

# **Tipp City Spano Memorial 2018 All-Star/Rec Tournament**

## **GENERAL RULES**

### **I. ELIGIBILITY**

- A. AGE CUT-OFF FOR ALL DIVISIONS WILL BE JANUARY 1<sup>ST</sup>.**
- B. A PLAYERS AGE ON JANUARY 1<sup>ST</sup> OF THE CURRENT YEAR WILL DETERMINE ELIGIBILITY TO PLAY IN DIVISION.**
- C. WITH THE PRIOR APPROVAL OF THE TOURNAMENT DIRECTOR, A PLAYER MAY PLAY UP ONE (1) DIVISION.**
- D. PLAYERS WILL NOT BE ALLOWED TO PLAY DOWN IN A YOUNGER DIVISION.**
- E. A PLAYER CANNOT BE ON MORE THAN ONE ROSTER IN THE TOURNAMENT.**
- F. VIOLATION OF THE ELIGIBILITY RULES MAY RESULT IN THE PLAYER BEING DISQUALIFIED AND FORFEITURE OF GAMES, AT THE DISCRETION OF THE TOURNAMENT DIRECTOR.**
- G. WITH THE PRIOR APPROVAL OF THE TOURNAMENT DIRECTOR, EXEMPTIONS MAY BE GRANTED FOR PLAYERS WITH SPECIAL NEEDS.**

### **II. MANAGERS & COACHES**

- A. TEAMS WILL BE LIMITED TO (1) MANAGER AND TWO (2) COACHES IN THE DUGOUT OR ON THE FIELD**

### **III. TEAM ROSTER**

- A. EACH TEAM WILL BE LIMITED TO A MAXIMUM OF FIFTEEN (15) PLAYERS.**
- B. NO PLAYER MAY BE ADDED TO THE TEAM AFTER THE TOURNAMENT STARTS.**
- C. PLAYERS CAN ONLY BE ON ONE (1) TEAM ROSTER IN THE TOURNAMENT.**
- D. NO ALTERNATES MAY BE LISTED ON THE ROSTER.**
- E. ROSTER MUST BE PRESENTED DURING CHECK-IN**

#### **IV. AWARDS**

- A. INDIVIDUAL AWARDS WILL BE AWARDED TO THE PLAYERS FOR FIRST (1<sup>ST</sup>) AND SECOND (2<sup>ND</sup>) PLACE TEAMS IN EACH DIVISION. A 3<sup>RD</sup> PLACE MEDAL WILL BE AWARDED IN A CONSOLATION GAME. MAXIMUM OF FIFTEEN (15) AWARDS WILL BE AWARDED PER TEAM.**

#### **V. GENERAL RULES OF PLAY**

- A. IT WILL BE AT THE DISCRETION OF THE MANAGERS AS TO WHO WILL COACH BASES: COACHES, PLAYERS OR BOTH.**
- B. ONLY THE MANAGER, COACHES, PLAYERS AND THE BATBOY/GIRL IS ALLOWED IN THE DUGOUT DURING A GAME.**
- C. ONLY THE MANAGER, OR ACTING, WILL BE ALLOWED ON THE PLAYING FIELD TO DISCUSS A DECISION WITH THE UMPIRE. ANY OTHERS WILL BE EJECTED FROM THE PARK.**
- D. IF A TEAM FAILS TO FIELD NINE (9) ELIGIBLE UNIFORMED PLAYERS BY GAME TIME, THE UMPIRE-IN-CHIEF WILL DECLARE A GAME FORFEITED IN FAVOR OF THE OPPOSING TEAM. THERE WILL BE NO GRACE PERIOD.**
- E. ALL CATCHERS MUST WEAR A FACEMASK WHEN WARMING UP THE PITCHERS.**
- F. FREE SUBSTITUTION WILL APPLY TO 8U, 10U, 12U and 14U.**
- G. THE BATTING ORDER IN 8U, 10U, AND 12U WILL BE CONTINUOUS AND WILL CONSIST OF ALL PLAYERS PRESENT AND ELIGIBLE TO PLAY. 14U REFER TO SPECIFIC**

