

2021 Showdown in O-Town Rec Softball Tournament

RULES AND GUIDELINES

TEAM REGISTRATION

- Registered teams must consist of Rec players from teams playing in the Scenic City Softball league or a similar Rec organization. Each team must have 6 of their own rostered players in order to play. You can only pick up to get to 9. Pick up players must play in the OF, bat last (after a tee hitter in 6u or DH in 8u), and be properly identified on the line-up card.
-

COACH PASSES

- Each team will be provided with free entry for **THREE** coaches. Sign in at the gate.
-

FOOD/BEVERAGES

- Concessions (hot and cold food) and Snow Daze snow cones will be available at the park
 - One team cooler with drinks for players/coaches is allowed.
 - No alcoholic beverages allowed.
-

HOME TEAM/VISITING TEAM and EQUIPMENT

- Coin toss determines the home team in pool play. Higher seed determines home seed in bracket play.
 - Home team is the official scorekeeper.
 - The visiting team is responsible for running the scoreboard.
 - Dugouts are “first come – first serve.”
 - Line-ups should be completed 15 minutes before the scheduled start of the game and teams should be ready to start play early.
 - Softballs shall be 47 core 375 compression.
 - A player found to be using an illegal bat is an automatic out.
 - Teams must have 8 players to play a legal game. If a team is missing a 9th batter, it is an automatic out when the 9th batter spot comes up. Teams that fail to field 8 players may still play their games, but the score will be recorded as a 7-0 loss.
 - Walk up music is allowed
-

UMPIRES/PARENTS

- The umpires are in charge of the game. Excessive arguing or abuse from a coach, parent, or player will not be tolerated. Coaches are responsible for players and parents. Please make sure they are under control and represent your team well.
- The umpire’s decision on any judgment call is final. Rule interpretations should be discussed with the umpire in charge of the tournament and not the tournament directors.

- Protests are \$150 cash.
-

PLAYER, COACH, OR FAN EJECTIONS

- In the event an umpire ejects a player, coach or fan for unruly behavior, the following is expected:
 - The ejected person will immediately leave the area.
 - Upon the umpire's discretion, if the ejected person does not leave in an immediate and timely fashion, the team of the ejected person will be declared the loser of the game.
 - Should the team of the ejected person be winning at the time of the game is declared over, their game will be recorded as a 7-0 loss.
 - Should the team of the ejected person be losing at the time of the game is declared over, the game will be recorded as a 7-0 loss, or current score if the current score is equal to or greater than a 7 run differential.
 - If an ejected coach, player, or fan approaches an umpire after the completion of the game, and continues to engage in argumentative behavior, he/she will be ejected for the remainder of the tournament.
-

RUN RULE

- There is a max of 5 runs per inning for all age groups.
-

GAME TIE BREAKERS

- During pool play games, if a game is tied after time limit and innings, the game shall end as a tie.
 - In bracket play, should a game be tied after time expires or after the maximum allotted innings, the last batted out of the previous inning will start the inning on 2nd base, with no outs. Each additional inning needed to determine a winner will be played using this format.
-

TOURNAMENT FORMAT

- Weather permitting; each team will play 2 pool games, followed by a seeded single elimination bracket.
 - Seeding will be based on the following: Record, Head to Head, then Runs Allowed, Run Differential and Runs Scored. This is done to reward teams for good defense. (Example: 2 teams finish with a 2-0 record. Team A won its games 2-1 and 3-2. Team A gave up 3 runs and posted a run differential of +2. Team B won its games 10-2 and 8-5. Team B gave up 7 runs and posted a run differential of +11. Team A would be the higher seed since they gave up less runs.
 - Pool play games are 60 minutes. Bracket games are 70 minutes long.
 - Tournament officials reserve the right to alter or change tournament formats when necessary due to weather or other circumstances to ensure the completion of the tournament.
-

