**ALCOHOL RULES**

• **NO Alcohol is allowed to be brought into Brighton Complex Fields**

• **No player, coach, manager or spectator will be allowed to participate or remain in the park if acting in an intoxicated manner.**

• **Players that bring in alcohol will be automatically ejected for the game.**

• **Spectators that bring in alcohol must leave the fields**

• **Anyone caught with outside alcohol may be subject to a citation from Brighton Police Department..**

• **Alcohol purchased not allowed in dugouts or on the fields.**

• **Violation of this rule will result in the batter being called out if the violation occurs while the offensive team is at bat.**

• **Violation of this rule by the team that is on defense will result in the first batter being recorded as an out at the start of the next half inning.**

• **If a team violates the no alcohol rule twice in one game, the game will be considered over and the violating team will lose by forfeit.**

• **Players should not drink alcohol during their scheduled game.**

Team managers and/or coaches are responsible to make all team members aware of the league rules. League Rules are available on the U Got This web site. www.ugotthistournament.com

U Got this Organization is not responsible for lost or stolen items.

All participants and spectators must abide by City of Brighton ordinance, Brighton complex field rules,

U Got this tournament rules and regulations at all times.

All players participating in this program assume liability for the inherent risks involved in this physical activity.

**Rosters**

**All players must be at least 18 years of age**

**Team Rosters will be OPEN for the tournament till the 1st game, After the rosters will be closed for the tournament.**

• Team managers must submit all additions prior to game time.

• All roster changes must be made at the softball field through the Field Supervisor. (Frank Hernandez)

Only if any injury occurs can both Team Captains agree the team handicapped can add a player to replace the injured player.

**Roster Protest – penalty is an out for either team**

• The player(s) in question must provide proper identification by the beginning of the game (time limit is 5 min)

• Failure to provide proper identification will result in removal of player and automatic out

• If during the game, the player(s) are determined to be not on the roster, then the player is removed and is not permitted to play in the field or bat and the team will be charged with an out when said player is scheduled to bat (no out charged if a legal substitute is available).

If the player is able to provide ID and on the list, then the protesting team will be penalized with an out before the first batter on the following inning.

**Equipment**

**Jewelry** – MUST BE COVERED - Players must cover or remove all jewelry,

**Bats**

• Bats allowed for use in league play must be slow pitch bats and must abide by the 2015 ASA Bat Rules.

• The Umpire shall inspect the bats prior to the first pitch.

• Use of illegal bat(s) shall result in an out.

• It is the responsibility of the player(s) who arrives after the game has begun to have his/her bat(s) inspected prior to using the bat.

**Bases – 65 feet – Pitching Rubber – 50 feet**

A safety (double) first base shall be used in all games.

• The safety base shall be positioned so that the white portion is where first base would normally be (in fair territory) and the orange colored base should be in foul territory.

• Any batted ball hitting the white portion should be fair and any ball hitting the orange part should be foul.

• On the initial throw to first base from the infield or outfield the batter runner must touch the orange portion of the base.

• The defensive player must always touch the white portion.

This rule is in effect only on the initial play at first base which does not include:

• Returning to the base after over running.

• Running to first base when the ball is hit to the outfield.

• Re-tag to advance on a fly ball.

**Shoes**

• Molded cleats or tennis shoes are allowed.

• Detachable plastic cleats are allowed provided they attach into the shoe and do not violate the A.S.A specifications

• Metal cleats are prohibited.

• Shoes must be worn by all players.

**Uniforms**

• Players should wear similar colored shirts with non-duplicating numbers. (numbers are required for my scorekeepers to properly keep score)

• Players must wear a shirt, pants and/or shorts in order to participate in the game.

**The Game**

**Pitch Count**

• **All Games will be played starting with a 1-1 ball-strike count.**

• **One courtesy foul ball will be allowed when the count is at strike 2.**

**Tie Game – One Pitch**

• If the score of a regulation game is tied at the end of 7 innings or when time limit has expired, the Tie Breaker Rule shall

be in effect.

• Starting with the top of the 8th inning or after the time limit has expired, and each half inning thereafter, the offensive team

shall begin its turn at bat with a ONE PITCH COUNT and with the player who batted last in the previous inning being

placed on second base, with no outs.

• There will NOT be a courtesy foul ball allowed.

