



Softball Tournament Rules

ALL RULES ARE PLAYED UNDER ASA RULES WITH THE EXCEPTION TO OUR HOUSE RULES WHICH TRUMP ASA. TOURNAMENT STAFF ON SITE WILL AND CAN ALWAYS TRUMP ANY ASA RULE ON THE SPOT IF NECESSARY, WHEN A RULLING ON THE FIELD CONFLICTS WITH OUR HOUSE RULES VS. THE ASA RULES. HOWEVER, THEY CAN NEVER TRUMP AN UMP'S JUDGEMENT CALL OR AN ASA RULE.

TOURNAMENT STAFF ARE RESPONSIBLE FOR WEATHER DECISIONS WHEN PRESENT. UMP'S MUST WAIT UNTIL THE ALL GAMES ARE CALLED BEFORE THEY LEAVE.

Team Captains are responsible for providing the rules to their entire team.

Tournament fee refunds will be given in the event a rainout occurs.

ROSTER

- Each team must have a minimum of 9 players; maximum 12 players
- 5 members of the roster must be alumni or a parent of alumni of Providence Catholic High School.
- Each roster must consist of at least 2 female players who are in the field of play at all times.
- Rosters are to be filled out online via the registration
- All rosters are LOCKED the day of the tournament at the captains meeting.

WAIVERS

- **In order to participate in the tournament, each participant must sign the team waiver. This is done on the day of the tournament.**

GARBAGE

- Please be considerate by cleaning up your area after every game. It is the Captains duty to oversee this.
- Garbage bags will be provided so teams can hang them up in their dugouts. Garbage cans are all around the fields as well.

SPORTSMANSHIP

- Unsportsmanlike behavior will not be tolerated; especially when a player or players are fighting or instigating fights.
- All reported incidence will be reviewed by the tournament staff who will determine the disciplinary action taken, including possible ejection from tournament.
- The umpire involved and any captain from any team viewing such a situation should report it immediately to the tournament staff.

SHOES

- Metal spikes **ARE NOT** allowed. This is a safety issue
- If a player is seen wearing metal spikes at anytime during the game, please let the umpire know and the umpire will make the player remove the spikes.
- The player in question cannot return to the game until the metal spikes are removed and proper shoes are being worn. Players will not be allowed to play in bare feet, socks or flip-flops.
- If a team drops below the mandatory 9 players needed because a player doesn't have proper shoes, that game shall result in a forfeit for that team.

BATTING RULES

- Teams are allowed to bat up to 12 players. If a team only has 9 players for their game, it will result in out every time the 10th batter is scheduled to bat. If a team has only 9 players, has two outs and the 9th batter is walked they will not be given the third out for the 10th batter.
- Team can bat up to 12 players in the lineup and the lineup cannot change once the game starts.

GAMES

- Tournament will be divided into Pool Games and Bracket Games. Each team will have 2 Pool Games and be seeded into the bracket.
- Pool Games will be **1 hour games—Drop Dead; Single Umpires.**
- All Bracket Games will be **1 hour games—Finish the Inning; Single Umpires in the first round.**
- Semifinal and Championship Games will be Double-Umpires.

POOL PLAY SEEDING CRITERIA

- **Wins and Losses**
- **Head-to-Heads**
- **Runs Allowed**
- **Runs Scored**
- **Coin Toss**

SLAUGHTER RULE

- Any team leading by 20 runs after 4 innings (3-1/2 innings if the home team is ahead), 15 runs after 5 innings (41/2 innings if the home team is ahead), and 10 runs after 6 innings (5-1/2 innings if the home team is ahead)... Will result in a slaughter depending on which team is winning.

FIELD OF PLAY

- The distance between bases is 60'
- The distance from the pitching rubber to home plate is 38'

SUB RULES

- Teams are allowed to sub in their 11th and 12th players into the field, but they must be a player who has not been in the field and is in the current batting lineup.
- The starting players substituted for may re-enter into the field for the substituted players only once per game and the substituted player may not re-enter once removed.
- A maximum of 10 players can be on the field at once. Defensive changes may be made at any time, but only at the start of the inning. Substituted players are frozen into their positions.
- Must have 2 Female Players in the field at all times

REDUCTION IN TEAM SIZE DURING THE GAME

- Teams will not be penalized if they fall below 10 players or the amount of players they started the game with when injuries occur, however if an ejection occurs the ejected player will be called out every time they are scheduled to bat, unless a walk occurs when there are two outs.
- If teams fall below 9 players at anytime the game will be forfeited. In the event, that your 11th and 12th substitutes were used and an injury happens causing your team to drop below 9 players, teams will be allowed to have one of their substitutes re-enter a second time as a permanent starter to avoid a forfeit.

