

SOFTBALL FOR SUTEK MEMORIAL TOURNAMENT



RULES

Team:

Each team can play with a minimum of 8 players and a maximum of 10 players on the playing field. The teams must have at least 3 females on the field at all times. The minimum number of players on the team roster is 10 and the maximum number of players on the team roster is 15. Each player must bat and field once per game.

Equipment:

Bats and game balls will be provided. Players may bring their own bat only if it is an official NSA sanctioned bat. Shoes must be worn. NO METAL SPIKES may be used.

Referee's Authority:

The referee has authority to rule promptly, in the spirit of good sportsmanship, on any situation not specifically covered in the rules. The referee's decisions are final in all matters pertaining to the game.

Playing Time:

The game shall consist of 6 innings or a 50-minute time limit, whichever comes first. A new inning shall not begin after the time limit, but an inning already started will be finished.

Mercy Rule:

If a team is ahead by 15 runs after 3 completed innings, or 10 runs after 5 complete innings the game is over. The leading team will be awarded with a win.

Players and Substitutes:

A team may field a maximum of 10 players. Each team must have 8 players present to start or continue a game. Once the batting order has been set, it cannot be changed. Substitutions can be made at any time. All players must bat.

Batting Order:

The batting order is alternating by every two. (male, male, /female or female, female /male). A female player must always bat after every two males have had an at bat, or a male player must always bat after every two females have had an at bat. Essentially, there are two separate batting orders. If there is a disparity between the number of males and females on a team, the rotation remains the same. For example, if a team has 3 females but 9 males, the 3 female players will continue to bat through to keep the order male, male/female or female, female/male.

Walks:

If a male batter is walked (intentional or not), the next batter (a female), has the option of batting or taking a walk. If the female chooses to bat, the male will remain on first base.

Batting Count:

A player will begin each turn at-bat with 1 ball and 1 strike. Foul balls count as strikes, including the third strike.

Foul Balls:

The batter is declared out if they hit 2 foul balls after having two strikes.

Bunting:

No bunting or chopping the ball is allowed. Penalty: Automatic out. Runners may not advance.

Homeruns:

Each team is limited to 1 home run hit over the fence on the fly per inning. Each home run hit over the fence on the fly afterwards, in that inning, shall be counted as an out. ("Inside-the-park" or deflected homeruns do not apply).

Pitching:

The ball shall be delivered with perceptible arc of at least 6 feet from the ground and not more than 12 feet from the ground. The pivot foot must remain in contact with the pitcher's plate until the pitched ball leaves the hand. The ball must be delivered to the batter on the first forward swing past the hip. The pitcher may take only one step before releasing the ball, and the pivot foot must be in contact with the designated pitcher's plate area for the duration of the pitch. In all instances where these guidelines aren't followed, the umpire shall call illegal pitch loud enough for the batter and catcher to hear. A ball will be automatically awarded unless the batter swings.

Strike Zone:

For each legally pitched ball touching any part of home plate or the mat will be declared a strike.

Base Running:

Base runner(s) may not leave their base until the pitch reaches home plate. There is no stealing. When the ball is in play and is overthrown out of play, one base shall be awarded to each base runner. When a ball is carried into dead ball territory, the ball is dead. All runners advance one base beyond the base they occupied at the time of the dead ball. Pinch runners are allowed only if the batter is injured. Pinch runners will be the last recorded out. If a player is removed for a pinch runner, they must sit out the duration of that game.

Collisions:

The offensive player (the runner) is to avoid all collisions. In the event of an avoidable collision, the runner shall be ruled out. The umpire shall have discretion to decide what is an avoidable collision. In the event a collision occurs where the fielder caused an unavoidable collision in the process of playing his position, the runner is not to be called out.

Sliding:

Sliding is permitted, but must avoid a collision with the fielder.

Fun:

The most important rule of the tournament is to have fun. Gregory loved playing this game and playing on this field. So let's commemorate him the right way and have a good time!

*Standard NSA rules apply, unless stated in the adaptations above.

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