## **DIVISION RULES.**

- H. RUNNERS MUST SLIDE TO AVOID MALICIOUS CONTACT ON ALL CLOSE PLAYS. FAILURE TO DO SO WILL RESULT IN THE RUNNER BEING CALLED OUT. FLAGRANT VIOLATIONS WILL RESULT IN THE EJECTION OF THE RUNNER FROM THE GAME. NO WARNING WILL BE GIVEN.**
- I. NO INFIELD PRACTICE WILL BE PERMITTED.**
- J. BATTERS WILL NOT THROW THE BAT. AFTER ONE (1) TEAM WARNING, ANY BATTER THROWING HER BAT WILL BE CALLED OUT.**
- K. ALL EQUIPMENT MUST BE KEPT IN THE DUGOUTS.**
- L. A TIME LIMIT WILL BE ENFORCED. NO NEW INNING MAY BE STARTED AFTER 90 MINUTES. POOL PLAY GAMES CAN END IN A TIE. BRACKET GAMES CANNOT END IN A TIE.**
- M. ANY PLAYER WHO BECOMES SICK OR INJURED DURING THE GAME MAY BE "SKIPPED" FOR THE REMAINDER OF THE GAME WITH NO OUT RECORDED. HOWEVER: PLAYER "SKIPPED" UNDER THIS RULE IS INELIGIBLE TO PLAY AGAIN IN THE SAME GAME. 14U REFER TO SPECIFIC DIVISION RULES.**

## **VI. RULES OF CONDUCT**

- A. THE UMPIRE-IN-CHIEF HAS COMPLETE AUTHORITY OVER THE GAME BEING PLAYED.**
- B. ANY PLAYER, MANAGER OR COACH THAT EXHIBITS GROSS MISCONDUCT, POOR SPORTSMANSHIP OR ABUSIVE LANGUAGE SHALL BE REMOVED FROM THE GAME AND FIELD. PREFERABLY BY THE MANAGER OR UMPIRE-IN-CHIEF IMMEDIATELY. REFUSAL TO COMPLY WILL HOLD HIS/HER TEAM SUBJECT TO FORFEITURE.**
- C. NO SHOUTING AT OR BAITING OF ANY PLAYER OR UMPIRE BY AN OPPOSING COACH, PLAYER OR SPECTATOR WILL BE ALLOWED. THE UMPIRE WILL ISSUE ONLY ONE (1) WARNING AND UPON THE SECOND (2) OFFENSE THE PERSON DOING SUCH WILL BE REMOVED FROM THE GAME AND PARK. REFUSAL TO COMPLY WILL HOLD HIS/HER TEAM SUBJECT TO FORFEITURE.**
- D. THE TEAM MANAGER HAS THE ULTIMATE RESPONSIBILITY FOR THE ACTIONS OF**

**HIS/HER COACHES, PLAYERS AND FANS.**

**E. SPECTATORS WILL NOT BE ALLOWED ON THE PLAYING FIELDS, IN THE DUGOUTS, OR TO STAND BEHIND THE BACKSTOP WHILE THE GAME IS IN PROGRESS.**

**F. NO USE OF TOBACCO OR TOBACCO PRODUCTS WILL BE ALLOWED ON THE PLAYING FIELD OR IN THE DUGOUT AT ANY TIME.**

**G. NO PROTEST ALLOWED. UMPIRE'S DECISION IS FINAL.**

## **VII. SAFETY PROTECTION**

**A. NO STEEL SPIKES ARE PERMITTED EXCEPT 14U. MOLDED SPIKES WILL BE ALLOWED AT ALL AGES.**

**B. ALL BATTERS AND RUNNERS ARE REQUIRED TO WEAR**

- 1. PROTECTIVE HELMETS WITH EAR PROTECTION ON BOTH SIDES.**
- 2. RUNNERS INTENTIONALLY LOSING THEIR HELMETS, IN THE**
- 3. UMPIRE'S OPINION, WILL BE CALLED OUT.**

