

SEMINOLE SPORTS FAST-PITCH SOFTBALL TOURNAMENT RULES

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GAMES:

- Tournament Rules will abide by NFHS Fast-Pitch Softball Rules unless noted below.
- All games will be 7 innings or 1 hour and 15 minutes, whichever comes first. (This rule is in effect for all games excluding the championship game). No new inning will begin once the time limit expires. There will be no extra innings in pool play regardless if there is time on the clock or not. Any pool play game tied after regulation will be scored as a tie. Any inning which has been started prior to the time limit expiring will be completed with the exception of if the home team is batting and winning in which the game will be called at time limit. All runs scored by the home team prior to the time limit expiring will count towards the final score.
- In the event of inclement weather, adverse field conditions, or scheduling issues the tournament director reserves the right to modify the number of games, shorten time limits or alter the format of the tournament. This includes modifying the time limit if games get backed up. Teams are responsible to be ready to play at the designated schedule time provided by the tournament director. If bad weather occurs managers are responsible to check for tournament alterations via tourney machine and or the tournament hotline (see page 2 for #). The tournament director holds the right to make any modifications to the rules, schedule, etc. Any interpretation and decision of the tournament director will be final. Everything possible will be done to complete the tournament in the case of inclement weather.

The "Seminole" Tie-Breaker will begin after 7 innings of all bracket play games if the score is tied or the time limit has expired. The "Seminole" Tie-Breaker involves the last batted out of the previous inning assuming a position on 2nd base with one out and a 1 ball and 1 strike count to each batter. This would be done at the beginning of each half inning; until, after a full inning, a winner is determined.

For championship ballgames no new inning can start after 1hr and 45 minutes. Any championship game still tied after 1hr and 45 minutes will go into the "Seminole" Tie-breaker until a winner is determined.

- Teams shall arrive on site at least 30 minutes prior to their scheduled start time, as games may start prior to scheduled times. Any team playing a doubleheader will have no more than 8 minutes in between games. A game will be forfeited if a team does not have 8 players present in uniform ready to play by their designated start time. If a team must play with 8 players, the ninth spot in the batting lineup will be an out each time around. If a ninth player arrives that player may be inserted in to ninth spot in the lineup. If a team has 7 or less uniformed and roster players to start a game or at any point during the game, the game shall be declared a forfeit. A forfeit will be scored 7-0. Any team that forfeits multiple games or a single game that a tournament official deems to challenge the integrity of the tournament will be disqualified from the tournament.
- The home team for pool play shall be determined by a coin flip and will keep the official scorebook. Before the game both teams shall exchange lineups. The higher seed (lower number) will be designated the home team for all playoff/seeding games. Seedings for the championship bracket are final and will not be flipped around regardless if teams already matched up in pool play.

- Each team is responsible to sign off on the umpire's score card for each ballgame played. Upon completion of each game the umpire will provide the tournament director with a Scorecard which will include the final score and initials of each team's coach. Scores will then be posted on tourneymachine.com. Teams show download the application on their phone as they are responsible to track and follow scores, and all updates accordingly. All schedules, scores, directions, and other pertinent tournament information will be available via tourney machine by searching the applicable tournament. In the event of an error with a score or standings the tournament director will work to correct the error as quickly as possible and communicate accordingly.
- ALL tournament updates as it relates to weather, weather delays, game changes, etc. will come through tourney machine notifications.
- There are no home and away dugouts. Dugouts are selected by a first come first serve basis. If a team has back to back games on the same field, they should remain in the same dugout.
- 3 innings are considered an official game (2 ½ if the home team is ahead) if a game is called due to weather, darkness, or field conditions. If a game is suspended and not yet an official game the tournament director will schedule a time to make up the game *only* if the game is deemed pertinent to tournament standings. In the event of a suspended game it is the responsibility of both teams to huddle with the umpire to establish the exact amount of time left, the inning, and score and then report accordingly to the tournament director in order to ensure both teams are on the same page.

