield grass during play.

24. Pitchers must wear batting helmets. They can assume a defensive position on either side of the pitching machine.

25. If a batted ball hits the pitching machine (or umpire), it is a dead ball. Runners will be allowed to advance one (1) base, and the batter will be awarded first base. For the player’s safety, if the ball lodges at or near the feet of the pitching machine the umpire has the discretion to call a “dead ball” and award first base to the batter and one additional base to all other base runners.

2017 Eaton Park Invitational Softball Tournament

10U-B “Pitching Machine” Specific Softball Tournament Rules

(Michigan High School rules with the following exceptions)

1. Eleven inch (11”) softballs will be used.
2. Games will be on a grass or dirt infield.
3. The pitching machine will be used for all games. The umpire is responsible for setting and maintaining the speed of the machine. The umpire may adjust the pitching machine at any point during the game to ensure the batter is pitched strikes. Either manager may request a machine adjustment prior to their team’s At-Bat in any inning (prior to the first pitch being thrown).
4. Pitching machine will be at 35’ with apron speed of approximately 42 MPH.
5. A team will receive ONE WARNING for a thrown bat by a batter. Subsequent infractions by any team member will result in an “out” being called by the Umpire. This is an immediate dead-ball situation and no advancement of base-runner(s) will be permitted.
6. Up to ten (10) players will be allowed on defense. Only six (6) infield players are allowed (including the catcher). Outfielders must start play at the edge of the grass.
7. Unlimited substitution of defensive players is allowed but the original batting order must be followed. There will be no restrictions on pitcher re-entry. However, if any pitcher hits four batters in one game she will be removed from the pitching position for the remainder of that game.
8. A minimum of 10 batters will be included in the batting order.

The Batting order will be continuous throughout the game. If a Player cannot complete her scheduled turn at bat she can do so WITHOUT penalty HOWEVER THAT PLAYER CAN NOT participate further in the game, either on Offense or Defense. In the case of an injury during an “at bat” the next scheduled Batter will assume the count of the injured player – **exception** – see 2nd part of Rule #7 (less than 9 players) when applicable. A roster player arriving late to the game can be immediately inserted into the game – either on offense or defense. This player’s batting-order position will follow the last batter in the original lineup. (Regardless of where that team is currently at in their batting-order!)

9. There is no minimum number of players required to start a game. However, an OUT will be recorded each time a “vacant” batting-order position is due up in the ninth or higher (8th, 7th etc.) positions in the batting-order. Likewise, if a game that begins with nine or more players ever diminishes to less than nine during the game, an OUT will be recorded at the original batting position of the last player that left the game. (See Rule for an injured base runner or defensive player situation.) As long as a team maintains a minimum of nine (9) active players in their Batting Order there will be no penalty. There is no ramification to playing fewer than 9 players on defense, however, the catchers position must be maintained at all times.

10. A batter will be allowed **THREE (3) STRIKES** – as called by the umpire. If a pitch is determined by the umpire to not have been in a “batter’s strike zone” and the batter did not swing, the pitch will be ruled a “NO PITCH”. Any base runners who attempted to steal, must return to the base they started from when the umpire called “NO PITCH”. The umpire may adjust the accuracy of the pitching machine at any time they deem necessary during the course of the game. (However, the speed shall remain constant!)

11. The infield fly rule will not be enforced.

12. No dropped 3rd strike.

13. Base Runners may NOT leave their Base until the BALL IS HIT OR CROSSES HOME PLATE. Umpires may give one verbal warning for leaving the base early for a non-flagrant violation. However, for flagrant violations the umpire shall call an immediate “dead-ball” and the base runner will be out.

14. Stealing of 2nd, 3rd, and home is allowed. However, the runner must be completely past the **40’ hash mark** before any defensive player has possession of the ball within the pitcher’s circle. When a base-runner attempts to steal a base the defensive team has the option of playing directly on the base-runner or throwing the ball directly back

to the pitcher before the base-runner passes the 40' hash-mark. In the latter instance, the ball immediately becomes dead and the umpire will send the base runner(s) to the corresponding base relative to their position to the "Hash-Mark" when the ball was controlled in the pitcher's circle.

15. Should a Base runner become injured and leave the game, the FIRST available player that precedes the injured Base runner in the Batting Order will become the new Base-runner. The Injured Base-runner shall remain "in the batting order" even if she does not participate on defense. She will only be "Removed" from the game and batting order if she cannot complete her next scheduled turn at bat. Likewise, any Defensive Player removed from the field will still be considered "in the game" as long as she completes her next scheduled at bat.

