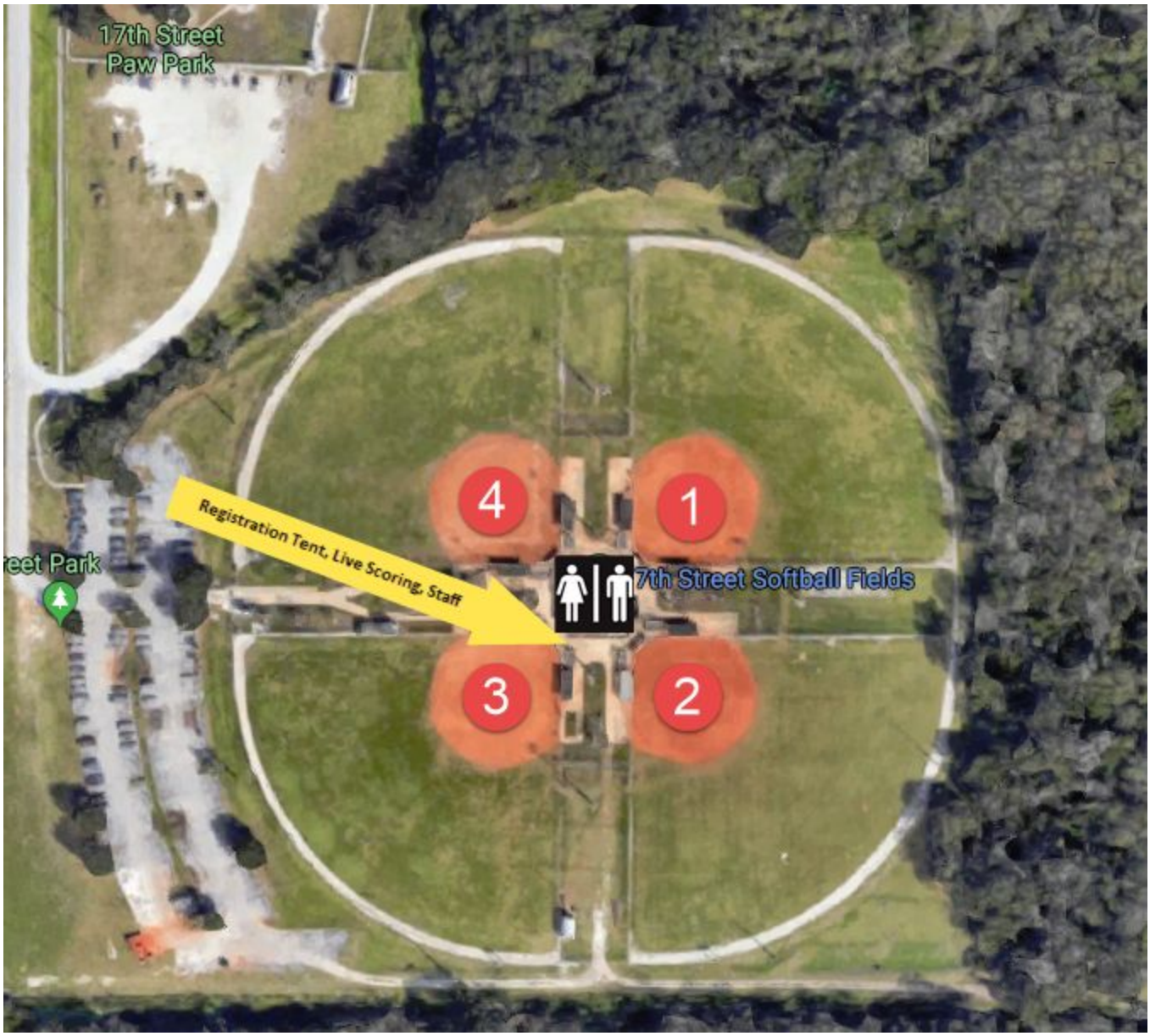
SoCo CLUBSport

Sunshine Softball Tournament
17th Street Park, Sarasota - August 24th

Please note this important tournament information!