PITCHING MOUND/BASE DISTANCES:

- Pitching mound distances: 8U&10U: 35', 12U: 40', 14U,16U, & 18U: 43'
- Base distances: 60'

MERCY RULES:

- **12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 or 6 innings. This is in effect for all games.**

PITCHING RULES:

- The manager is solely responsible for maintaining the health of their pitchers.
- *One trip to the pitcher's mound per pitcher. A second trip in an inning and the pitcher must be replaced.
- Pitchers are allowed 5 warm-up pitches in the first inning and then 3 warm-up pitches any inning after that. New pitchers are allowed 5 warm-up pitches when entering a game in progress.
- No pitches need to be thrown to intentionally walk a batter. Notify the umpire, and the batter will be awarded first base.
- Any pitcher that hits 3 batters in an inning must be removed from the game and can not return to pitch in that game.

****10U Specific Rules: There is no drop third strike for 10U. A batter will be struck out regardless if the ball is secured by the catcher. There is NOT a wall on the runner at 3rd base. Base runners can score on wild pitches, passed balls, etc.**

BATTING RULES:

- Teams have (3) options for batting order and extra players. Teams must abide by one of the below for each game on a per game basis.
 1. Straight Nine: Nine players in the batting order and listed on the lineup card. No designated hitter. All other players are substitutes, subject to the NFHS substitution rules (starter can re-enter once into her original spot once, etc.)
 2. DP Flex Option:
 3. Continuous Batting Order: All players in uniform (unless injured) in the batting order and listed on the lineup card. If a player arrives after the game has started, she must be entered into the last spot in the batting order. Free defensive substitution for all players throughout the game.
- **The Manager shall declare their choice to the opposing manager and umpire during ground rules. It is not pertinent for both teams to follow the same batting option.

COURTESY RUNNERS:

- Courtesy runner for the pitcher and catcher is allowed at any time. Teams must replace catcher when there are two outs. The courtesy runner must be the last batted out or a player not currently in the game. The pitcher or catcher for this rule is the pitcher or catcher for the next inning with the exception of the final inning when it is the pitcher or catcher from the previous inning.

CONDUCT/INJURY:

- A runner must avoid contact as the safety slide rule will be in effect. Any player who, in the judgment of the umpire illegally runs into a fielder rather than sliding or avoiding contact will be called out. If the umpire deems the play malicious the player will be ejected from the game.
- Any person ejected from a game will be subject to suspension of his team's next game. This decision will be made at the discretion of tournament officials. If a player is ejected during a game, she will be suspended for the remainder of the game. Any ejection resulting from vulgarity/threatening actions towards an umpire, opponent, Seminole staff, or anyone else will result in at a minimum a one game suspension. Seminole Sports will not tolerate unsportsmanlike conduct or actions.
- An automatic out is taken anytime an ejected player's spot comes up in the lineup if the team is batting the entire lineup and has no substitutions available.
- If a player is injured and can not finish the game, her spot in the batting order will be skipped with no penalty only if there are still at least 9 batters in the lineup. Once an injured player leaves the batting order, she can not return for the remainder of the game.
- ABSOLUTELY NO OPEN TOE SHOES OF ANY KIND CAN BE WORN ON TO THE PLAYING FIELD; THIS INCLUDES BUT IS NOT LIMITED TO FLIP FLOPS, SANDALS, ETC.

- Team managers are responsible for the conduct of their players, coaches, parents, and fans. If any players, coaches, parents or fans are ejected or become abusive and are asked to leave by the umpire or tournament director, they will have two minutes to leave the complex. Failure to do so could result in a forfeit. Tournament officials will address any issues solely with the team's manager. If at any point players, coaches, parents, fans, etc. become unruly and will not abide, cooperate with Seminole Sports tournament representation or umpire(s) either the Seminole Sports representation or umpire(s) have the authority to stop and or cancel the game and any future games for the particular team.

TIE BREAKERS

- **1. **Head to Head 2. Runs Against (allowed) 3. Runs scored 4. Run differential 5. Coin toss**

• When the time limit has expired and the score is still tied for any bracket game including the championship, the "Seminole" Tie Breaker will begin. The "Seminole" Tie-Breaker involves the last batted out of the previous inning assuming a position on 2nd base with one out and a 1 ball and 1 strike count to the batter. This would be done at the beginning of each half inning; until, after a full inning, a winner is determined.