16. Play will immediately end when any defensive player has control of the ball within the pitcher's circle. (The "ball" must be within the circle, not necessarily the entire player.) If a batted-ball is first fielded by a defensive player within the pitcher's circle, that defensive player will have the opportunity to make a play on the batter or any other base-runner. However, that defensive player must make an immediate attempt to play on the batter or base runner, or the umpire will stop play. Under **no** circumstances will play continue after the defensive team has advanced the ball from outside the pitcher's circle to inside the pitcher's circle.

17. A Base runner that has not advanced completely past the "**Hash-mark**" point to the next base when the Pitcher or any defensive player has POSSESSION OF THE BALL WITHIN THE PITCHER'S CIRCLE must return to the last base touched. The "**Hash-mark**" points will be 40' from 1st, 2nd & 3rd bases. EXCEPTIONS: This rule does not apply in "force-out" situations or when the Batter - Base-runner is advancing to first base. In addition, any base-runner will be allowed to advance one base on a batted ball if that base-runner initiates their advancement to the next base prior to the ball being controlled by a defensive player within the circle and if they continue their advancement without stopping or pausing. (This is an Umpires judgment call and not a coach's appeal play.)

18. If two base runners occupy the same base when the play ends (ball controlled by the defensive team within the pitcher's circle), the trailing runner will be allowed to return to the preceding base. If all preceding bases are occupied then the lead runner will be given the next base.

19. Should play end (ball controlled by the defensive team within the pitcher's circle) with a base runner attempting to return to a base after a caught fly-ball by the defensive team, that base-runner will be out if she is not past the "Hash-Mark" point on her way back to the required base. **Note:** Once the ball is returned to the pitcher's circle – the play is IMMEDIATELY dead (**No Exceptions!**).

20. A missed base and illegal tag-up is a coach's appeal play.

21. Intentional Base on Balls Rule. If a team intends to give a batter an intentional base on balls, the coach of the defensive team shall notify the umpire, and the batter will be awarded 1st base. This may be done before pitching to the batter or at any time during the at bat.

22. Pitchers must wear batting helmets. They can assume a defensive position on either side of the pitching machine.

23. If a batted ball hits the pitching machine (or umpire), it is a dead ball. Runners will be allowed to advance one (1) base, and the batter will be awarded first base. For the player's safety, if the ball lodges at or near the feet of the pitching machine the umpire has the discretion to call a "dead ball" and award first base to the batter and one additional base to all other base runners.

24. No Fake Bunt Hitting – once batter squares to bunt, batter must make attempt to bunt or pull back and take the pitch – the umpire will determine if pitch is a ball or strike.

2018 Eaton Park Invitational Softball Tournament

10U-A “Live Pitch” Specific Softball Tournament Rules

(Michigan High School rules with the following exceptions)

1. Eleven inch (11”) softballs will be used.
2. The pitching distance will be 35 feet.
3. A team will receive ONE WARNING for a thrown bat by a batter. Subsequent infractions by any team member will result in an “out” being called by the Umpire. This is an immediate dead-ball situation and no advancement of base-runner(s) will be permitted.
4. Up to nine (9) players will be allowed on defense. Only six (6) infield players are allowed (including the catcher). Outfielders must start play at the edge of the grass.
5. Unlimited substitution of defensive players is allowed but the original batting order must be followed. There will be no restrictions on pitcher re-entry. However, if any pitcher hits four batters in one game she will be removed from the pitching position for the remainder of that game.
6. A minimum of 10 players will be included in the batting order.

The Batting order will be continuous throughout the game. If a Player cannot complete her scheduled turn at bat she can do so WITHOUT penalty HOWEVER THAT PLAYER CAN NOT participate further in the game, either on Offense or Defense. In the case of an injury during an “at bat” the next scheduled Batter will assume the count of the injured player – **exception** – see 2nd part of Rule #7 (less than 9 players) when applicable. A roster player arriving late to the game can be immediately inserted into the game – either on offense or defense. This player’s batting-order position will follow the last batter in the original lineup. (Regardless of where that team is currently at in their batting-order!)

7. There is no minimum number of players required to start a game. However, an OUT will be recorded each time a “vacant” batting-order position is due up in the ninth or higher (8th, 7th etc.) positions in the batting-order. Likewise, if a game that begins with nine or more players ever diminishes to less than nine during the game, an OUT will be recorded at the original batting position of the last player that left the game. (See Rule for an injured base runner or defensive player situation.) As long as a team maintains a minimum of nine (9) active players in their Batting Order there will be no penalty. There is no ramification to playing fewer than 9 players on defense, however, the catchers position must be maintained at all times.

