



## 17 Tournaments Softball Tournament Rules

**\*\*17 Tournaments reserves the right to adjust these rules prior to the start of a tournament.\*\*  
Updated: August 14, 2019**

### TEAM AND PLAYER ELIGIBILITY

- A player's age as of December 31<sup>st</sup> determines the age group in which the player is eligible to play the following year.
- No player shall be allowed to register with more than one team or switch to another team during the tournament.
- Each player must provide a medical release and liability waiver signed by parent or guardian. You must use our form provided on the tournament website.

### ONLINE TEAM CHECK-IN:

All teams are **REQUIRED** to complete the online check-in via our website **30 Days** prior to the tournament start date. Teams must provide:

- Roster
- Parental Waiver
- Certificate of Insurance

### TOURNAMENT CHECK-IN

Coaches are required to check in 1-hour prior to the start of their first game to receive their welcome package.

### LINEUPS:

All Age groups will use a 9-batter format in which all nine position players must be in the batting lineup. Teams must start with a minimum of 8 players. Teams also have the option to bat more than 9.

Example: If a team has 12 players on their roster, they have the ability to bat 9, 10, 11 or their entire lineup. A team in this situation could bat 9 with 3 substitutes; bat 10 with 2 substitutes; bat 11 with 1 substitute; or bat all 12 players with no substitutes. All players starting in the lineup, **BUT NOT** in the field are extra hitters (EH), which are considered defensive starters for substitution purposes.

When a team chooses to bat the entire lineup, each player is considered a starter and the team has free defensive substitutions for that game. Furthermore, if a player is injured or ejected during the game in which a team is batting the entire lineup, their spot in the lineup is skipped with no penalty. Once the spot in the lineup is skipped, that player is not eligible to return to the game in any capacity.



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### INCLEMENT WEATHER:

**All weather decisions will be made by the 17 Tournaments Director.**

17 Tournaments will try to maintain the originally planned schedule as much as possible, however, in the event of inclement weather:

- The first priority is always to reach minimum number of games for each team.
- We will always attempt to have a championship game.

In order to achieve these goals, 17 Tournaments reserves the right to change the tournament schedule as needed, including shortening games.

- If a game is suspended due to darkness or weather, it is considered complete if:
  - o Softball – 4 innings completed for a 6-inning game.
- If an elimination game is suspended:
  - o If one inning has NOT been completed, the higher seed will advance
  - o If the game is tied at the end of the last inning, the higher seed will advance
  - o If the Championship Game starts, is suspended and cannot resume, the game would be considered official at the end of the last inning.
    - If tied, the teams would be considered co-champions.

Weather will be continuously monitored by 17 Tournaments staff and play will be suspended at the appropriate time. Once suspended, play will resume after the storm activity has stopped for 30 minutes.

### INJURIES / SUBSTITUTIONS:

If a player is injured and no substitute is available, that spot in the lineup will be skipped with no penalty. If an injury occurs during an at-bat and the player can't continue the at-bat, the next batter in the lineup will take over that at-bat and assume the count. If an injury occurs while on the base paths and there are no substitutes available, the player that made the last recorded out will take the place of the injured player on the bases.

### RE-ENTRY:

If a team does not bat the entire lineup and substitutes are available, starters/substitutes may re-enter ONCE, as long as the player occupies the same position in the batting order. If you are not batting the entire lineup, your substitutes may also re-enter only if they occupy the same spot in the batting order. Once a player cannot continue on the offensive side (at bat or on the bases) that player is not eligible to return to the game.

### PITCHER OF RECORD:

Once a pitcher throws a warm-up pitch, they must face at least one batter. If the pitcher is hurt during their warm-up pitches, another player may come in to pitch. The previous pitcher of record will not be allowed to re-enter after a pitcher has thrown a warm-up pitch. **It is the responsibility of the opposing team to verify the accuracy of the other team's lineup prior to the start of each game.**

Managers must bring any issues to the attention of a 17 Tournaments Tournament Official before the game. If a lineup issue is discovered during the game, the ruling will be that the lineup is corrected at that point for the rest of the game. If it is brought to our staff's attention after the game – there will be no penalty. There will not be a forfeit in this situation since the opposing team is responsible for verifying the other team's lineup prior to the start of the game.

### PITCHER/FIELDER'S EQUIPMENT:

Pitchers and fielders are allowed to wear protective head gear. The helmet/head gear can't be glossy nor have anything else on it that can be deemed distracting to the batter (umpire's discretion). It is the umpire and tournament director's discretion to determine whether any other equipment or clothing that the pitcher is wearing is distracting to the opposing batter. This includes, but is not limited to: Batting gloves, sunglasses, long sleeves, compression sleeves, athletic tape on wrist/arm, and two-toned fielder gloves.



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### **AVOID CONTACT RULE:**

In an effort to prevent injury and protect a defensive player attempting to make a play on a runner, a runner must be called out when they remain on their feet and crash into a defensive player who is holding the ball and waiting to apply a tag. To prevent the out ruling, the runner may slide, jump over the defender holding the ball, go around the defender or return to the base last touched. If the act is determined to be flagrant, the offender is ejected.