***C. ALL HELMETS MUST HAVE A FACE MASK***

***D. ALL BAT BOYS/GIRLS AND BASE COACHES UNDER THE AGE OF EIGHTEEN (18) MUST WEAR PROTECTIVE HELMET DURING THE GAME.***

***E. ALL CATCHERS MUST WEAR FULL GEAR INCLUDING PROTECTIVE HELMET, MASK, SHIN GUARDS, AND CHEST PROTECTION.***

## **VIII. SCORES**

**A. SCORES OF EACH GAME SHALL BE TURNED IN TO THE TOURNAMENT DIRECTOR BY THE HOME TEAM IMMEDIATELY FOLLOWING THE GAME.**

**B. HOME TEAM WILL BE THE OFFICIAL SCOREKEEPER.**

**C. HOME TEAM WILL BE DETERMINED BY TOSSING OF A COIN PRIOR TO POOL GAMES.**

**D. HOME TEAM WILL BE DETERMINED BY BETTER SEED IN  
BRACKET PLAY**

**IX. SPECIFIC DIVISION RULES**

***A. OHIO HIGH SCHOOL ATHLETIC ASSOCIATION SOFTBALL RULES WILL BE USED  
WITH THE FOLLOWING EXCEPTIONS:***

**1. 8 & UNDER (COACH-PITCH) DIVISION:**

**a) ALL GAMES WILL BE SIX (6) INNINGS, UNLESS SHORTENED BY DARKNESS, WEATHER, FIELD CONDITIONS OR TIME LIMIT. IF SHORTENED BY DARKNESS, WEATHER OR FIELD CONDITIONS AND LESS THAN FOUR (4) INNINGS HAVE BEEN COMPLETED, THE GAME WILL BE RESUMED FROM THE POINT OF SUSPENSION. HOWEVER, IF FOUR (4) INNINGS ARE COMPLETE OR 3 AND ONE-HALF (3-1/2) IF THE HOME TEAM IS LEADING, THE GAME IS COMPLETE.**

**b) NO MORE THAN SIX (6) RUNS CAN BE SCORED IN AN INNING WITH THE EXCEPTION OF THE LAST INNING, WHICH IS THE "OPEN" INNING. UMPIRE SHALL DETERMINE LAST INNING BASED ON TIME LIMIT.**

**c) IF A TEAM IS LEADING BY TEN (10) OR MORE RUNS AFTER FOUR (4) INNINGS OR THREE AND ONE HALF (3-1/2) IF THE HOME TEAM IS LEADING, THE UMPIRE WILL STOP THE GAME AT THE COMPLETION OF THE INNING AND THE LEADING TEAM WILL BE THE WINNER.**

**d) PITCHING RUBBER WILL BE THIRTY-FIVE (35) FEET WITH A CIRCLE**

**HAVING AN 8' RADIUS.**

**e) A 11" BALL WILL BE USED.**

**f) BALLS AND STRIKES WILL NOT BE CALLED.**

**g) NO BUNTING IS PERMITTED.**

**H) THE MANAGER OR COACH WILL PITCH UNDERHAND FROM A STANDING POSITION TO THEIR OWN PLAYERS. THE ARCH OF THE PITCH SHOULD BE A MAXIMUM OF (6) FEET.**

**i) The designated pitcher must have BOTH FEET INSIDE the pitching circle at the time of the pitch. Violation: dead ball (no pitch, no strike)**

**j) The batter is allowed five (5) pitches or three (3) strikes to hit the ball. if the batter does not hit after five (5) pitches or three (3) strikes, the batter will be called out, except for fouling the fifth (5) pitch or third (3) strike. There are no walks.**

**k) The designated pitcher must leave the playing area after the ball is hit, making sure not to interfere with the ball, runner, or fielder. they will remain off the field until the play is stopped. if a batted ball hits the designated pitcher, it shall be ruled a dead ball (no pitch, no strike).**

**l) no stealing or leading off. The runner cannot advance on a passed ball. one (1) warning will be given to each team. the next offense (and subsequent offenses), by either team will result in the runner automatically being called "out".**

**m) INFIELD FLY RULE WILL NOT BE ENFORCED.**

**n) A MAXIMUM OF TEN (10) PLAYERS CAN BE USED ON DEFENSE. THE EXTRA PLAYER WILL BE USED IN NORMAL OUTFIELD DEPTH ONLY.**