** Anytime more than 2 teams have the same record in pool play head to head is thrown out and the next tie-breaker (fewest runs allowed) is in effect.

This rule is in play regardless if there are common opponents or not. See example below.

Example: 3 teams finish with a 1-1 record. The Cubs allowed 7 runs, The Tigers and Cardinals both allowed 10 runs. The Tigers scored 16 runs and the Cardinals scored 14 runs. The Cardinals beat the Tigers head to head but since head to head was thrown out and they both allowed the same amount of runs the Tigers would be seeded ahead of the Cardinals because they scored more runs and that is the next tie-breaker. The Cubs would be rewarded the highest seed among the 3 teams since they allowed the fewest runs among the teams tied.

If a championship game is cancelled due to weather before becoming an official game and the 2 teams played each other in pool play the team that won the pool play match-up head to head will be awarded the championship. This only comes into play if the two teams previously played each other. Otherwise the higher seed will be awarded 1st place.

ROSTERS/BIRTH CERTIFICATES/INSURANCE/WAIVERS

• Managers are mandated to upload their roster as well as all Seminole Sports Return to Play Waivers for each individual player on to Tourney Machine at least 48 hours prior to their first tournament game. No player or coach will be eligible to participate in a Seminole Sports tournament without a signed waiver. Manager's are solely responsible for ensuring the waivers are completed by each player's parent's/guardians. All individuals are responsible for self-governing in accordance with all state, county, and local rules, regulations, recommendations and laws.

• All teams must have insurance for their respective team. No team will be able to participate without proper insurance.

- Teams must have their birth and their certificate of insurance present at the field at all times. Tournament officials reserve the right to request to review any of the items at all times. Any team that can't produce any of the mentioned items when asked to by a tournament director is subject to forfeit of ball games.
- There is no rule against a team having mismatched jerseys in the case that a team does not all match as long as the player is on the team roster. Any concerns between teams regarding such should be discussed during ground rules prior to the start of the game so both teams and umpire(s) are on the same page.
- In the case of a roster protest only the manager listed on the roster form can initiate. The manager must protest at least one hour and fifteen minutes prior to the player in questions next ballgame. The protesting manager must also submit \$150 cash at the time of the protest. If the player is found to be in proper standing age wise the \$150 will not be returned to the manager. If the protest finds the player to have violated the age restrictions the protesting manager will receive his deposit back and all the games that the illegal player participated in will be forfeited.
- No team will be allowed more than 15 players on their roster without prior tournament consent. A player may only be on one roster in any given tournament, regardless of age division.
- The birthday age cutoff is December 31st.

MISCELLANEOUS

- No infield practice or hitting on the infield prior to **ANY** of the tournament games is allowed. Time between games will be used to rake the field and alter field dimensions if necessary. Teams are to warm up in the outfield. Flip drills with league balls in to the fence are not allowed.
- **No metal cleats will be allowed for 10U&12U.** Metal cleats will be allowed for 14U, 16U, and 18U age groups. **No Absolutely no metal cleats will be allowed on any turf fields (McCaslin, Melas, Eastside Sports Complex, Heritage Park). Acceptable footwear for turf fields and portable mounds consists of: plastic cleats, molded cleats, gym shoes, or turf shoes. ABSOLUTELY NO SUNFLOWER SEEDS WILL BE ALLOWED AT ANY OF THE TURF COMPLEXES.**
- Teams are EXPECTED to hustle on and off the field after each half inning.
- The tournament director will supply official Seminole Sports softballs for each game. 8U & 10U will play with 11" softballs. All other age groups will play with 12" softballs. Teams are asked to shag foul balls on their side of the field and get them back to the umpire as soon as possible. Game Balls should be returned to the umpire after each game. All patrons should be alert for foul balls from other fields.
- No alcoholic beverages or smoking is allowed in any area of the baseball facility. Managers are responsible to ensure teams abide by all Seminole Sports Rules and Regulations as well as local park district policies.
- All patrons are responsible for parking at their own risk and abiding by all street signs.
- There is no rule against teams pro-actively cheering or chanting for their own team while at bat or in the field.
- All umpire decisions are final and based off their best discretion, no protests allowed.

