

Fifteen



Years

## 9 on 9 Indoor Softball Tournaments

Winter 2016-2017

### General Information:

1. There will be a gate fee for all spectators age 6 and older. Ages 6-12 will be at a discounted price. Spectators may be required to wear wristbands. There is no gate fee for players in uniform and 3 coaches per team. Coach's passes are issued prior to the first game.
2. No outside food or drink can be brought into the facility (exception: players can bring their own personal water bottle).
3. No food anywhere on the field including the viewing area behind the outfield fence (includes sunflower seeds and chewing gum).
4. Players may wear rubber outdoor cleats (no metal). Players are to carry their cleats to and from the field. Surface is FieldTurf.
5. Smoking is prohibited inside the facility.
6. **Team Pre-Game Warm-up Area:** Teams will have a designated pre-game warm-up area to use prior to every game. These areas are located behind the spectator area in left field and are only for players and coaches. Do all fielding drills in this area.
7. Players in uniform and coaches will have access to the hitting tunnels & pitching lanes for the duration of the tournament. Players and coaches only. Please do not monopolize the tunnels or pitching lanes and do not store team equipment in the tunnels.
8. There is a spectator area behind the outfield fence and upstairs. Spectators may bring their own lawn chairs.
9. Please move your team directly to the dugout and get ready to play as soon as possible after the completion of the previous game.
10. Please exit the dugout as quickly as possible after each game. Hold all post-game meetings away from the game field & dugouts.
11. Teams may roster a maximum of 15 players.
12. Game ball is a Worth yellow leather-cover RIF level 10 ball; plays nearly identical to a regular ball. SZ supplies all game balls.
13. Prior to game, turn in a lineup card to scorer's table on 3rd base side of field. Report all offensive changes to scorer's table.
14. Coaches must turn in their Roster-Waiver forms to scorer's table anytime prior to their team's 2nd game. Penalty is a forfeit. All non-rostered pick-up players must be approved by the tournament director.
15. Offensive players must wear a batting helmet with a NOCSAE-approved face mask.
16. All players are to have a uniform number on the back of their shirt.
17. Point system: Win = 3 points Tie = 1 point Loss = 0 points
18. Tie-breakers: 1. Head to head 2. Least total runs allowed 3. Most total runs scored 4. Coin Flip
19. Teams need to be in the dugout at least 5 minutes before their scheduled game time if they are scheduled for the first game of the day or if there are more than 10 minutes scheduled between games. Once the game is finished, the next game will start as soon as possible: there may only be 2-3 minutes between games. Teams will be given 5 minutes (maximum) between games if they are playing back-to-back. If you are playing back-to-back games, plan ahead and have your lineup ready (if possible). Games can begin up to 30 minutes earlier than scheduled (except for the first game of the day).
20. SZ management reserves the right to adjust tournament schedules. Every effort will be made to ensure fairness to all teams.

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### USA Softball (formerly ASA) Playing Rules will be used with the following exceptions:

1. A visible clock will be used and the 61-minute time limit will start when home team takes the field to start the game. Championship games will have a 70-minute time limit (unless facility schedule dictates otherwise).
2. Once the time limit expires, the remainder of the inning will be completed. In rare instances, pool games could be played with a drop-dead time limit (if facility schedule dictates). Pool and consolation games can finish in a tie. If time has expired and the home team is batting and winning, they are declared the winner and the game will end.
3. During elimination games, including the championship, the tiebreaker will be used if the game is tied and a new inning starts with 8 minutes or less remaining or after the game clock expires. There is no time limit once a game uses the tiebreaker rule.
4. Run-Rules: 9 runs after 3 innings, 8 runs after 4 innings, 7 runs after 5 innings.
5. Teams are permitted a maximum of 4 individuals not on the playing roster in the dugout during games.
6. The game clock will stop due to any injury that could cause a major delay or during any conference deemed unnecessary in the judgment of the tournament director.
7. Nine (9) players will play the field defensively. Free defensive substitution is allowed, and a player may play defense without being in the batting lineup.
8. Teams may bat a minimum of 9 players and use as many extra hitters as they want in the batting lineup. There is no offensive penalty if a team cannot field 9 players. However, a team cannot bat fewer than 9 players but then field 9 on defense.
9. If an offensive player is injured, a legal substitute or the first available preceding player in the batting lineup will assume their position for that inning. If the injured player is unable to return for their next at bat, they are ineligible to play the remainder of the game, and their spot in the batting order is eliminated.
10. If the defensive team wishes to issue an intentional walk, they can inform an umpire, who will award the batter first base. The ball is dead, and any runner forced to advance can do so by touching the appropriate base. No other runners can advance.
11. Courtesy runners may be used for the pitcher and/or catcher. Courtesy runners may be one of the four (4) players that precede her in the batting lineup or an eligible substitute.
12. A batted fly ball that hits the ceiling net and is caught by a defensive player prior to the ball hitting the ground is ruled an out and all runners have to tag-up.
13. A batted fly ball that hits the ceiling net in foul territory or on the infield side of the ceiling net boundary flags and is not caught by a defensive player prior to the ball hitting the ground is ruled a foul ball.
14. A batted fair fly ball that hits the ceiling net on the outfield side of the ceiling net boundary flags and is not caught by a defensive player prior to the ball hitting the ground is "in play" with no limit on runner advancement. A batted fly ball that contacts the ceiling net and is not caught by a defensive player before hitting the ground will be ruled foul if it is judged foul when it contacts the ceiling net or if it lands on the ground in foul territory.
15. If a thrown ball goes into the netting above the padded wall (1<sup>st</sup> base), above the plexiglass or metal fence (3<sup>rd</sup> base), or on top of, inside, or behind the dugouts, then the ball becomes dead and all runners will be awarded 2 bases from the time of the throw.
16. Interference can be ruled when a batted ball hits the net and an offensive team member impedes, hinders, or confuses a defensive player attempting to make a play. The ball is dead and the runner is out. If it is judged to be a foul ball, then the batter is issued a foul ball; if it is judged to be a fair ball, then the batter is awarded first base.
17. A batted fair fly ball is ruled a home run if it hits or goes over the rolled up blue curtain that is attached to the ceiling.
18. A batted fair fly ball is ruled a home run if it hits above the line on the netting in right field, where there is no outfield fencing.
19. A batted fair ball that hits below the line on the netting in right field, where there is no outfield fencing, is a live ball.
20. If a thrown ball goes into a player's equipment bag, the doorway by 1st base, or stays in the official scorekeeper's area by 3rd base, the ball becomes dead and runners will be placed at the base they would have achieved had play continued.
21. Offensive players must wear a batting helmet with a NOCSAE-approved face mask.
22. On-deck batters are to stay (warm-up) on the outfield side of the dugout.
23. All equipment is to be kept in the dugout or be hung on the bag hangers by each dugout.
24. Tournament Director has the option to terminate a game in which time has expired and it is deemed obvious that a team will not be able to recover its run deficit. Tournament Director may skip a half inning when the visiting team has such a lead that the home team would be unable to recover. This will only be used in extreme cases and in the best interest of the tournament.
25. The SZ Softball Director will decide all rules not covered here. Protests are not allowed.

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