

DYER GIRLS SOFTBALL

FALL BALL TOURNAMENT RULES

General Rules

Knowledge of Rules

- ***NSA rules govern play, with the exception of the division rules listed below separated by division.*** Managers and coaches are responsible for knowing these rules.
- ***Fall Ball season rules are in effect unless specified below.***

Behavior

- Managers and coaches are responsible for the behavior of their team, coaches, spectators and their own conduct.

Batting Order and Lineups

- There will be a continuous batting order for the game.
- Any team must field a minimum of eight (8) players to begin a game, but can complete any game with seven (7) players.
- All players present at the start of the game must be placed in the batting order. All players arriving after the official start of the game will be placed last in the batting order. No other changes to the batting order will be made once the game starts, except for injuries.
- If a batter is injured and cannot continue, the next batter in the lineup shall assume the injured players count and or position in the lineup during the rest of the game and play will continue. No out is assessed.

Grace Period

- The umpire may designate a five (5) minute grace period from the originally scheduled starting time in the event a team cannot field the minimum number of players.
- If a team cannot field the required minimum number of players after the grace period expires, the umpire will rule a forfeit.

Rainouts - Delays

- It is the responsibility of the umpire to call any game. Play will proceed until the umpire has determined play to be unsafe or unfair. If the determination for delay has been granted, all players and coaches should find a dry place to meet close to the field. Although it may be raining, the umpire may determine the playing conditions suitable at any time. If there is a delay and the umpire cannot find your team to resume, the game will proceed as a forfeit.
- All games being delayed or cancelled because of rain will pick up with the inning situation as it was prior to cancellation.
- An official game will be after the completion of three innings (if the game has been cancelled because of rain). Final score will be the last completed inning.
- Games may start early, so please have your team ready 15-minutes prior to your game time.

International Tiebreaker

- If time has expired or the max innings for a complete game have been reached and a tie score results, the international tiebreaker will be used.

Awards

- Awards will be provided for 1st and 2nd place in each age group.

Bracket Setup (All Divisions)

- This is a Single Elimination tournament meaning each team will have to lose one time to be eliminated.
- Teams will be seeded by blind draw.

Run Limit

- 8U, 10U, & 12U (5) Five runs per inning
- **Championship games** - Unlimited per inning (**12U**), (7) Seven run per inning max (**10U**), (5) Five run per inning max (**8U**)

Game Play – (All Divisions)

- Home team is decided by double coin toss.
- Non-Championship games will have a 75 minute time limit. No new inning will start after the 75 minute time limit. (Does not apply to Championship games).
- Slaughter rule is in effect.
 - All divisions- (12) after 3, (10) after 4, (8) after 5
- Any inning that has started prior to the expiration of the 75 minute time limit and time expires during that inning, the inning will be completed as follows: If the home team is winning and is up to bat when time expires, the game will be over with the home team declared the winner. If the time expires while the visiting team is up to bat and behind, the game is over if the visiting team can't score the runs needed to tie or take the lead. Otherwise, the inning is played as normal.
- **Championship Game** - Each Championship game will be limited as listed below, finish the inning. International tie-breaker will be in effect at the conclusion of the final inning or time limit if the score is tied.
 - 8U-10U two (2) hour, six (6) Inning limit
 - 12U six (6) Innings (no time limit)