• If the pitch is called a ball, the batter walks

• If the pitch is called a strike the batter is out

• If the pitched ball is hit by the batter and is ruled a foul ball, the batter is out.

• If the game is still tied after one (1) inning of extra play, each subsequent inning will begin its turn at bat with the player

who batted last in the previous inning being placed on 3rd base with no outs.

**Home Runs**

• D-Rec –3 home run per game per team.

• When a home run over the fence has been hit, the batter will touch first base only

• All runners on base at the time of the home run will advance to the next base only

• All runs will be recorded

• When the home run limit has been reached, all other balls hit over the fence by that team will be ruled an out.

• Any fair fly ball touched by a defensive player which then goes over the fence in fair territory will be declared out of play and one base advance is given to the runners and shall not be included in the total of over-the-fence home runs

• Any time the batter is ruled out due to the home run rule limit, the ball is dead and no runners can score or advance.

The choice of first bat (Visitors) or last bat (Home) in the inning shall be decided by a toss of a coin unless

• A regulation game shall consist of seven innings or a time limit of one hour.

• A ten (10) minute grace period for the first games of the tournament with the game clock starting at game time.

• All other games shall have a five (5) minute grace period in which the game clock shall start at the scheduled game time.

• However, during this grace period teams will not take the field until each team has at least eight players present. After the five (5) minutes have elapsed both teams must have a minimum of eight (8) players present otherwise the game shall end in a forfeit.

• A full 7 innings need not be played if the team second at bat scores more runs in 6 1/2 innings and/or before the third out in the last of the seventh inning, or the 10 Run Rule or 15 Run Rule is applied.

**10 - Run Rule**

• If one team is ahead of the other by ten (10) or more runs at the completion of five (5) innings the game is officially over.

• If the home team is ahead by ten (10) or more runs at the end of four and one half (4 1/2) innings, the game is officially over.

**15 - Run Rule**

• If one team is ahead of the other by fifteen (15) or more runs at the completion of three (3) innings and a minimum of 45 minutes have expired from the one hour time limit the game is officially over.

**Completed Game**

• A game called by the umpire shall be regulation if five or more complete innings have been played or if the team second at bat has scored more runs in four or more innings than the other team has scored in five or more innings.

• The umpire is empowered to call a game at any time because of darkness, rain, fire, panic, or other causes which place the patrons or players in peril.

• Games that are not considered regulation play shall be resumed at the exact point where they were stopped.

**Forfeited Game**

• A forfeited game shall be declared by the umpire and/field supervisor in favor of the team not at fault in the following cases:

• A team fails to appear on the field.

• One side refuses to continue to play after the game has begun.

• After play has been suspended by the umpire, one side fails to resume playing within two minutes after play ball has been declared by the umpire.

• After warning by the umpire, any one of the rules of the game is willfully violated.

• The order for the ejection of a player is not obeyed within a reasonable timeframe.

• The ejection of a player or players from the game by the umpire which results with fewer than 8 players on either team.

**Runs Scored**

• A run shall not be scored if the third out of the inning is a result of:

• The batter-runner being put out before legally touching first base.

• A runner being forced out due to the batter becoming a batter-runner.

• If there is no force out and a run is scored prior to a runner being called out on a time play, the run will count.

• A runner leaving base before the pitched ball reaches home plate or before the pitched ball is batted.

**Players**

• All players must be eighteen (18) years of age to participate.

• A minimum number of 8 players is required to start and finish a game

• The maximum number of players allowed on defense is 10

• If a team starts with 8, 9, or 10 (in coed) players, they will not be charged with an out for the missing player(s). (but batting male to male rule still applies)

**A courtesy runner** shall be allowed an unlimited number of attempts during the inning and shall be granted for any reason.

• The courtesy runner must be the last recorded out, or the out before that batter if the first out is due to bat, or the batter farthest in the order from the player needing the courtesy runner and must be entered prior to the first pitch to the next batter.

• The use of an ineligible courtesy runner shall result in the removal of the runner from the base and an out being recorded on the player whom he/she replaced.

• A courtesy runner whose turn at bat comes while he/she is on base will be out.

• He/she shall be removed from the base and come to bat.

• A second courtesy runner cannot be substituted at this time.