**o) THE PLAYER AT THE PITCHER POSITION MUST HAVE AT LEAST ONE (1) FOOT IN THE CIRCLE AND BEHIND THE RUBBER AT THE TIME OF THE PITCH. VIOLATION: DEAD BALL (NO PITCH, NO STRIKE).**

**p) ON DEFENSE, ONE (1) MANAGER OR COACH WILL BE PERMITTED IN THE OUTFIELD TO HELP POSITION PLAYERS, GIVE DIRECTION, ETC.**

**HOWEVER IF THE UMPIRE FEELS THE PROGRESS OF THE GAME IS BEING DELAYED TOO MUCH, THE UMPIRE HAS THE AUTHORITY TO RULE AS HE/SHE FEELS FIT.**

**q) PLAY STOPS WHEN UMPIRE GRANTS "TIME-OUT". FOR UMPIRE TO GRANT "TIME-OUT" THE FOLLOWING MUST HAPPEN: 1) AN INFIELDER HAS POSSESSION OF THE BALL IN THE INFIELD AND THERE IS ANY HESITATION BY RUNNER(S), OR 2) THE PITCHER HAS POSSESSION OF THE BALL AND IS STANDING WITH ONE FOOT IN THE CIRCLE. PLAYERS IN MOTION WILL BE AWARDED THE BASE.**

**r) ON OVERTHROWN BALL, ALL BASE RUNNER(S) MAY ADVANCE ONE (1) AND ONLY ONE (1) BASE AT THEIR OWN RISK, THEN PLAY IS FINISHED. ONLY THE FIRST OVERTHROWN BALL, PER BATTED BALL, WILL ALLOW THE RUNNER TO ADVANCE.**

**s) EXAMPLE: RUNNER ON FIRST BASE ADVANCES TO SECOND ON HIT BALL. THE BALL IS OVERTHROWN AT FIRST BASE WHEN TRYING TO PUT THE BATTER/RUNNER OUT AT FIRST. THE RUNNER AT FIRST WHO ADVANCES TO SECOND ON THE HIT MAY NOW ADVANCE TO THIRD ON THE OVERTHROW AND THE BATTER/RUNNER MAY ADVANCE TO SECOND AT THEIR OWN RISK. THE RUNNERS MAY NOT ADVANCE ANY FURTHER NO MATTER WHERE THE DEFENSE THROWS THE BALL.**

**2. 10 & UNDER DIVISION**

**a) ALL GAMES WILL BE SIX (6) INNINGS, UNLESS SHORTENED BY DARKNESS, WEATHER, FIELD CONDITIONS OR TIME LIMIT. IF SHORTENED BY DARKNESS, WEATHER OR FIELD CONDITIONS AND LESS THAN FOUR (4) INNINGS HAVE BEEN COMPLETED, THE GAME WILL BE RESUMED FROM THE POINT OF SUSPENSION. HOWEVER, IF FOUR (4) INNINGS ARE COMPLETE OR 3 AND ONE-HALF (3-1/2) IF THE HOME TEAM IS LEADING, THE GAME IS COMPLETE.**

**b) NO MORE THAN SIX (6) RUNS CAN BE SCORED IN AN INNING WITH THE EXCEPTION OF THE LAST INNING, WHICH IS THE "OPEN" INNING. UMPIRE SHALL DETERMINE LAST INNING BASED ON TIME LIMIT. IF A TEAM IS LEADING BY TEN (10) OR MORE RUNS AFTER FOR (4) INNINGS OR THREE AND ONE HALF (3-1/2) IF THE HOME TEAM IS LEADING, THE UMPIRE WILL STOP THE GAME AT THE COMPLETION OF THE INNING AND**

