

Gianluca's Gift Softball Tournament Rules

1. Players must wear athletic clothing and shoes. **Metal cleats are not allowed** (rubber cleats are permitted).
2. Each team is responsible for bringing their own baseball gloves and bats. Only softball bats are allowed.
3. **Each team is responsible for completing a score sheet for each game played (these will be provided with your registration package)**. It is the responsibility of each team to check in with the opposing team at the completion of every inning or every other inning to ensure that score sheets are aligned. At the end of the game, both teams must ensure that the score sheets have been verified. The two teams must both agree to the final score of the game. The winning team will hand in the score sheet to a Gianluca's Gift volunteer (wearing a red or white volunteer shirt) who will be at the diamond at the end of each game.
4. The **tournament structure** is as follows:
 - **There are two separate tournament divisions** and the top four teams from each division will advance to the semi-finals. (See tournament schedule)
5. A win counts as two points, a tie is one point, and a loss has zero points.
6. A team can only have a maximum of **4 consecutive male batters before having a female batter**. A **minimum of two females** must be on the field at all times. There is a minimum of 2 female players on each team.
7. **Each game is 60 minutes in length** and will have **5 innings**. A full inning consists of six outs, three for each team.
8. Tie Breaker Rules:
 - The head-to-head record will be the first tie breaker, if not able to determine proceed to next,
 - Total run differential, if not able to determine proceed to next,
 - Total runs scored, if not able to determine proceed to next,
 - Rock, paper, scissors (best 2 out of 3)
9. **Each team may score a MAXIMUM of 5 runs per inning**. Once five runs have been scored, the first half of the inning is over. There is no run cap in the final inning of the game.
10. **The BATTING TEAM provides the PITCHER**. Each batter gets a maximum of three pitches. On the first pitch, play follows normal play. On the third pitch, the following will result:
 - strike = out
 - foul ball = out
 - fair ball = result of play
 - i. ***Please note, male batters will get three pitches whereas female batters will get four pitches.***

11. Player defensive positions consist of the following:

- 1) Pitcher 2) Catcher 3) First Baseman 4) Second Baseman 5) Third Baseman 6) Shortstop 7) Left Fielder
- 8) Left Centre 9) Right Centre 10) Right Fielder

Other than the pitcher and catcher, players in the field may be stationed anywhere they choose on fair ground as each pitch is delivered.

12. PITCHING POSITION As the offensive team is pitching, the defense must provide a position player to play the pitching position once the ball is in play. The offensive pitcher is not a member of the defense and cannot field balls in play, or deliberately affect in any way after the pitch. He/she must stand at least 3 meters away from the batter.

13. Foul balls count as a strike/pitch - a batter can be struck out by fouling.

14. If the pitch hits the ground before reaching the batter, it is a “dead ball”. If on the last pitch, the pitcher makes a pitch that doesn’t make it to the plate, the batter will get one last attempt.

15. OUTFIELDERS must be positioned in the outfield before the batter makes contact. The line around the perimeter of the infield will indicate where outfielders are allowed to come into before the ball is contacted.

16. Defensive changes (Short stop/second or any fielders) can only be made at the start of each inning and are NOT permitted during the inning with each new batter (unless due to injury).

17. Players may only take a lead once the batter contacts the ball. **NO STEALING!**

18. The following is **NOT allowed by the batter** (and will result in an automatic out):

- a. Bunting
- b. “Happy Gilmore” swings
- c. Swings in which a batter takes a running start to the ball.
- d. Runners may not slide their legs up or with the intent to take out the defender. Interference will be called, and the runner will be out.

19. The **ON-DECK batter** is the person whose name is next on the line-up card after the batter.

The on-deck batter must be positioned within the lines of the on-deck circle nearest the team’s bench.

The on-deck batter may leave the circle when they become the batter or when they direct a baserunner advancing towards the scoring line. The on-deck batter cannot interfere with a defensive player making a play on the ball.

20. The **INFIELD FLY rule** will be enforced. An infield fly is a fairly batted fly ball (not a line drive) which, in the judgment of the umpire/score keeper, can be caught by an infielder, pitcher, or catcher with ordinary effort when there are runners on first and second or first, second, and third and less than two outs.

21. No new inning to be started after 45 minutes.

22. COURTESY RUNNERS – A maximum of three (3) courtesy runners per game may be used, but the same baserunner cannot be used more than once. Where a courtesy runner is used a male must be placed for a male, a female for a female, or a female for a male.