- Directions - 4570 17th Street, Sarasota, FL 34235
- The schedule can be found at - http://www.sococlubsport.com/league/27979/schedule
- Tournament Rules - http://bit.ly/306vNmW
- Please note the map below for your field location
- Captains visit the registration area to sign in your team ½ hour prior to your first game time. You'll receive your teams copy of the rules and lineup cards.
- All players must be added to roster prior to your team's second game and signed on the roster prior to your team's third game to be eligible to play
- Top two teams in each pool will move onto a single elimination tournament.
- There will **NOT** be a concession stand open - please plan accordingly!



Saturday, August 24



CLUB SPORT COED SOFTBALL TOURNAMENT

2019 SUNSHINE SERIES STOP #4

SAT, AUG 24
SARASOTA, FL

PLAYOFFS

View Bracket

Tournament Details -
http://bit.ly/2YOF06v

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM	2:00 PM	3:00 PM	4:00 PM
17th Street Softball/Kickball Field 3	Coleman's (a) vs Master Batters (a)	Brew crew (a) vs Cobra Kai (a)	Coleman's (a) vs Brew crew (a)	Master Batters (a) vs Cobra Kai (a)	Coleman's (a) vs Cobra Kai (a)	Master Batters (a) vs Brew crew (a)	Softball Tournament Semifinals **1a vs. 2b Semi**	Softball Tournament Finals **Finals**
17th Street Softball/Kickball Field 4	I Love Bad Pitches (b) vs Misfits (b)	Outkasts (b) vs Raffurty's (b)	Misfits (b) vs Raffurty's (b)	I Love Bad Pitches (b) vs Outkasts (b)	I Love Bad Pitches (b) vs Raffurty's (b)	Misfits (b) vs Outkasts (b)	Softball Tournament Semifinals **1b vs. 2a Semi**	

Softball Tournament Rules

(Revised 8/2019)

SARASOTA COUNTY PROHIBITS DOGS AND GLASS CONTAINERS

CITY OF TAMPA PROHIBITS ALCOHOL, GLASS CONTAINERS AND AMPLIFIED MUSIC

EQUIPMENT

1.1 Bats: Legal bats are as defined by ASA rules. Bats must have an ASA 2004 (or newer) stamp and not be on the banned bat list. Bats not following these rules may not be used for Club Sport play. This information can be found at http://www.softball.org/about/certified_equipment.asp. The first time a batter comes to the plate with an illegal bat (including doctored bats), they are considered out. The second time, they are out and ejected with possible tournament suspension. Each individual is responsible for using legal bats.

1.2 Gloves: Players may use any type of softball glove.

1.3 Cleats: NO METAL SPIKES ALLOWED, playing with metal cleats is an objectionable offense (umpire discretion).

1.4 **PITCHING MASKS:** Pitching masks, face guards or pitching screens (when available) are highly suggested for all softball leagues. Club Sport staff may have masks or screens to borrow depending on the field.

1.5 **PITCHING SCREENS:** When available, the pitcher now has the option of wearing a mask or using the pitching screen.

- If used, the net may not be more than 3 feet in front of the pitching rubber and must cover half the rubber.
- It can only be moved between half innings, after it has been dislodged or when a pitching change has been made. If the screen is used by only one pitcher, that player/team is responsible for the removal/replacement of the screen each inning. The screen will be moved to dead ball territory when not in use.
- The pitcher must be behind the screen when the ball is hit, if not, the batter has the choice of the result of the play or taking first base.
- If a batted ball hits the screen it is a foul ball the first time and an out the second time per at bat.
- If the screen is hit with a thrown ball it will be considered a live ball.
- If the screen is in use, the Halo Rule will not apply.

PLAYER CONDUCT

2.1 Players ejected from any game may be ejected from the tournament altogether pending league review. Fighting, wrestling, or pushing will not be tolerated and will result in an ejection from the tournament altogether. Verbal abuse of officials or players, fighting, foul language, and continued rough play could result in player ejections.

2.2 Any player or fan is encouraged to root for their own team but rooting against teams or use of disparaging language is discouraged and could result in penalties of players or dismissals of fans. Any fans of teams may be asked to leave by Club Sport staff. Refusal to leave could result in forfeiture of games.