• In Coed, the courtesy runner must be replaced by runner of same gender.

**Additional Hitter**

• Teams opting to use an AH must insert the player on the lineup card prior to the game starting.

• The batting order must remain constant; however, any 10 of the 14 players may take a defensive position throughout the game.

• If the AH is used, the team can finish the game with eight (8) players. The team will be charged an out when any of the missing players, including the AH(s), is scheduled to bat.

• **It is not mandatory that a team use the additional hitter(s).**

• **All players listed on the line-up card must be present and in the dugout at the start of the game.** Any player(s) arriving after the start of the game may enter the game as an additional hitter (14 batters maximum) or as a substitute.

**Injured Player**

• If a player is injured during the game and is unable to continue, the team will not be charged with an out when that player’s turn comes up in the batting order if the team is unable to replace the injured player with a legal substitute. Once the injured players turn at bat has passed, the injured player may not return for the remainder of the game and the team may not replace the injured player.

• If a player is injured during the game and may be able to continue, the team will be charged with an out when that player’s turn comes up in the batting order.

• The player may return to the game at any point in time provided the team takes an out if the injured player cannot take his/her turn at bat.

**Ejection of a player – does not result in an automatic forfeit**

• If a player is ejected, that player must leave the field/dugout in a timely manner and may be required to leave the complex as determined by the Umpire and/or Field Supervisor

• If the ejected player cannot be replaced in the batting lineup by a legal substitute, an out will be taken each time the ejected player’s turn comes up to bat and if the team will have to play one player down on defense regardless of whether they are using an additional hitter(s)

• If the ejected player brings the team below the minimum number of 8 players, the game will be declared a forfeit and the score will be recorded as 10-0 in favor of the team not at fault

**Co-ed**

• Teams must start and finish the game with a minimum of 3 men and a minimum of 5 women.

• Teams may start with 8 players - 5 female and 3 male;

• Teams will not be punished with an out for missing female players.

• Teams may bat females back to back.

• Teams MAY NOT bat males back to back.

• Co-ed teams will bat females back to back only when they are using a batting lineup with more females than males.

• A team beginning play with less than 10 players may add the 9th and 10th players at any time.

• The player need not appear in the field before batting but must assume the 9th and 10th position(s) in the batting order.

• Players may play any position on defense.

• The maximum number of women playing defense is 7 and men playing defense is 5.

• All 4 outfielders must remain behind the painted arch in the grass until the ball is hit.

• If an outfielder crosses the line prior to the ball being hit and, a delayed dead ball shall be signaled.

• The offense shall have the option of taking the result of the play or awarding the batter first base.

• Coed Teams may not have more than 6 infielders. Including pitcher and catcher.

• All 6 infielders must be in the dirt until the ball is hit.

• If an infielder leaves the dirt prior to the ball being hit, a delayed dead ball shall be signaled.

• The offense shall have the option of taking the result of the play or awarding the batter first base.

**Coed - Walks**

• On any walk to a male batter (intentional or not) he will immediately advance to second base.

• The next batter, a female, must bat unless there are two outs.

• If there are two outs, the female batter has her choice of batting or advancing to first base until the time of the first pitch; after the first pitch she must bat.

**Coed - Additional Hitter (AH)**

• The batting order must remain constant; however, any 10 of the 14 players may take a defensive position throughout the game.

• **It is not mandatory that a team use the additional hitter.**

• The "ASA Male Dominance Rule" will not be used in this coed tournament.

**Substitution of Players**

A starting player maybe replaced with a legal substitute once and then re-enter the game once. Once the legal substitute is replaced by the original starting player, the same legal substitute may re-enter the game one more time.

• The manager of the team or the substitute player making the substitution should immediately notify the Umpire.

• If for any reason the Umpire is not notified of the substitution and the change is not announced, the substitute will be considered in the game as follows:

• If the batter, when he/she takes his place in the Batter’s Box.

• If a fielder, when he/she takes the place of the substituted fielder.

• If a runner, when he/she takes the Base Runner’s place on the base he/she was holding. In Coed, the substitute must be of the same gender.

• If a pitcher, when he occupies the Pitcher’s Plate and delivers a practice pitch.

• Whether a substitute is announced or not, when he/she assumes one of the above replacements of a player, any play made by or on this player shall be Legal.

