

# College Park Baseball Co-Ed Softball Tournament Rules

General Rules: Length of game is 50 minutes. Play starts when the horn is blown. Play ends with the blowing of the horn. Drop dead time, but finish the play if already in progress. Whoever is leading when all play is finished after the horn is the winner; regardless of how many times each team has batted.

1. Maximum of 10 players in the Field
  - Ratio must be 5 Boys / 5 Girls or 5/4 if only 9 players are in the lineup.
  - The batting order CAN have more than 10, but MUST be in "boy/girl" or "girl/boy" sequence.
  - If a team does not have at least 4 girls AND 4 guys, or does not have an even ratio of girls/guys, then see Coach Faherty or a Field Marshall about adding players from the "lottery" pool = EXTRA PLAYERS CAN ONLY BE ADDED FROM THE LOTTERY POOL
  - Max number of players to be added is 2.
  - Players added are for that game only and must re-enter the lottery pool to be considered again!
  
2. A lineup sheet must be provided to the scorekeeper before each game. The Boy/Girl batting order on the line-up sheet MUST be followed throughout the game. Only exception to the order is if a SKIP card is being used.
  
3. Modified slow-pitch softball rules:
  - a. Slow pitch with 4-8 ft arc. (Pitchers, this is meant to be a "hitting" game!!)
  - b. When a batter comes to the plate, the count is automatically 2 balls and 1 strike, and a foul ball on the 3rd strike is an OUT.
  - c. A pitch hitting the plate CAN BE a strike (umpire's judgment).
  - d. There will be a limit of 7 runs allowed per inning.
  - e. There will be a limit of 2 home runs per team per game ( over the Fence Home Runs) unless the team has purchased home run mulligans (see #7 below).
  - f. No lead-offs. If a runner leaves early, runner may be called OUT once the play is completed.
  - g. Sliding is allowed, but NO metal cleats!
  - h. ANY bat (wood or metal) is allowed.
  - i. If a boy is walked, the following girl has the option to bat or walk.
  - j. NO BUNTS - Automatic strike. Re-pitch.
  - k. NO HALF-SWINGS (applies more to guys than girls). Automatic strike. Re-pitch.
  - l. Including the pitcher and catcher, the defense cannot have more than 6 defenders playing on the "infield" when the ball reaches the plate. Other defenders must stay on the outfield grass until the ball is hit!
  - m. NO STOLEN BASES
  - n. No pinch runners
  - o. No infield fly rule
  - p. A batter hit by a pitch does not go to 1<sup>st</sup>; the pitch is simply a BALL

4. No equipment is provided except game balls and warm-up balls.
5. HUSTLE ON AND OFF THE FIELD (MAX ONE MINUTE BETWEEN INNINGS) = NO STALLING. IF CALLED OUT FOR STALLING
6. In case of tie, the first tiebreaker will be decided by the # of runners that reached 3rd base safely. If still tied, 2nd base, if still tied, a coin flip.
7. To be eligible, unless a player is designated a "lottery" player, players must be on the roster and all have the same color wristbands and team number!
8. **HOME RUN MULLIGANS:** Each team may purchase up to 3 additional homeruns per game. The following conditions will apply:
  - Red Mulligan cards must be purchased prior to the start of a game
  - Red Mulligan cards must be presented to the umpire prior to the start of the game ; they will not be **accepted** after the first pitch of a game
  - Cards will not be returned to the team if they are not used during the game
  - Cards will cost \$10 for games 1-10 in each of the 4 brackets
  - Cards will go up to \$20 from games 11 through the championship
9. **DO OVER CARDS:** The do over cards can be used to do over any play at any time in the contest. This card can be used either offensively or defensively EX:
  - Your team pops up with bases loaded, you can use your Do Over card and the hitter gets to hit again.
  - The other team hits a Grand Slam, you can use your Do Over card and that hitter that hit the grand slam has to hit again
  - Cards will cost \$10 for games 1-10 in each of the 4 brackets
  - Cards will go up to \$20 from games 11 through the championship
  - DO OVER CARDS MAY BE PURCHASED DURING GAMES, BUT CANNOT BE SPECIFICALLY PURCHASED FOR THE USE ON A PLAY THAT HAS ALLREADY OCCURRED. THE TEAM MUST ALLREADY HAVE THE CARD IN ITS POSSESSION WHEN THE PLAY BEING "DONE OVER" OCCURRED.
10. **TRUMP CARD :** Trump cards can be used to TRUMP any other card used during a game. NOTHING TRUMPS A TRUMP CARD:
  - All trump cards are \$20
  - If a team uses a Do Over Card , you can use the trump card Do Over Card is voided
  - The other team CAN NOT use a Trump Card to erase your Trump Card
  - 2 Trumps per game limit
11. **SKIP CARD :** A Skip Card can be used to skip a hitter at any time of the game. EX: If Babe Ruth is coming up to bat with the bases loaded, you can use the skip card and that player is skipped in the lineup, the next person in line must hit.
  - Skip Cards are \$20
  - Limit of 2 Skip cards per game
  - The skipped hitter DOES NOT WALK nor is he OUT, just is Skipped in the batting order