### **TIME LIMIT:**

No new inning may start after the time limit elapses. The standard time limit for all age groups is 1 hour and 30 minutes from the time of the first pitch of the game to the last out of an inning. Games will be six (6) innings. Games can go into extra innings as long as the time limit has not expired. Pool play games can end in a tie. If the time limit is reached during an inning, that inning will be the last one of the game. If the home team is winning after the top half of that last inning, they will be declared the winner of the game and will not hit in the bottom half. If the home team is trailing and must hit in the bottom half of the last inning, the game will end at the moment the home team scores the winning run or at the moment of their third out. If the time limit is reached during the bottom half of an inning and the home team is winning at that moment, we will let the current batter complete the at-bat and then the game will end.

### **TIME IN BETWEEN INNINGS:**

Our expectation is that teams will take 1 minute in between innings. Pitchers are permitted to throw 6 warm-up pitches in their first inning of work and 4 warm-up pitches every other half inning. If a catcher is still getting dressed, a coach should be ready to warm-up the pitcher.

### **INTENTIONAL DELAYS:**

Intentionally delaying a game to achieve a victory through the time limit is considered unsportsmanlike conduct and will not be tolerated at a 17 Tournaments Tournament. The umpires and/or tournament officials at the game reserve the right to eject a coach or player for intentionally delaying a game and possibly declare a forfeit to that team.

### **TIE GAMES IN POOL PLAY:**

Pool play games can end in a tie and counts toward their overall record and/or winning percentage.

### **TIE BREAKER SYSTEM:**

When 2 teams are tied, follow the list below until the tie is broken:

- Head-to-head results (if applicable)
- Fewest runs allowed
- Run Differential
- Coin flip

**If 3 (or more) teams are tied, with the same record or winning %, use the following system to break the tie:**

- Head-to-head results (only applicable if all of the tied teams played each other)
  - If one team beat all of the other tied teams, they will be the highest seed of the tied teams. (Even if all tied teams have not played each other)
  - Continue to use head to head results to seed the rest of the teams.
  - If one team has been beaten by all of the other tied teams, they will be the lowest seed of the tied teams. (Even if all tied teams have not played each other)
  - If all tied teams have the same record against each other, then they are tied at head-to-head and you move to the next item on the list (least runs allowed)
  - Continue down the 2-Team Tie Breaker list as stated above.

\*When 2 teams are tied at any one of the criteria, we revert back to the beginning of the 2-Team Tie Breaker system (head-to-head).



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### **WINNING %**

If teams play an uneven number of games during pool play, winning percentage will be the first tie breaker used to determine the final seeds. For example, Team A goes 5-1 in pool play and finishes with a winning % of .800 and Team B goes 3-1 in pool play and finishes with a winning % of .750. Therefore, Team A will be seeded higher than Team B due to having a higher winning %.

### **MERCY RULE**

For all games and age groups – 15 runs after 4 innings or 10 runs after 5 innings.

### **LINE-UP CARDS**

Teams must provide their own line-up cards. A copy should be given to opposing team prior to each game.

### **ON-DECK BATTER:**

On-deck batters may go to the opposite on-deck circle for safety reasons

### **# OF PLAYERS**

Teams are permitted to start and/or end a game with at least 8 players. Anything less than 8 available players at any time during a game will result in a forfeit for that team.

### **JEWELRY**

In general, jewelry is not permitted during game play. Breakaway nylon necklaces are allowed (must be breakaway). Rubber bracelets that are not a distraction are also permitted. Jewelry worn for medical or religious reasons is also allowed, but must be taped to the body. Any item that is deemed unsafe or distracting (Tournament Director's judgment) will not be allowed. The team will receive a warning if a player wears improper jewelry during the game and any players found wearing improper jewelry after the team warning will be ejected for the remainder of the game.

### **CELL PHONES / ELECTRONIC DEVICES**

Cell phones, iPads, and other electronic devices are permitted in the dugout only during the game. A coach, manager, or scorekeeper is not permitted to have them on the field during the game. 17 Tournaments Tournament Officials reserve the right to remove any electronic devices from the dugout that may be deemed a distraction during a game.

### **ILLEGAL PITCHES:**

17 Tournaments follows the ASA rules pertaining to illegal pitches. For the 12u and under age groups, there will be one warning per pitcher issued for an illegal pitch. There will be no warnings issued for 14u and older age groups. Once an illegal pitch is called, it is a delayed dead ball consistent with ASA rules.

### **DEFENSIVE CONFERENCES:**

Teams are allowed three charged defensive conferences per game without penalty. Each additional conference shall result in removal of the pitcher (removal of a pitcher during a conference does not qualify as a charged conference). In extra innings one trip is permitted per inning without removal of pitcher.