SLIDE RULE

- Slide rule is in effect. Base runner to defensive player contact will be closely watched by the ump.
- Any excessive contact or collision will result in an "out" and/or ejection. This includes contact with the catcher.
- Any intentional (in the eyes of the monitor) interference with the defensive player, the runner and the batter will be called out.

PITCHING

- The pitch count starts at 0-0. After 40 minutes if the game has not reached the 5th inning, batters will start the next inning with a 1 ball, 1 strike count. The first foul after 2 strikes will result in a batter out. The ball is live when caught on a fly.
- 6 feet to 12 feet pitching arc.
- The pitcher must be in the infield for the ball to be dead with the ball in his/her hand or when the ump calls the ball dead.
- The pitcher may bluff a throw 2 times; but they must pitch or attempt pickoff on the third time.
- The pitcher must present the ball to the batter while standing on the pitching rubber. After presenting the ball for one (1) second, the pitcher may take one (1) step in any direction. Once a pitcher has taken the step, the ball must be presented again before the ball is delivered.

BASE RUNNING/ADVANCING

- Lead offs are allowed.
- Stealing is allowed to second and third base (**NOT HOME**) by the runner and is only allowed if the base ahead is unoccupied and on pickoff attempt by the pitcher/catcher.
- Only the runner played upon may advance and the runner is subject to being tagged out. Stealing home base is not allowed. Runners may take lead offs on all bases, but they have to wait until the ball has left the pitcher's hand before proceeding.
- If the ball isn't hit they must tag the base. This can only occur in the 16" leagues.

A BALL IS OUT OF PLAY WHEN

- The ball is thrown over the fence
- The ball is thrown beyond the fence
- If the ball is overthrown and hits the fence behind the 1st or 3rd base lines but does not travel out of play, this is NOT considered out of play and the runner may advance, BUT at his/her own risk.
- On overthrows out of play, the runner is granted the base he/she is going to (at the point of the throw)
- If the base runner is more than half way to the next base the base runner will be awarded that base plus 1 more. This is up to the umpire discretion.

Note: in cases where a base runner runs past first base, he must make a clearly aggressive turn towards second base to be granted 2nd.

COURTESY RUNNER

- A courtesy runner is allowed at the umpire's discretion and must be the player who made the last game out.
- Males can only fill-in for Males and Female for Females.
- In the event two courtesy runners are asked for back to back it then will revert to the second game out and so on.
- In the event a courtesy runner happens to be an individual who is injured or needed a courtesy themselves teams will be allowed to skip to the following game out.

HOMERUN LIMIT

- Teams are allowed 3 out of the park home runs each game at fenced fields. After that, teams will be given an out for each additional home run until the one-up rule can be applied.
- The one-up rule- Once both teams hit 3 home runs each team will be awarded 1 additional home run opportunity. This rule will not be applied if both teams have not hit 3 home runs before the bottom of the 6th inning in order to keep the game fair. Once the one-up rule is applied, all home runs will max out at 4 and then teams will be given an out for each additional homerun.

INFIELD FLY RULE

- On an infield fly (any fly ball within the infield with significant arc and deemed an "easy catch") with less than 2 outs and runners on 1st and 2nd or 1st, 2nd and 3rd, the batter is automatically out and runners can advance, BUT at their own risk
- The umpires will call "Infield Fly" while the ball is in the air to let all the players know the rule is in effect

SHIRTS

- Every member of the team will receive a Tournament T-Shirt

ARGUING CALLS

- Any arguing on the judgment of balls and strikes will constitute a team warning. Any repeat offense shall result in the ejection of that team member.

PROTESTS

- All protests must be filed verbally at the time of the incident with the umpire and tournament staff. Umpire completion of protest, the ruling is final.

EJECTIONS

- If a player is ejected because of sportsmanship, they will be suspended for the rest of the tournament.

WEATHER INFORMATION

- The rainout number is 815-717-3288. Weather information will be posted on website as well. Teams will be notified and refunded in the event of a COMPLETE RAINOUT.
- Completion of 1-2 games=Refunded 50% of Entry Fee
- Completion of 3 games before cancellation=NO Refund

INJURIES

- Providence Catholic will not be held responsible for any injuries that occur during the softball tournament. Players will be asked to sign a waiver. Please notify the Athletic Trainer or our field staff of any injuries.

PCHS reserves the right to change or alter any rule in order to improve the quality of the tournament. PCHS Tournament Staff reserves the right to make any decisions necessary to complete the tournament in a timely manner. This includes having games canceled or calling a game completed if ended early due to weather.