



TOURNAMENT RULES

**FRIENDSWOOD PARKS & RECREATION
SCHULZ SPORTSPARK**



1. Rules: USA rules shall govern play.
2. Game Time: Game time is forfeit time. The minimum number of players a team can begin with is eight (8). An out will be taken when any vacant position in the batting order appears. New players will be added to the end of the lineup and must bat in the same position the remainder of the game.
3. Game Length: Games will be 50 minutes or 7 full innings. No inning may start after the 50-minute time limit.
4. Roster: A maximum of twenty (20) players are permitted on a team roster. Rosters are to be turned in before the team's first game. When a player plays their first game that is the roster that they are on, and they will not be allowed to play on any other team in the same division for the remainder of the tournament. Any players of 16 or 17 years of age only will be required to fill out a waiver form.
5. Line-up cards must be turned into the home plate umpire before the start of each game.
6. All bats must be tested and approved before allowed to be used in the tournament.
7. Home team decided by flip of the coin.
8. Run Rule: 15 after 3 12 after 4 10 after 5
9. Tie Ball Games: If the game is tied at the end of 7 full innings, or at the conclusion of a full inning once time has expired, the game will go to a "one-pitch" format with last out on second base. Pool play games may end in a tie after one inning of the one-pitch format.
10. Arc: Games are slow-pitch with a 10' maximum arc above the ground and at least a 6' minimum arc above the ground.
11. Strike Rule: All games are played with the 4-ball and 3-strike rule: Each batter will start with a 1-1 count. One courtesy foul will be given once the batter has two received two strikes.
12. Game Ball: Each team is responsible for bringing a new or otherwise acceptable ball to each game. Only USA approved, controlled or restricted softball will be permitted. The men will hit the 12" ball, women in coed games will hit the 11" ball, core 52, red stitched and 300lbs. compression.
13. Legal Bats: Any bat that is not on the banned bat list of USA, USSSA. No senior bats.
14. Protest: Protests will be handled on site. The decision of the head umpire and / or Tournament Director will be final. No protest will be accepted on a judgment call. To file a protest, \$50.00 paid to the City of Friendswood must be submitted with the written protest and turned in to the Tournament Director.
15. Unsportsmanlike Conduct: Unsportsmanlike conduct will result in a suspension for the rest of the game and possibly the rest of the tournament. Unsportsmanlike conduct will not be tolerated. Officials have supreme authority. Some examples of unsportsmanlike conduct are:
 - Using abusive language, threats or any verbal abuse towards a player or official.
 - Intentionally strike, shove, throwing of equipment, or any other physical conduct to harm a player or official.
 - Fighting will not be tolerated and players involved will be suspended and subject to further disciplinary action. Police officers will frequent the tournament!

16. Pitcher Protection Screen: Each field is equipped with a 4' x 7' screen for pitcher protection. If a pitcher opts to use the screen, they must continue using it for the remainder of the game and cannot switch between batters. New pitchers can choose whether or not to utilize the screen. When the screen is in use, it must be positioned in contact with the pitching rubber. After the ball is pitched, the pitcher must stay behind the screen and cannot field the ball until another defender has played it. Any batted ball that strikes the net will be ruled a dead ball out. While the screen is active, if a batted ball hits the pitcher or is fielded by them, it will be considered a dead ball, and the batter will be awarded first base. If the pitcher decides not to use the screen, the middle of the field will be open. A fielded ball that hits the screen will remain a live ball.
17. Awards: A "Team Trophy" and individual shirts will be awarded to first place along with a \$100 gift card. Second place finishers will receive tournament shirts.
18. Home Run Rule: Coed will be limited to three (3) home runs per game. Men's "D" will play the one and one up rule. However, a team will not be allowed to go up on a team if the game is in extra innings. They can hit their one home run if they have not already done so.
19. NO INFIELD PRACTICE. You may warm up before the game in the outfield grass and outside the foul lines. We want to reduce the wear on the infields.
20. **Alcohol is strictly prohibited inside the park. Teams or individuals caught with alcohol inside the park can be subject to forfeit or ejection from the game.**
21. Umpire Fees: Each team is responsible for paying \$20.00 per game (cash) for umpire fees. The umpire will collect the fee before the game starts.
22. Director's Discretion: The Tournament Director reserves the right to switch teams to a different field for the purpose of saving time when behind schedule.

Specific CO-ED Rules

23. Ten (10) players will take the field (normally). You may play 6 males and 4 females.
24. Stealing is not allowed in Co-ed play
25. Offensive teams must alternate the batting line-up according to gender. When playing with more females than males, you may bat females together, but never two males together. If a player leaves the game for any reason, their substitute must be of the same gender.
26. If a male player draws a walk, intentionally or unintentionally with a two out count, the manager shall have the option to have the following female batter awarded first base, or allow her to bat in the normal sequence with the male player taking second base. If there are less than two outs, the male player takes second base and the female player bats.

Home Run Derby

34. Each player must provide a pitcher and their own tournament approved balls.
35. Each player will be allowed 10 swings.
36. The player with the most home runs will be declared the derby champion. If a tie exists, a tie-breaker will be determined by a playoff.