LINEUPS

3.1 Players must sign the WAIVER/ROSTER to become eligible to play in any game and must be listed on a team roster by the start of that team's second game and signed in by the start of the team's 3rd game. Playing with ineligible players may result in a forfeit. This call will be made by Club Sport staff. It is the responsibility of the team captains to make sure all players in their lineup card are eligible players for all games.

3.2 Batting lineup cards must be presented to the umpire by game time. All substitutions must be given to the umpire as being made. It is the responsibility of the team captains to make sure all players in their lineup card are eligible players for all games.

3.3 Batting order can be random with no specific sex order as long as you follow your overall ratio. When batting 4 women you may bat up to 7 men, when batting 5 women you may bat up to 8 men, when batting 6 women you may bat up to 10 men. You may always bat more women then these ratios, but not more men. To allow "extra" men to bat you are allowed to put a "phantom" woman (or more) in your batting lineup to allow the ratio to include these extra male batters. These "phantom" women will be counted as automatic outs when they are scheduled to bat.

3.4 Keep in mind there must be a minimum of 4 women in the batting line-up (this may include "phantom" women if a team has less than 4 women at their game).

3.5 The pitcher may not intentionally walk a player to get to an automatic 3rd out (also includes if the umpire feels a walk with intentionally unhittable pitches was thrown) then then the automatic out is waived.

3.6 6 men and 4 women is the standard line up. You may never have more than 6 men on the field. NOTE: A minimum of 6 players from the team's roster must be present or the team will forfeit the game.

GAME PLAY

4.1 Time Limit is 50 minutes with **a maximum of 7 innings**. The inning in progress at the end of 50 minutes will be the last inning and completed. (An inning starts once the third out of the previous inning is called.) The ump will enforce this rule and will keep teams informed of time remaining. **DIVISION games MAY end in a tie.**

4.2 HOME AND AWAY: Will be determined by a coin flip (in playoff games higher seed gets choice).

4.3 3/2 SOFTBALL. We will be playing 3/2 softball, meaning each batter starts the count with 1 ball & 1 strike.

4.4 Walks. If a guy is walked and the next scheduled batter is a girl, she must bat unless the team has two outs - in which case she will have the option of hitting or taking a walk. Regardless of the number of outs, the guy will advance to second if walked with a girl as the next scheduled batter. If the next batter is a "missing" girl and the team is forced to take an out, the guy automatically advances to second base (with all other runners advancing accordingly) before the automatic out is recorded. No limit on runs walked in.

4.5 Courtesy Runners: Players requesting a courtesy runner must do so BEFORE their at bat. A player needing a courtesy runner will not be allowed to advance past first base, save for an over the fence homerun or a walk (where a male is awarded two bases with a female behind him in the line-up.) NOTE: Umpires and/or TBCS staff can overrule courtesy runners to ensure fair play. Runners will be the same sex/last out (or furthest in lineup card if no out).

4.6 There is a 10 run inning rule. When a team brings in the 10th run, it is counted and is also the 3rd out. The 10 run rule does not apply in the last 10 minutes of the game (unless the team scoring is up 20+ runs) . This DOES NOT apply during championship game).

4.7 **Mercy Rule. There is a 15 run rule after 5 innings for all games.**

4.8 Late Players: Any players arriving after the first pitch of the game (not already placed on the line-up card) must be placed at the end of the batting order. If the player bats in any other spot, it is considered an automatic out. If a girl shows up late, they may go into the automatic out spots on the line-up card. Captains must notify umpire of any changes to line-up cards.

4.9 Injured Players: If a player is injured during a game, captain must notify umpire to remove injured player from lineup card with no additional penalty (unless the injured player is a female and her removal falls behind the required ratio -- then becomes an automatic out). An injured player that has been removed from lineup cannot return to the game.

4.10 Intentional walks: Only one intentional walk may be given per game. No pitches have to be thrown.

4.11 Batting & Fouls: A foul ball will be called a strike at your first swing at bat. If you hit a foul at your first swing, you can hit another foul and not be called out. After you have obtained your second strike (remember you started your count with one) you may still hit one foul ball and not be called out. The next foul ball will be considered an out. Foul Tip: Catchers may attempt to make the catch on a foul tip. If the catch is made, the batter is out and the ball is live. The height of the ball over the batter's head no longer applies.