• Each pitcher whose name is entered on the original lineup and batting order, or who is announced as a Substitute Pitcher, or who takes a position on .the Pitcher’s Plate and delivers ONE PRACTICE PITCH, must then pitch to the first batter facing him until the batter has completed that turn at bat, or the side has been retired.

• If an ejected player is discovered participating in the Game from which he was ejected, the Game is declared a forfeit.

**Substitution Re-entry**

Any of the starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever he is in the lineup. A substitute who is withdrawn may not re-enter. All re-entry by any starter must be reported to the Umpire and Scorekeeper at the time of re-entry. THERE IS TO BE NO PENALTY FOR UNANNOUNCED, PROPER RE-ENTRY.

**Improper Re-entry**

ASA Rules apply

**Batting Order**

**ASA rules apply unless otherwise noted**

Each player of the side at bat shall become a batter in the order in which his/her name appears on the lineup card.

• The batting order of each team must be on the lineup card and delivered by the manager or captain to the official scorekeeper **5-10** minutes before game time.

• The batting order delivered to the scorekeeper must be followed throughout the game unless a player is replaced by a substitute. Substitute players must take the place of the removed player in the batting order.

• When the third out in an inning is made before the batter has completed his turn at bat, he/she shall be the first batter in the next inning and the ball and strike count on him shall be canceled.

**Protest – Penalty is one out for either team**

• The notification of intent to protest must be made before the conclusion of the game.

• The manager, acting manager, or captain of the protesting team shall immediately notify the plate umpire and the Field Supervisor that the game is being played under protest.

• The plate umpire shall in turn notify the opposing manager and official scorekeeper.

• The official protest must be prior to the first pitch

• protests will not be considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire.

• The scorekeeper will keep track of the time it took to make the protest, and this time will not count toward the one (1) hour time limit.

• The protest form will be submitted to the Supervisor/Sports to be acted upon.

The decision on a protested game shall result in one of the following:

• The protest is considered to be invalid and the game score stands as played.

• When a protest is determined to be valid because of the misinterpretation of a playing rule, the decision

will be corrected and the game shall be replayed from the point at which the incorrect decision was made and the protesting team will be charged an out.

• When a protest for ineligibility is determined to be valid, the offending team shall be charged an out

**Blood Rules**

• A player, coach or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from further participation in the game until appropriate treatment can be administered.

• If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game.

**Conduct**

• No player, coach, manager or spectator will be allowed to participate or remain in the park if acting in an

intoxicated manner.

• All players will abide by the officials' decision.

• If a player or manager is ejected from the game, that player or manager must leave the field immediately. The field supervisor may allow the player to remain in the area only if the ejected player exhibits sportsmanlike conduct.

• No player, coach, spectator, or manager shall physically attack or act as an aggressor towards any person, player, spectator, Umpire, or City employee. PENALTY: Officials are required to immediately eject player(s) from further play and report such player(s) to the League Officials.

• All players, coaches, managers and spectators will abstain from the use of vulgarity, racial slur, verbal abuse, threats, or unsportsmanlike conduct while participating in a City of Westminster Activity.

• No player, coach, or manager will be allowed to participate if acting in an intoxicated manner.

• No smoking while on the field of play, including base coaches, in the dugouts, or in any seated area of the complex.

• Captains, managers, and/or coaches are held responsible for their team's conduct.

• Teams are responsible for their spectators' conduct.

• Anytime a game gets out of hand, the umpires or league officials have the authority to call the game.

• Coaches and/or managers are responsible for keeping the players' bench clear of all persons except players and those who are directly associated with the team. Two bat boys/girls are allowed per team. We recommend that the bat boys/girls be at least ten (10) years old and, as an added safety precaution, we also recommend all bat boys/girls wear batting helmets. Coaches and/or managers are responsible for the bat boys'/girls' conduct and proper execution of their duties. Umpires and the league officials are authorized to enforce this rule.

• All teams are to warm up in the outfield or in designated areas outside the field of play. No infield practice will be permitted. "Pepper" or any other warm-up that involves hitting a ball into a fence is prohibited.

• Elastic Power - Any and all situations not specifically covered in the rule book shall be acted upon by the

Recreation Supervisor/Sports and all such action taken shall be final

**U Got This Tournament Rules and Regulations**