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### FORFEITS:

If a team chooses to forfeit a pool play game, they are not eligible for the championship round and face suspension in future 17 Tournaments. The final score of the forfeited game will be based on the team giving up a run per inning for a complete game. For example, a 6-inning game would be 6-0.

If a team chooses to forfeit a consolation or elimination game, they face suspension in future 17 Tournaments.

If a team chooses to forfeit a championship game, they are not eligible for tournament awards. Sports Force officials will attempt to replace a forfeited team in an elimination game if possible. If a game becomes a forfeit after it has started due to a team having less than the required 7 available players, the official score of that game still follows the guidelines above no matter what the score was at the time of the forfeit.

### PROTESTS:

Every coach is responsible for providing and carrying documentation of birth for all players on their roster for the duration of the tournament. Acceptable forms of identification include:

- Birth Certificate
- Passport
- State ID
- Any other government issued document

Only coaches may lodge an age protest before or during a game. There is a protest fee of \$100 per protest. If your protest is upheld, your fee will be returned. 17 Tournaments tournament officials may request age documentation at any time. If a coach cannot provide necessary documentation, the player(s) in question will be ruled ineligible. Only challenges as to the legality or eligibility of players/teams and or coaches are permitted as outlined in above sections.

Protests regarding rules infractions, i.e. illegal bat must be made by coaches to the umpires before the next legal pitch is made. Protests and other complaints concerning the outcome of a game made directly to tournament staff by parents could result into a forfeit of that game. All judgement calls from the umpires are final. There will be no protests referring to an umpire judgment call.

### EXPECTED BEHAVIOR:

Bad sportsmanship and poor behavior from players, coaches, parents and other visitors **will not be tolerated** at 17 Tournaments. All guests are expected to be respectful of each other, as well as the umpires/referees and tournament officials. 17 Tournaments has the right to remove visitors at anytime if they are deemed to be in violation.

### BAT RESTRICTIONS:

Coaches are responsible for checking all of their player's bats before playing in the tournament. Please make sure your team's bats meet ASA requirements, meaning that the bat must have the ASA stamp on the bat.

### PENALTY FOR USE OF AN ILLEGAL BAT:

If the umpire discovers that a batter enters the batter's box with an illegal bat, the batter will be called out (even if a pitch has not been thrown). If the illegal bat is discovered after the ball is put into play (but before the next pitch is thrown to the next batter), the defensive team will have the choice of the result of play or the batter being called out and all runners returning to the base occupied before the pitch. An appeal on the legality of the bat must be made prior to the next pitch thrown to the next batter or the result of the previous at-bat will stand.



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### **ALTERED BATS:**

Altered bats (shaved, rolled, or in any other way altered to increase performance) are not permitted in any way. Any player using an altered bat will be ejected from the game and their at bat will be recorded as an out. All runners will go back to the base they occupied when the batter puts the ball in play. The player with the altered bat may face further suspension.

### **IN PLAY/OUT OF PLAY:**

If a batted ball hits the netting in parts of the outfield above the fence cap, it will be considered a home run. If a batted ball hits the netting in foul territory, it will be considered a foul ball and cannot be played off of the netting.

### **COURTESY RUNNERS**

The team at bat may use a courtesy runner for the pitcher and/or catcher any time after they reach base other than by substitution. The same runner may not be used for both positions in the same inning. Neither the pitcher nor the catcher will be required to leave under such circumstances. Players who have participated in the game in any other capacity are ineligible to serve as a courtesy runner.

Teams who do not have eligible players to be utilized as courtesy runners may use the player who made the last recorded out.

A player who is not entitled to be a courtesy runner, but is used as a courtesy runner shall immediately be called out and a team warning issued. On the second offense: The head coach is ejected for the remainder of game only. A runner put in for any player other than the pitcher or catcher will be considered a substitute player. Once a courtesy runner is designated for that half inning, no other courtesy runner may run for the original courtesy runner. Should an injury occur, another courtesy runner or the pitcher or catcher may run until they score or are put out.

### **EJECTION / SUSPENSION POLICY:**

Managers and coaches (or scorekeepers or anyone else that is in the dugout or on the field during a game) that are ejected from a game (either by an umpire or by a 17 Tournaments Official) must leave the facility immediately and will automatically be suspended for the team's next game. The Tournament Director may also lengthen the suspension to more games or even expulsion from the facility for a period of time.

If a manager or coach is ejected from a game twice during the same tournament, they will be suspended for the remainder of the tournament.

If a player is ejected from a game they may face further suspension.

If a fan or parent is ejected from a game (either by an umpire or a 17 Tournaments Official), they must leave the facility immediately or risk being suspended for the remainder of the event.

### **BENCH AREA:**

17 Tournaments tournament officials, as well as the Umpires working a game, have the ability to confine a manager, coach, or player to the bench. If this step is taken, that individual will not be able to leave the bench/dugout. The only exception that will be allowed is for a manager/coach to attend to an injured player on the field. If an individual that is confined to the bench violates this stipulation, they will be ejected from that game and will face further suspension as well.