**Boon Hill Sports’ Adult Coed Slowpitch Super Draft Tournament**

**Rules and Regulations**

**1. General Information**

• All games will be played according to the rules of the American Softball Association (ASA), unless modified by these tournament-specific rules.

• The tournament will consist of coed teams with both male and female players.

• Teams must be comprised of a minimum of 9 players and a maximum of 14 players on the roster.

• A team must have at least 3 female players on the field at all times.

• Players may only play for one team in the tournament. (Unless deemed otherwise from director)

**2. Team Composition**

• Coed Teams: A team must consist of at least 3 female players and the remainder can be male players.

• A maximum of 7 male players are allowed on the field at any given time.

• The minimum number of players needed to start a game is 8 players, with at least 3 females.

• Substitutions: Players may be substituted in and out during the game but must do so in a manner that maintains the balance of males and females.

**3. Game Format**

• Game Length: Each game will consist of 7 innings or a time limit of 55 minutes, whichever comes first. No new inning after 50 minutes to help keep fields on time. Except for the championship game where there will be no time limit.

• Mercy Rule: If a team is leading by 15 or more runs after 4 innings, 10 runs or more after 5 innings, the game will be called, and the leading team will be declared the winner.

• Tie Games: In the event of a tie at the end of regulation, the game will proceed with a one-inning tiebreaker. Each team will start the inning with a runner on second base. This runner will be determined by the last out of the prior inning.

• Decision for home/away shall be determined by coin toss

**4. Batting Rules**

• The batting order must contain all players in the lineup in any order the captain wishes. Once the order is set players are not allowed to hit out of the starting order. Hitting out of order will be called an out.

• In the case of an injury or a player having to leave, they can be removed from the lineup after notifying the opposing team, without it being an out. Once a player has been removed from the lineup they may not return in that game.

• Lead-offs: No lead-offs or stealing bases are allowed. A player must remain in the batter’s box until the ball is hit.

• Home Runs: Teams are allowed 3 home runs per game. Any home runs hit beyond the third one will result in an out.

• No bunting. A full swing must be made in an attempt to hit the ball.

•All batters will start with a 1-1 count. A foul ball hit with less than two strikes is a strike. If a player has two strikes, a foul ball does not count as a strike unless a second foul ball is hit after that.

• When the hitting team has two outs and a male is walked to progress to a female batter the male will advance to second and the female to first or take the option to hit.

• Any ball hit that makes contact with the pitcher while they have both feet in the “Pitcher’s Box” will be ruled an automatic out.

**5. Field Dimensions**

• Pitching Distance: 50 feet.

• Pitcher’s Box/Area: 2’ W x 8’ L (2’ in front of pitcher’s rubber and 6’ beyond)

• Base Distance: 65 feet between bases.

• Outfield Dimensions: 285 feet (depending on field conditions).

• Outfield encroachment line will be set 150’ from Homeplate.

**6. Pitching Rules**

• Pitching Style: All pitches must be underhand.

• Pitch Speed: No pitch speed should exceed 12 feet per second. A legal pitch must have a noticeable arc of at least 6 feet from the ground but no more than 12 feet.

• Illegal Pitches: A pitch that is too high, too low, or too fast is considered an illegal pitch and will be called a ball.

• Pitcher must have one foot on the rubber at all times while the pitch is made.

• While we do not require it, we strongly urge the use of facemasks for all pitchers.

**7. Defensive Positions**

• Each team must field 10 players: 4 outfielders, 4 infielders (1st baseman, 2nd baseman, shortstop, 3rd baseman), 1 pitcher, and 1 catcher. No “five-man” infield allowed.

• Outfielders must remain behind the encroachment line until the ball is hit. Encroachment line is 150’ from Homeplate and will be marked across the outfield. The encroachment line will be hard for the Homeplate umpire to see so it will be at their discretion if players are too close.

• Substitutions may be made following the “Platoon Rule” as long as the minimum number of players is met and the female to male ratio is kept.

• The catcher must stay behind home plate at all times until the ball is hit. If at any time the catcher interferes with the opposing players bat, that pitch will automatically be called as a ball. The catcher must stay out of the base path unless a play is being made at home. In this case, when the catcher has the ball at home plate the runner must slide or give themselves up.

• Overthrown balls that roll past the fence line or go over the fence itself will result in a one base advancement from where the runners currently are.

**8. Base Running**

• Sliding: Sliding is allowed at all bases. Head-first sliding is permitted, but diving into a base is not allowed.

• Tagging Up: Players may tag up after the ball is caught (or first touch has been made), but they must return to the base if they leave early before the ball is caught.

• Obstruction/Interference: Any player who intentionally obstructs a base runner or is out of position may be called for interference. A runner may be called out if obstruction is deemed intentional.

• One pinch runner, per inning, per gender will be allowed.

**9. Behavior and Sportsmanship**

• Players, coaches, and spectators must demonstrate good sportsmanship at all times. Profanity, fighting, or any form of unsportsmanlike conduct will not be tolerated.

• Ejections: Any player or coach ejected from a game will not be allowed to participate in the remainder of that game and may be banned from future games, or asked to leave the premises depending on the severity of the infraction.

• Teams are responsible for the actions of their fans and supporters. Misconduct from fans may result in penalties or team disqualification.

**10. Equipment**

• Bats: All bats must be ASA/USA-approved or USSSA 240 stamp and meet the specifications for slow-pitch softball. All bats will be reviewed prior to play by umpires and marked with tamper proof stickers. Any bat used without a tournament sticker will result in an automatic out and all players returned to prior base positions.

• Ball: The official game ball will be a 12-inch, 52/300 core softball. Men and women will be hitting the same ball.

• Cleats: Metal cleats are not allowed. Only molded cleats, turfs, or closed toe shoes shall be worn.

**11. Protests and Disputes**

• All protests regarding the rules or conduct of the game must be made immediately to the umpire, from the captain, before the next pitch.

• Disputes over a play should be addressed in a respectful manner. The umpire’s decision is final in all matters related to the game.

**12. Weather and Game Delays**

• In the event of inclement weather, the tournament director may modify the schedule, including shortening games, or rescheduling matches.

• Lightning Delays: Games may be paused or rescheduled due to lightning or other dangerous weather conditions.

**13. Alcohol and Illegal Substances**

• Drinking alcohol is permitted but only in the designated beer gardens. There is to be no drinking on the fields.

• The use of vapes, cigarettes, marijuana, and all other smoke products is permitted in designated smoking areas. Ensure that your usage of these products does not disturb others. Maintain at least 25 feet from playgrounds, sport areas, and other public spaces where non-users may be present.

By participating in this tournament, all teams agree to adhere to these rules and regulations to ensure a fair and enjoyable experience for everyone involved.