

2018 **PUSHING HOPE** ANNUAL MARINE INDUSTRY CHARITY TOURNAMENT

SOFTBALL RULES

All of the rules below are to be followed to ensure the safety of everyone on the field.

The tournament will follow [ASA](#) Rules. Below is a brief summary of some of these rules that will be applied. If there is any discrepancy between what is printed here and the ASA rules, the ASA rules will prevail.

Contact Numbers for Managers/Coaches: For rain out information the number is **314-822-7385**. It is the responsibility of the Manager/Coach to keep the tournament committee informed of any change in the ability of your team to perform and any changes in playing time cancellations.

Dugouts: The team listed first shall occupy the third base dugout. Players and team personnel will remain in the dugouts and playing areas during the game. It will be the responsibility of the team leaving the dugout, to keep it clean. All players should remain in the dugout while they are batting, with the exception of the player on deck, please keep gates closed also.

Shoes: No metal spikes! Hard plastic or polyurethane spikes are allowed. Metal sole and heel plates are allowed.

Protest: All protest will be handled by the Umpire-In-Chief at the time of the protest, and all plays in that game will stop until a decision is reached. The decision will be final and no protest will be considered after play has resumed. There shall be no appeal of any decision made by the umpire. Most importantly, note that the Manager/Coach shall keep all of their players under control at all times. No decision of an umpire shall be reversed except when he is convinced it is in violation of a rule. If the manager does not seek reversal of a decision based solely on a point of rules, the umpire whose decision is in question shall, if in doubt, confer with his associate(s) before taking action. Under no circumstances shall any player or person, other than the manager of either team, have any legal right to protest any decision and seek its reversal on a claim that it is in conflict with these rules. The manager protesting must immediately notify the plate umpire that the game is being played under protest. All protest must include \$100.00 in cash that will be refunded if the protest is upheld. Manager/Coach it will be up to you and/or the player involved that will be subject to ejection from the game.

Time Limit: Games will be scheduled on the hour; NO new inning may start after 50 minutes.

Pitching Distance: The pitching distance is fifty feet.

Base Distance: The base distance is seventy feet. (2013 ASA change)

On-Deck Batter: The on-deck batter can use only an official ASA 2000 or newer ASA softball bat. No attachments are legal.

Bat Throwing: Any player maliciously throwing a bat immediately disqualifies himself/herself and may be ejected from the game without prior warning.

Warming Up: At the start of each game the umpire may/or may not allow any warm up tosses for the fielders or pitcher. If this is allowed, no more than one minute may be used to deliver more than three pitches to the catcher or any other teammate(s). Play shall suspend during this time. Before game time, please warm up on an empty field or someplace not to put any spectators or players in harm's way.

Base Runner Contact: To prevent injury and protect the player attempting to make a play on a base runner, the base runner will be called out if he remains on his feet, and deliberately, with great force, crashes into the player with the ball. The ball is dead, and all runners must return to the last base touched at the time of the collision. Note: If the act is determined to be flagrant, the offender shall be ejected.

Fake Tag: When a runner is obstructed while advancing or returning to a base by a fielder whom neither has a ball, nor is attempting to field a batted or thrown ball, a fielder without the ball fakes a tag, the umpire shall award the obstructed runner and each other runner affected by the obstruction the base they would have reached. Note: If a base runner attempts to advance beyond the bases to which the umpire feels he is entitled, the runner can be tagged out. A player may be ejected without warning if the umpire feels there is justification.

Appeal Play: Once the ball has been returned to the infield and the time has been called, any infielder may make an appeal on a runner missing a base or leaving it too soon. Base runners cannot leave the base during this period.

Third Strike: The batter will be declared out on the third strike or foul ball. Base runner(s) may advance on caught third strike fly foul balls.

Bats: The bat(s) shall not be more than thirty-four inches in length and thirty-eight ounces in weight. The bat shall have a safety grip of cork tape (not smooth plastic type), or combination materials. The grip shall not be less than ten inches long and shall not extend more than 15 inches from the small end of the bat(s). The bat may be made of metal and a metal bat angular. All exposed surfaces of the bat must be smooth and free of burrs, pins, rivets, dents, sharp edges, or any type of exterior fasteners that would present a safety hazard. A one-piece rubber grip and a knob combination are illegal. Any approved ASA bat with a 2000 or newer sticker will be considered a legal bat (except for the bats listed below). A bat that does not have this mark will be considered an illegal bat. Any bat with an ASA stamp that has been worn off will be up to the discretion of the umpire. Therefore it is also the team's responsibility to know that their bats are legal. Please check with the umpires before games to make sure your bats are legal. Any team caught using a banned bat will have to forfeit the game in which the bat was ruled banned, even if it was checked by the umpire. Please leave all banned bats in the car.

