



## Mike Red Softball Tournament

### Tournament Rules

*Games start at the scheduled time. Games are a maximum of 75 minutes. Pregame warmup could be limited, depending on game time. The Umpire(s) control all aspects of the game including game time, making calls, and enforcing tournament rules. Please read all tournament rules below before playing in any game.*

**PLAYERS** – No designated hitters(DH). For injured players if they are able to hit, they must get to first base then a replacement runner can take his place (LAST OUT).

**TEAMS** – Ten-man softball (with rover), unlimited batting order. Maximum 18 players per team. Players can play for one team only.

**EQUIPMENT** – No metal cleats.

**PITCHING** - Gimmie pitch at all times (no lob balls). Must have arc on pitch. No Arc pitches will be awarded a ball. Deliberate fast pitch, first base awarded.

**PITCHING CAGES** – Pitching cages are not mandatory. A pitcher can decide to use it for the entire game, part of the game, or not at all. If a hit ball hits the pitching cage, it will be considered a foul ball. If a batter hits the pitcher's cage with two strikes, he will be called out. Should the pitcher not decide to use the cage the ball is in play at all times. If the pitcher decides to use it, it must be placed completely in the circle, and on the glove hand side of the pitcher.

**GAME PLAY** – No bunting. No faking plays. No deliberate contact. No base stealing. Sliding is permitted.

**THE COMMITMENT LINE** – Player can return to third base if crossed only to tag up.

**THIRD STRIKE** – Will be automatically out. The player will be allowed two foul balls after the second strike. Batter will be call out after the third foul ball.

**EXTRA INNINGS:** If there is a tie game, extra innings will start with man on 2nd (last out from the previous inning). The extra inning will start with 1 out, and a 1 ball, 1 strike count on every batter.

**UNSPORTSMAN LIKE CONDUCT** – Players who conduct themselves in an unsportsmanlike manner during the course of the game shall at the discretion of the umpire be ejected from the game and possibly the tournament. If the player continues to make a nuisance of himself from the stands, the umpire at his discretion may forfeit the game to the other team.

**ZERO TOLERANCE OF AGRESSION TOWARDS UMPIRES** - There will be only one warning to a player for aggression towards umpires. If the aggression continues after the first warning, the player will be ejected from the game. If aggression continues after the ejection, his/her team will lose their game by default and team could be permanently removed from the tournament.