

# 2020 Softball Spectacular Tournament Rules

1. In pool play, the team listed first will occupy the first base dugout. A pre-game coin flip will determine the home team. In bracket play, the highest seeded team will be the home team and will occupy the third base dugout. If two teams with equivalent seeds meet, a coin flip will determine the home team.
2. To facilitate a clean exchange of teams with maximum distancing between games, there is a 70-minute DROP DEAD time limit on all games except the tournament championship game in each division. The time starts when the home plate meeting breaks. When the 70-minute mark is reached, the game ends and the result is recorded. The tournament championship game is time limited at 1:20, with no new inning beginning after 80 minutes. Consolation finals are time limited at 70 minutes with no new inning beginning after 70 minutes. Please hustle on and off the field between innings!
3. Games will be 6 innings, unless shortened by the time limit. Four innings will constitute a completed game in the event of a rain out. In pool play, two points are awarded for a win and one point for a tie. There CAN be ties in pool play, but not in bracket play. In bracket play only, the international tie breaker will be used after 6 innings or the time limit, whichever comes first.
4. The mercy rule is a 12-run differential after 3 innings, 10 after four innings, and an 8 after 5 innings. The home team will keep the official score. There will be no infield practice before games. Teams may use the edges of the field for grounders or the outfield for fly balls. Every effort will be made to start games promptly at the scheduled times. Please report your game scores to the tournament tent after your game.
5. Game balls will be labeled "H" and "A". Defensive teams will use only the balls that correspond with whether they are the home or away team. Leave all game balls at home plate following the game.
6. Use of sunflower seeds, gum, shared water sources, snacks, and other edible items are prohibited.
7. Before each game, each team will be asked to spray down any hard surfaces (bench). Teams leaving the dugout will be asked to clean all trash from the ground and spray down the bench area and any other hard surfaces that were touched. Disinfectant and spray bottles will be provided.
8. No game protests will be allowed. All decisions will be finalized on the field. Make every attempt to set a good example for our young athletes. Settle it and move on.
9. Courtesy runners are allowed for the pitcher and catcher. Courtesy runners must be used first from the group of players who are not yet in the game. Once everyone has been in the game, the player who made the last out of the previous inning is the courtesy runner. Should any other situations arise involving courtesy runners, umpire's decisions on courtesy runners are final.
10. In the interest of getting as many girls as much playing time as possible, EP's (extra players) will be allowed in a lineup. You do NOT have to have that many in the lineup, but the option is there for coaches. An EP is simply an extra batter, and they may be substituted freely defensively for any player but must remain in the same position in the lineup (i.e. bat 10, play nine in the field, or bat 11, play nine in the field). A DP/Flex may also be used.
11. 10U Format: There is one pool of seven teams. Teams play a schedule of three pool games. After pool play, teams are seeded 1 through 7 for bracket play as shown on the schedule. See TIEBREAKER RULES for determining the order of finish.
12. 12U Format: There are four pools of four teams. Teams play a schedule of three pool games. The top two teams from each pool plus one wildcard team (9 teams total) advance to championship play and are seeded 1 through 9. Pool winners will be seeded 1-2-3-4 for bracket play. The remaining seven teams will be seeded for consolation bracket play as shown on the schedule. See TIEBREAKER RULES for determining the order of finish. Awards will be presented in both championship and consolation play.
13. 14U Format: There are three pools of four teams and one pool of five teams. Teams will play three pool games as shown on the schedule. The top 2 teams in the four-team pools and the top three teams in the five-team pool (9 teams total) will advance to championship bracket play. Pool winners will be seeded 1 through 4. The remaining 8 teams will be seeded and advance to consolation bracket play. See TIEBREAKER RULES for determining the order of finish. Awards will be presented in both championship and consolation play.
14. 16U Format: There are two pools of four teams and one pool of five teams. Teams play three games in pool play. At the end of pool play, the top two teams in the four-team pools and the top three teams in the five-team pool (7 teams total) will advance to championship bracket play. Pool winners will be seeded 1 through 3 for championship play. The remaining six teams will be seeded and advance to consolation bracket play. See TIEBREAKER RULES for determining the order of finish. Awards will be presented in both championship bracket play and consolation bracket play.
15. SPECIAL NOTE ON SCHEDULING: There is an odd number of teams in three of four age divisions, **requiring a team to play one extra game that does not count for or against them** in the pool play standings. The age division, teams, and game numbers are as follows: **10U, 231 Fusion, Game 11; 14U, TC Waves – Shepherd, Game 26; 16U, TC Thunder – Gulliver, Game 20.** These games DO count for their opponents. For the teams listed above, it's simply an extra game that they play to even out the pool schedule. Thank you to the Fusion, Waves and Thunder teams!!
16. Additional special policies and procedures can be found in the Traverse City Waves Return-To-Play Document – please review.
17. You must play all scheduled games. We want to provide as much opportunity for the girls to play as possible. Weather permitting, each team is guaranteed 4 games. In the event of inclement weather, every effort will be made to play all the scheduled games. Keep your fingers crossed for no rain!
18. No metal cleats allowed in the 12U division. 12U will pitch from 40 feet. 14U and 16U will pitch from 43 feet.
19. TIE BREAKER RULES: If two teams are tied for points in the final pool standings, we will use the following rules to determine places:
  - Tiebreaker #1: Most wins
  - Tiebreaker #2: Head to Head
  - Tiebreaker #3: Least number of runs allowed
  - Tiebreaker #4: Coin flip.