**THE LEADING TEAM WILL BE THE WINNER.**

**c) PITCHING DISTANCE WILL BE THIRTY-FIVE (35) FEET USING AN 11" BALL.**

**d) NO PLAYER SHALL PITCH MORE THAN FOUR (4) INNINGS PER GAME.**

**e) AN INNING SHALL BE COUNTED AGAINST THE PITCHER WHEN SHE DELIVERS ONE OR MORE PITCHES TO A BATTER.**

**f) A PITCHER CANNOT BE RETURNED TO THE MOUND ONCE SHE HAS BEEN REMOVED IN THE SAME INNING.**

**g) INFIELD FLY RULE WILL NOT BE ENFORCED.**

**h) A RUNNER MAY LEAVE THE BASE AFTER A PITCH HAS PASSED THE PLATE. IF A RUNNER LEAVES THE BASE BEFORE THE BALL CROSSES THE PLATE, THE UMPIRE WILL NOTIFY BOTH TEAMS OF THE INFRACTION AND RETURN THE RUNNER TO THE BASE FROM WHICH THEY LEFT. THE NEXT OFFENSE (AND SUBSEQUENT OFFENSES), BY EITHER TEAM WILL RESULT IN THE RUNNER AUTOMATICALLY BEING CALLED "OUT".**

**i) IF A RUNNER STEALS A BASE ON THE FIRST INFRACTION OF THE LEAD-OFF RULE AND IS THROWN OUT WHILE STEALING, THE OUT WILL STAND.**

**j) A RUNNER MAY STEAL SECOND (2<sup>ND</sup>) AND THIRD (3<sup>RD</sup>) BASE-ONLY AFTER THE PITCH PASSES THE PLATE (SEE I). NO STEALING OF HOME WILL BE PERMITTED. ON ANY PICK OFF PLAY BY THE CATCHER, ANY RUNNER(S) CAN ONLY ADVANCE AS FAR AS THIRD (3<sup>RD</sup>) BASE. NO ADVANCEMENT TO HOME BASE OTHER THAN A BATTED BALL OR FORCED WALK IS PERMITTED.**

**k) ON A THIRD (3<sup>RD</sup>) STRIKE, THE BATTER IS OUT WHETHER THE CATCHER CATCHES OR DROPS THE BALL.**

**l) A MAXIMUM OF TEN (10) PLAYERS CAN BE USED ON DEFENSE. THE EXTRA PLAYER WILL BE USED IN NORMAL OUTFIELD DEPTH ONLY.**

### **3. 12 & UNDER DIVISION**

**a) ALL GAMES WILL BE SIX (6) INNINGS, UNLESS SHORTENED BY DARKNESS, WEATHER, FIELD CONDITIONS OR TIME LIMIT. IF**

**SHORTENED BY DARKNESS, WEATHER OR FIELD CONDITIONS AND LESS THAN FOUR (4) INNINGS HAVE BEEN COMPLETED; THE GAME WILL BE RESUMED FROM THE POINT OF SUSPENSION. HOWEVER, IF FOUR (4) INNINGS ARE COMPLETE OR 3 AND ONE-HALF (3-1/2) IF THE HOME TEAM IS LEADING, THE GAME IS COMPLETE.**

**b) IF A TEAM IS LEADING BY TEN (10) OR MORE RUNS AFTER FOUR (4) INNINGS OR THREE AND ONE HALF (3-1/2) IF THE HOME TEAM IS LEADING, THE UMPIRE WILL STOP THE GAME AT THE COMPLETION OF THE INNING AND THE LEADING TEAM WILL BE THE WINNER.**

**c) PITCHING DISTANCE WILL BE FORTY (40) FEET USING A 12" BALL.**

**d) A PITCHER MAY BE REMOVED FROM THE PITCHING POSITION AND RETURN BACK TO THE PITCHING POSITION ONE (1) TIME PER GAME.**

**e) A MAXIMUM OF TEN (10) PLAYERS CAN BE USED ON DEFENSE. THE EXTRA PLAYER WILL BE USED IN NORMAL OUTFIELD DEPTH ONLY.**

**4. 14 & UNDER DIVISION**

**a) HIGH SCHOOL RULES, WITH LIMITED EXCEPTIONS PITCHING DISTANCE WILL BE FORTY (40) FEET USING 12" BALL.**

**b) FREE SUBSTITUTIONS. CONTINUOUS BATTING ORDER MAY BE USED AT COACHES DISCRETION. PLAYERS FORCED TO LEAVE THE BATTING ORDER DUE TO INJURY OR ILLNESS WILL BE CONSIDERED OUT PER HIGH SCHOOL RULES.**

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