- If there is an umpire no show, Seminole Sports may provide a staff member to umpire a game/join a 2 man crew. Due to the current umpire situation this could happen throughout the season and teams are to comply with Seminole tournament staff in however they decide to handle in order to keep games moving.
- Individual awards (12 per team) will be awarded to 1st and 2nd place in each age bracket.
- Dogs or any sort of animals are not allowed in any complexes.
- Every effort will be made to make sure base distances, pitching distances, and field dimensions are accurate. If the field dimensions are reasonable and the same for both teams, play shall not be stopped to reinstall bases or pitching rubbers.

CREDIT POLICY

- If any scheduled tournament games are cancelled at any time due to weather, field conditions, darkness, Seminole Sports will issue credit per below: This is in affect for any cancelled games due to the above circumstances regardless of when the weather, field conditions, darkness took place during the weekend as often times earlier weekend cancelled games can lead to shortened format/games later on in the weekend.

0 games started: 100% credit toward a *2024 or 2025 Seminole Sports tournament
 1 game played: 75% credit toward a *2024 or 2025 Seminole Sports tournament
 2 games played: 40% credit toward a *2024 or 2025 Seminole Sports tournament
 3 games played: No credits due

***Pending availability; When teams are ready to use their credit they should email credit@seminole-sports.com and reference the team name/age, tournament they have a credit from, and the new tournament they would like to apply their credit to; Seminole Sports credit team will provide a promo code of the applicable credit amount so the team can complete the registration process. Credit holder can transfer over to another organization if they choose and will be responsible in communicating accordingly to Seminole Sports. No refunds will be provided-only above credit options.**

**Disclaimer as of 10/12/23 (ALL Managers signed the below at time of tournament entry)
 Your entry is not completed until receipt of payment. No spots will be reserved without receipt of payment. If paying by check please send along a copy of your registration form so we can allocate your payment accordingly. Credit card payment is the most efficient way to process payment and solidify your spot. Any team that registers for a tournament and does not complete payment in a timely manner is subject to applicable price increases and or removal of the tournament as spots are filled on a first come-first paid basis. In the event of registering less than 14 days before the first tournament game you must pay with a credit card-NO EXCEPTIONS. Only credit card payments will be taken for tournament entries or payments owed as of 5/24/24. All teams must have their completed roster uploaded via tourney machine as well as all individual players must have the 2024 waivers (also submitted through tourney machine) completed at least 48 hours prior to their first tournament game. ANY ROSTERS/WAIVERS NOT UPLOADED ARE AT RISK OF BEING DISQUALIFIED FROM SAID TOURNAMENT. ROSTERS/WAIVERS ONLY NEED BE ENTERED ONCE.
 The schedule and all pertinent tournament information will be posted to tourney machine by 7:00PM the Tuesday before the tournament. No refunds or credits will be issued to any team that withdraws**

from a sold-out event, once the schedule has been posted, or LESS THAN 21 days of the first scheduled tournament game no matter the reason. Any team that decides to withdraw from a tournament more than 21 days before the first scheduled game must send a written request to info@seminole-sports.com more than 21 days before the first tournament game with subject: "AGE/TEAM NAME" WITHDRAWAL & TOURNEY NAME. Upon written confirmation of your request, you will be entitled towards a 2024 credit or your money back minus a \$150 admin fee. Credit card fees are non-refundable. In the event that a tournament is not played due to low enrollment any team registered and paid teams will receive a tournament credit towards a 2024 or 2025 tournament. If a team is transferred to another tournament of lesser value the team can receive credit back for 2023 or 2024 use but no money will be returned. In the event of a tournament being cancelled by Seminole Sports due to COVID, government shutdown or edicts, or force majeure teams will have the option of a 2024 or 2025 tournament credit or a refund less a \$150 administrative fee. Seminole Sports rain out policy can be found via our website in the tournament rules section. Each team's manager is responsible for being aware of and abiding by all Seminole Sports tournament rules, disclaimers, and policies during the registration process through the weekend tournament. Seminole Sports reserves the right to adjust the disclaimer, site locations or rules at any point. Seminole Sports may use film, voice, or photographic records of Seminole Sports tournaments for promotional and or commercial purposes. Please direct further questions to info@seminole-sports.com

Rules last updated 3-20-24