

SPORTSFEST XXII
Saturday, April 2nd
Sunday, April 3rd

CO-ED SOFTBALL RULES

BATTING:

1. Hitting team will furnish their own pitcher. Batter is allowed 3 pitches to hit the ball fair or is declared out.
2. No bunts are allowed. Batter must take full swing or else the pitch counts as a strike.
3. Pitcher must stand in the designated pitching area.
4. Should the pitcher, in any way, make contact with a ball that is in play, the play is ruled dead and the batter is out.
5. After the 3rd out each team is allotted 90 seconds to switch sides. The next half inning will begin as soon as the fielding team is ready or after 90 seconds, whichever is shorter.
6. If the hitting team is not ready, they lose a pitch. Thus, the first batter has only 2 pitches.
7. The pitcher may pitch the ball, even if the fielding team is not ready, if the umpire calls that the 90 second interval has expired.

BASE RUNNING

1. The base runner MUST be standing on the base until the batter has made contact with the ball.
2. **NO SLIDING**
3. If the base runner is not able to return to the base in time after a pitch, the catcher may throw the ball to the base defender in order to attempt to tag out the base runner.
4. Should a base runner, in any way, make contact with a ball that is in play, the base runner is out.
5. An overthrown ball that goes beyond the playing field if ruled dead will award one base to the base runners.
6. Hits rolled or interrupted by another field in the playing field will award two bases to the base runners. Excludes other softball fields.
7. If the runner and the ball reach the base simultaneously, the runner is awarded with the base and is safe.

FIELDING

1. The fielding must have a minimum of 8 and a maximum of 9 players on the field at a time. There must be at least 4 males and at least 4 females on the field at all times.

2. The fielding team must have a catcher positioned behind home plate to retrieve the pitches. The remaining players may be positioned at the team's discretion.

SUBSTITUTIONS

1. Free substitutions are allowed; however, the substituted player **MUST** remain in the game for a minimum of two innings and have at least one at bat.
2. Substitutions may only be made in between innings.
3. A substituted player will replace the player he/she substituted in for the batting order.
 - NOTE: Substitutions must be boy-boy or girl-girl.

WRISTBANDS & IDs

1. Wristbands must be worn at all times for all competing players.
2. If there is a lost wristband, \$2 penalty will be assessed to the competing player.
3. If wristband is broken but still held, wristband will be replaced at no additional cost.
4. Wristbands and IDs will be asked and accounted for before every game.

TIME/INNING LIMIT

1. Each game will be consisted of 5 innings.
2. If the game is going longer than expected, the time limit on the game will consist of 1 hour.
 - a. If it exceeds past this time, if the team currently batting is losing, the game will end if
 - i. Batting team is losing by more than 10 runs or;
 - ii. Batting team records 3 outs.
 - b. If it exceeds past this time, if the team currently batting is winning, the game will end.
3. It will be upon softball coordinator's discretion to end the game (i.e. team losing by more than 10 runs).

LINE-UP

1. Batting line-up will consists of boy-girl-boy-girl (etc.)
2. The players that will be batting will be the ones that were playing on the field.
3. There will be a nine-person batting line-up. There must be at least 4 males and at least 4 females in your batting line-up at all times.
4. If the team has an insufficient amount of players of one gender, then that team must "recycle" those players of that gender. For example, if there are not enough girls, then the team must re-use the girls that have already been used in the line-up to keep the boy-girl-boy-girl rotation.

GENERAL

1. There will be a maximum of 15 players per softball team.

2. Pre-game warm-ups should be 7 minutes per team. Games will start as scheduled (no exceptions). Therefore it is up to the team captains to agree on a time for warm-up.
3. **Teams must register at least 1 hour before game begins.** Teams should be one hour early prior to scheduled game.
4. Teams are allowed a 10 minute grace period to arrive at their scheduled field. After the 10 minute grace period is over, the team forfeits the game.
5. Arguing with the umpires will not be tolerated. Players may be ejected for arguing. Continuous arguing may result in a team disqualification.
6. Teams must supply their own equipment (i.e. softballs, bats, gloves, etc...). **NO metal cleats are allowed. NO baseball bats are allowed.** Helmets are preferred, not required.
7. If metal cleats are found on any player, the entire team may be subject to disqualification.
8. Each participating team is responsible for officiating their assigned games. This will help prevent delays in starting the games. Teams that do not officiate their designated games will be subject to forfeit their next game.
9. **No fighting will be tolerated.** Any fighting, with players or umpires, is grounds for immediate ejection from the tournament and forfeiture of payment.
10. Protests:
 - All matters of question shall be referred to the sports director and coordinator for a ruling.
 - **A \$25 deposit is required before a protest is made. If you win the dispute, you will be refunded your money.**
 - Protest must be made “on the spot” or before the game ends.
11. At least 6 Pilipinos must be in the game at all times. Failure to comply with this rule or any rule will be given a verbal warning by the softball director or event coordinator. Continued violations will result in ejection from the tournament. (see Registration Packet, “Filipino Rule”)
12. Total runs scored during the preliminary rounds will be used for ranking teams with identical records.
13. All players must register **BEFORE THEIR 2ND GAME** in order to compete in playoffs. Non-registered players caught competing will result in that team’s disqualification of the tournament.

Note: Rules are subject to change.