Banned Bats: Umpires are expected to check bats prior to every game. If you have any concerns, please check with the umpires prior to the game starting. **With the exception of the bats below**, we will allow any bat with an ASA 2000 or newer sticker. If any member of your team is caught using a bat that is not ASA approved during a game, even if checked by the umpire, the coach is responsible for the team and the result will be a forfeit of that game. There will be no exceptions to this rule! Please leave all illegal bats out of the dugouts.

THE ONLY ASA BATS THAT WILL BE BANNED ARE ANY OF THE MIKEN ULTRA SERIES. THIS WAS DECIDED UPON BY THE SAFETY COMMITTEE AS WELL AS THE UMPIRES, SINCE THESE BATS ARE BANNED IN ALL SOFTBALL LEAGUES DUE TO SAFETY.

THE FOLLOWING ASA BATS ARE BANNED:

MIKEN ULTRA

MIKEN ULTRA II

MIKEN MAXLOAD

Pitching Rules: The pitcher shall take a position with both feet firmly on the ground, with one or both feet in contact with the pitchers plate. Preliminary to pitching, the pitcher must come to a full stop with the ball in the pitching hand or both hands in front of the body. This position must be maintained at least one second and not more than ten seconds before making the delivery. The pitcher shall not be considered in the pitching position unless the catcher is in position. The pitch starts when the pitcher makes any motion that is part of their windup after the required pause. Prior to the required pause, any windup may be used. The pivot foot must remain in contact with the pitchers plate until the ball leaves their hand. It is not necessary to step, but if a step is taken the ball must remain within six inches of the hip. A legal delivery is an underhand motion and released at a moderate rate of speed. The ball must be delivered with an arc and reach a height of at least six feet from the ground while not exceeding a maximum of twelve feet from the ground.

Hitting Up The Middle: Any ball hit up the middle will result in a warning at first, per team. Each occurrence afterwards will result in an automatic out, per each player. This will be at the discretion of the umpires. This is to keep the safety of the players the number one goal. (Men's Open and Men's Closed Divisions Only).

No Pitch: A base runner is out if he fails to keep contact with his base until a legally pitched ball has reached home plate. The ball is dead. "NO PITCH" is declared, and the base runner is called out.

Home Team: The home team will be determined by a coin toss prior to the start of the game. The home team will be the official scorer.

Consulting Umpires: The manager or one of the coaches only will consult with the umpires. Exception: The manager and all coaches may be present during discussions of ground rules.

Conferences with Umpires: There shall be **no more than three charged defensive conferences** between the manager and/or other team's representatives; **and only one offensive conference** with the batter or base runner in an inning.

Arguing or Fighting: Any player(s) that leave the dugout to disagree/fight with the umpires or a member of another team will be ejected from that game. If the same player is ejected from a second game, the team will be forced to forfeit that game.

Schedule Disruption: It is the responsibility of the manager/coach to maintain contact with the tournament director in the event of a schedule disruption.

Playing in Different Divisions: There are three divisions for the Men: Open, Closed, and Senior. Players can play in either the Men's Open or Men's Closed division, but cannot play in both. However, players that play in the Men's Open or Men's Closed division are able to play in the Men's Senior division. If a player is caught playing in two divisions, the team that is caught during the game in which the illegal player is being used will result in a forfeit.

Jewelry: Any item that the umpire should judge as dangerous or unsafe shall be removed.

Ten/Fifteen/Twenty run rule: A game will end at the end of an inning if either team is leading by 20 runs after 3 innings, 15 runs after 4 innings, or 10 runs after 5 innings.

Home Runs: The Men's Open, Men's Closed, and Men's Senior tournaments will follow a "5 and 1 up" Home Run rule. The Women's Open tournament will follow a "2 and 1 up" Home Run rule. The "one-up" home run rule is defined as once both teams have reached their home run limits, either team may hit an additional home run. No team may ever go more than one home run up on the other team after their team has hit their limit. Any additional home runs above the "one-up" will be scored as an out.

Ties: (Pool Play Only) If there is a tie between teams after division play, the tie breaker will be determined by runs scored then by runs allowed.

Seeding: The seeds will be selected after divisional play is completed and the seeds will be determined by the differential of runs scored and runs allowed.

* All other rules will be ASA Compliant – see <http://www.teamusa.org/USA-Softball.aspx>