



MIKE KOLEAN MEN'S SOFTBALL TOURNAMENT TOURNAMENT RULES & GENERAL INFORMATION

GENERAL INFORMATION:

1. **Tournament Structure:** Double Elimination. Games will start on the hour, so be prepared to play right at your start times.
2. **Inclement Weather:** In the event of inclement weather, call the Weather Cancellation Line at 616-748-3235, visit our website (<http://recreation.zps.org>), or check our social media pages (Facebook, Twitter, Instagram). An email will also be sent to team managers. If games are postponed, the remaining tournament games will be moved to the following Saturday, August 19th.
3. **Team Manager Expectations:** All teams will have a manager who is responsible for collecting fees, turning in a roster, following league rules, seeing that his/her players act in a sportsmanlike manner, and responds to emails and phone calls from the Zeeland Recreation office in a timely manner. All discussion between teams and the Recreation Department should be handled through the team manager.
4. **Ejections:** Any player/coach ejected from a game will automatically be suspended for the remainder of the tournament.
5. **Smoking & Alcohol:** Smoking and drinking alcoholic beverages are prohibited on Zeeland Public School property.
6. **Roster Limitation Rules:** Players are not allowed to play for more than one (1) team. In order for a person to play on a team, their name must be on the roster that was submitted to the Zeeland Recreation. You may have as many as 18 players on a roster. If a team violates any of these roster rule, that game is automatically forfeited and the opposing teams get a "win".
7. **Start of Game Rules:** Teams not ready to play at their scheduled starting times will forfeit that game. A five-minute grace period will be given (ex: ready to play at 8:05 rather than 8:00). You must have at least eight (8) players to start a game. Teams with seven (7) or less players at the start of the game automatically forfeit unless their opponent approves the start of the game and accepts whatever result comes from that game. A team playing with eight (8) or less players will automatically be the visiting team (bats first) and have the 10 run mercy rule in effect starting in the first inning.
8. **Scoreboard Controller:** Home teams will be the official scorekeeper and must manage the scoreboard in-between innings (home team is decided by pre-game coin flip).
9. **Metal Spikes:** No metal spikes allowed.
10. **Age Eligibility:** All players must be 18 years old or older to play.
11. **Bats and Balls Rules:** Only A.S.A legal bats are allowed. The "Worth Hot Dot" softballs will be used.

RULES:

ASA Official Softball Rules Apply, with the exception of the below "local rules"

12. **Home Team:** The home team is determined by a pre-game coin flip conducted by the umpire with both team captains present.
13. **Game Time Limits:** No new innings can begin 60 minutes after the first pitch. The 60-minute begins on the first pitch of the game. If an inning is in process when the 60-minute time limit arrives, the top and bottom of that inning may be finished. However, if an inning ends with five (5) minutes or less remaining in the 60-minute game time limit, the "Flip-Flop Batting Order Rule" is in effect (see rule #3 for details), and the losing team bats in the top half of the inning (no matter how many runs they are behind). Ties at the end of the 60-minute time limit or last inning will go as a "tie" in the league standings for both teams (no extra innings).



14. **Roster Size @ Game Time:** A team will be allowed to play with eight (8) players. A team with seven (7) players or less can only play the game with approval from the opponent on site prior to the start of the game. However, the team with eight (8) or less players will automatically be the visiting team (bats first) with the 10 run mercy rule in effect starting in the first inning. The 10 run mercy rule will be in effect for the team with eight (8) or less players starting in the first inning. However, the mercy rule for the legal team (nine or 10 players) will only be in effect after five innings or the normal (10) run rule. A team that cannot meet this requirement at the start or at any point during the game shall forfeit the contest.
15. **Batting Order Rules:** Even though only 10 players can play on the field defensively, a team can have as many players as they want in the batting order (as long as all players in the batting order are on their roster). Those playing defense are interchangeable at any time. If a player is removed from the batting order, they can only re-enter the game and batting order if a player is seriously injured and it results in the injured player not being able to continue and there are no other substitutes available.
16. **Last Inning Flip-Flop Batting Order Rule:** If an inning ends with five (5) minutes or less remaining in the 60-minute game time limit, the trailing team bats first to start the last inning, no matter how many runs they are trailing by (even if they're the home team). This rule is in effect to help games later in the night start on time.
17. **Mercy Rules:** A game will be determined and declared official if one team has a 20 run lead after three (3) complete innings, a fifteen (15) run lead after four (4) complete innings or a 10 run lead after five (5) complete innings.
18. **Home Run Limit:** Three (3) over the fence home runs are allowed for each team per game. The fourth over the fence home run and any home run after that will automatically be called an "out". The walk-off rule is in effect, so batters who hit the home run are not required to round the bases if they don't want to.
19. **Courtesy Runner Rule:** There will be one courtesy runner allowed per inning. The courtesy runner can be any runner on your roster (it does not have to be the last player to record an out). If the courtesy runner is still on base when his/her spot in the lineup comes up, an automatic out occurs, the runner is removed from the base paths, and then that runner takes their scheduled turn to bat in the batting order. **Exception: If a player is removed due to injury.*
20. **Pitch Arc Rules:** 12' maximum arc on pitches and minimum 6' arc (from the ground).
21. **Balls, Strikes & Foul Ball Rules:** All batters will begin with a 1-1 count. Two foul balls are allowed per at-bat, with a batter being called "out" on a 3rd foul ball. A third ball equals a walk. If a team wants to intentionally walk a batter, they may do so by informing the umpire and that batter will be awarded first base. Definitions of balls and strikes:
 - a. Balls: Any pitch that is thrown above 12' in height, below 6' in height, hits home plate, lands outside the horizontal boundaries of home plate, or lands behind the "strike" line behind home plate. The "strike line" is a line that is marked 24" behind the back point of home plate.
 - b. Strikes: Any pitch that is thrown under 12' in height, above 6' in height, and lands inside the horizontal boundaries beyond home plate and in front of the "strike line" behind home plate (without hitting home plate). The "strike line" is a line that is marked 24" behind the back point of home plate.
22. **Pitching Rubber Rules:** Pitchers may pitch without having a foot touching the rubber if they desire, as long as they are directly behind the rubber and within five feet of the rubber. No pitch may be thrown in front of the pitching rubber without having at least one foot contacting the pitching rubber.
23. **Rocket Rule:** You must finish games with the same amount of players you started with in the batting order. *Exception: Injury*
24. **International Tie-Breaker Rule:** If there is a tie game and there is still time remaining after seven (7) complete innings, each team will have a runner start the inning on second base. The runner must be the last batter to record an out in their lineup.
25. **Collision Rule:** Umpires have been instructed to watch for collisions, particularly at home plate and second base. Base runners must make every effort to avoid collisions with fielders. Anyone intentionally colliding with a fielder may result in an ejection.