4.12 Runners: No stealing bases. SLIDING IS PERMITTED. Charging defensive players is not allowed and may result in an out and/or ejection.

4.13 Positioning of outfielders: When a female is batting, all outfielders must stay outside of the outfield line until the ball is hit. If this rule is violated, the following procedure will take place: If the player hits the ball, the ball remains alive until the umpire calls time out. The umpire will then decide which is more advantageous to the batting team, the hit ball or an automatic pass to first base. If the ball is not hit, an automatic pass to first base is given.

4.14 Home runs. Each team may hit a total of 3 out of the park home runs, every home run after that will be an out (including any homeruns that would result in a team going over 10 runs/inning). If both teams reach the 3 home run limit, each team will be allowed to hit 2 more, beginning with the visiting team's NEXT BATTER. Each team is responsible for retrieving their home run balls. On an over the fence home run, players do not need to advance any bases (hit and sit).

4.15 Disputes and protests: In a disputed play, only the team captain may discuss the play with the umpire. If a protest is made by the team captain, the captain must notify the umpire and opposing team captain before the start of the next inning.

4.16 No jewelry can be worn during the games, for the safety of all players (umpires discretion)

4.17 FAKE TAGS AND VERBAL/PHYSICAL DISTRACTIONS: Fake tag outs or yelling at a defensive player as they are making a play will be allowed. Doing so MAY result in the runner being called safe (fake tags) or out (verbal distraction) and possible ejection of the offending player. Both sides should abide by this.

4.18 Players must step on the orange (safety) base when overrunning first base, or when there is a legitimate play at first base (ball still in the infield). Players stepping on the white base in these instances may be called out. Balls that have gotten past the infielders and have reached the outfield will allow the runner to touch the white base in an attempt to advance to second base. When in doubt runners should touch the orange base to avoid being called out. Defensive player must step on white base only. If defensive player steps on the orange base (causing the runner to slow down to avoid contact) the runner may be called safe.

4.19 Intentionally throwing the bat in anger or frustration after your turn up to bat will result in an automatic out, upon umpire's discretion.

4.20 **HALO RULE**: In order to provide a safer environment to players, if a batter hits a ball sharply through the pitching "halo" (extending 2 feet beyond the pitching rubber on both sides, and one foot above the pitcher's head, regardless if the pitcher is there) the umpire will signal an immediate dead ball out (no option to turn a double play). If the same batter hits through the "halo" later in the game they may be subject to ejection (and possible suspension). Arguing of this rule by either side will not be tolerated as this is a judgment call by the umpire and excessive arguing is grounds for player ejection.

4.21 FORFEITS: Forfeit time is game time. Umpire and/or staff calls game time. A forfeit win will be counted as a 7-0 win. If a team forfeits their 2nd and/or 3rd pool play game then ALL games it was scheduled for, even ones previously played, will be recorded as a 7-0 loss.

4.22 RAINOUTS: If all teams have completed two pool play games at the time of a rainout, the champion will be determined by record and run differential. Should less than two games be completed by all teams, a makeup date may be scheduled to replay or finish the tournament.

PLAYOFFS

5.1 Playoff time: There will be extra innings during tournament playoff games (NOT pool play) where play ends in a tie. Extra innings will start with a runner on second base (base runner is the one who made the last out in the previous inning). CHAMPIONSHIP GAME will be 50 minutes with **a maximum of 7 innings** (same as all tournament games).

5.2 Players eligible to play in PLAYOFF games must have signed the team roster and played in at least one pool play game.

5.3 Playoffs are single elimination with seeding based on division standings.

5.4 PLAYOFF SEEDING will be based on the following criteria (based on won-lost-tie percentage where applicable): 1) overall record, 2) overall run differential, 3) most runs scored 4) coin flip.

- If you are having difficulty interpreting the rules, please ASK! If a rule is not stated above, please refer to ASA Softball Rules, and seek out an umpire or staff member to clarify any rules.

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