

Gianluca's Gift Softball Tournament

Game 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. At the end of the game, each team must ensure that their score sheet aligns with the opposing team's sheet. The winning team will hand in the score sheet to the registration desk or to a Gianluca's Gift volunteer (wearing a red volunteer shirt) who will be at the diamond at the end of each game.
4. The tournament structure is as follows:
 - There are three separate tournament divisions and the top four teams from each division will advance to the semi-finals.
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 will last 50 minutes in length and will have 5 innings. A full inning consists of six outs, three for each team. A total of 60 minutes has been allotted for the final game for each division.
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 up to 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 team that is batting 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
11. Fouls count as a strike/pitch - a batter can be struck out by fouling.
12. If the pitch hits the ground before reaching the batter, it is a "dead ball". If it occurs on the third pitch, it is an "out".
13. As the offensive team is pitching, the defense must provide a position player to play the pitching position for 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.
14. Defensive changes are unlimited provided that the game is not delayed.
15. Players may take a lead once the batter makes contact with the ball. **NO STEALING!**
16. The following is NOT allowed (and will result in an automatic out):
 - Bunting
 - "Happy Gilmore" swings
 - Swings in which a batter takes a running start to the ball
 - Runners may not slide legs up or with the intent to take out the defender. Interference will be called and the runner will be out.
17. The infield fly rule will be enforced. An infield fly is a fair fly ball that, in the judgment of the umpire/score keeper, can be caught by an infielder, pitcher, or catcher with ordinary effort and when there are runners for first and second or first, second, and third and less than two outs.
18. No new inning to be started after 40 minutes.