8. The infield fly rule will be enforced.

9. Dropped 3rd strike will be in effect.

10. Base Runners may NOT leave their Base until the ball leaves the pitchers hand. Umpires may give one verbal warning for leaving the base early for a non-flagrant violation. However, for flagrant violations the umpire shall call an immediate “dead-ball” and the base runner will be out.

11. Stealing of 2nd, 3rd, and home is allowed. However, the runner must be completely past the **40’ hash mark** before any defensive player has possession of the ball within the pitcher’s circle. When a base-runner attempts to steal a base the defensive team has the option of playing directly on the base-runner or throwing the ball directly back to the pitcher before the base-runner passes the 40’ hash-mark. In the latter instance, the ball immediately becomes dead and the umpire will send the base runner(s) to the corresponding base relative to their position to the “Hash-Mark” when the ball was controlled in the pitcher’s circle.

12. Should a Base runner become injured and leave the game, the FIRST available player that precedes the injured Base runner in the Batting Order will become the new Base-runner. The Injured Base-runner shall remain “in the batting order” even if she does not participate on defense. She will only be “Removed” from the game and batting order if she cannot complete her next scheduled turn at bat. Likewise, any Defensive Player removed from the field will still be considered “in the game” as long as she completes her next scheduled at bat.

13. Play will immediately end when any defensive player has control of the ball within the pitcher’s circle. (The “ball” must be within the circle, not necessarily the entire player.) If a batted-ball is first fielded by a defensive player within

the pitcher's circle, that defensive player will have the opportunity to make a play on the batter or any other base-runner. However, that defensive player must make an immediate attempt to play on the batter or base runner, or the umpire will stop play. Under **no** circumstances will play continue after the defensive team has advanced the ball from outside the pitcher's circle to inside the pitcher's circle.

14. A Base runner that has not advanced completely past the "**Hash-mark**" point to the next base when the Pitcher or any defensive player has POSSESSION OF THE BALL WITHIN THE PITCHER'S CIRCLE must return to the last base touched. The "**Hash-mark**" points will be 40' from 1st, 2nd & 3rd bases. EXCEPTIONS: This rule does not apply in "force-out" situations or when the Batter - Base-runner is advancing to first base. In addition, any base-runner will be allowed to advance one base on a batted ball if that base-runner initiates their advancement to the next base prior to the ball being controlled by a defensive player within the circle and if they continue their advancement without stopping or pausing. (This is an Umpires judgment call and not a coach's appeal play.)

15. If two base runners occupy the same base when the play ends (ball controlled by the defensive team within the pitcher's circle), the trailing runner will be allowed to return to the preceding base. If all preceding bases are occupied then the lead runner will be given the next base.

16. Should play end (ball controlled by the defensive team within the pitcher's circle) with a base runner attempting to return to a base after a caught fly-ball by the defensive team, that base-runner will be out if she is not past the "Hash-Mark" point on her way back to the required base. **Note:** Once the ball is returned to the pitcher's circle – the play is IMMEDIATELY dead (**No Exceptions!**).

17. A missed base and illegal tag-up is a coach's appeal play.

18. Intentional Base on Balls Rule. If a team intends to give a batter an intentional base on balls, the coach of the defensive team shall notify the umpire, and the batter will be awarded 1st base. This may be done before pitching to the batter or at any time during the at bat.

19. No Fake Bunt Hitting – once batter squares to bunt, batter must make attempt to bunt or pull back and take the pitch – the umpire will determine if pitch is a ball or strike.

2018 Eaton Park Invitational Softball Tournament

12U & 14U Specific Softball Tournament Rules

(Michigan High School rules with the following exceptions)

1. THE BATTING ORDER MAY INCLUDE UP TO 11 BATTERS. This would consist of the starting 9 defensive players plus (2) EP's. The use of EP's is not required; however, a team must begin and end the game with the same number of filled batting positions. A violation of this rule will result in an "out" being called for any open batting position during the course of the game. (Also see Rule #4.)". The Batting order will be continuous throughout the game.
2. Substitution Rule. Any starting player, including EP's, that has been removed from the game for a substitute may re-enter the game at any time, provided she returns to her original spot in the batting order, and may re-enter the game only once. When a starting player re-enters the game, her substitute must leave the game. A substitute may not re-enter the game except in the case of an injury.
3. Unlimited defensive substitution of EP's "Extra Players" is allowed but the original batting order must be followed.
4. 9 players are the proper number of players to field a team. At least 9 players on a submitted and approved roster must be present at the beginning of the game. Failure to field the proper number of players will result in outs for missing spots in the lineup, if this is because of an ejection it will be cause for forfeiture (injuries do not apply). A substitute may not re-enter a game to replace an ejected player.
5. Dropped Third Strike Rule is in effect.
6. Infield Fly Rule is in effect.