MISC

- Prior to the start of play - Tournament information, schedules, and updates will be posted online at: <https://www.ooltewahyouth.com/Default.aspx?tabid=1022683>
- Once play begins - all updates will be posted on site at the tournament.
- **PARKING: Do NOT park on the driveway entering the park.** This is a safety violation and prevents emergency vehicles from entering the park quickly when someone needs attention. Violators risk being towed.
 - **Overflow parking is available in the grassy area to the north of Field 6.** See the map here: <https://www.ooltewahyouth.com/Default.aspx?tabid=712093>

LINEUP RULES

- Lineups shall be exchanged between teams before the game begins.
- **All** players play defense in 6u. **Only 12** players are allowed on the field in 8u. **Only 10** players are allowed on the field on defense on 10u and 13u.
- All players bat (CBO) in 6u and 8u. In 10u and 13u, a team may bat only 10, with all other players being substitutions. SUBS should be clearly marked on the line-up card.
- In 10u and 13u, a team may bat 11, which includes 10 position players plus an extra hitter (EH). The EH can enter the game at will on defense and it is not considered a substitution. All other players are SUBS. EH and SUBS should be clearly marked on the line-up card.
- Continuous batting (CBO) is optional for 10u and 13u.
 - If CBO is used, all players may enter and leave the game at will on defense.
 - The batting lineup must remain the same the entire game.

COURTESY RUNNER

- A courtesy runner may be used for the catcher in all age groups.
- If there are 2 outs in the inning, the catcher must use a courtesy runner. The catcher should start putting on gear and be ready to take the field on defense.
- The courtesy runner will be the last batted out in CBO or a SUB. If it is in the 1st inning and no outs have been made, then it will be the last batter in the lineup (CBO). A substitute player being used as a courtesy runner does not constitute entry into the game.

SPECIFIC AGE GROUP RULES:

6u:

- 5 pitches, 5 strikes - if a batter fouls off the 5th/last pitch, the at bat continues
- The last two hitters may be designated as Tee hitters, unless there is a pick-up player. They receive 3 pitches and then 2 attempts off the tee, or 5 total attempts. A foul off the tee on the 2 attempts off the tee is a strikeout. Coach must notify Ump when Tee hitter comes to bat.
- Pick up players **CANNOT** bat off the tee. They will bat last, but can NOT use a tee. Clarification: A team has 8 of their own players and picks up one additional player to get to 9. This team's tee hitters are batters 7 and 8.

- No bunting or leading off
- Pitcher can leave the circle straight back within the circumference of the circle.
- Must have 6 infielders on defense. Catcher must have a helmet or face mask.
- 1 Coach allowed behind players in RF, 1 Coach allowed behind players in LF and 1 Coach allowed in foul territory just outside of their dugout to coach infield defense.

8u:

- 5 pitches, 3 strikes - if a batter fouls off the 5th/last pitch, the at bat continues
- Designated hitters are allowed for the last two batters in an order, unless there is a pick-up player. A DH gets 5 pitches/5 strikes. Coach must notify Ump when a DH comes to bat.
- Pick-up players **CANNOT** serve as a DH. They will bat last, but do not get 5 swings. Clarification: A team has 8 of their own players and picks up one additional player to get to 9. This team's DH spots are batters 7 and 8.
- Bunting or slap hitting is allowed
- No leading off
- Pitcher can leave the circle straight back within the circumference of the circle.
- Must have 6 infielders on defense. Catcher must have a helmet or face mask & a chest protector
- 1 Coach allowed behind players in RF, 1 Coach allowed behind players in LF and 1 Coach allowed in foul territory just outside of their dugout to coach infield defense

10u:

- Pitching rubber distance is 35 feet
- Stealing bases: player can steal when the ball crosses the plate
- Player will be able to steal one base at a time, even on wild throws or walks (per pitch)
- Pitching rule: coach must pitch if the count is 3 balls with no strikes, or 3 balls with 1 strike, coach must pitch from the rubber, coach cannot come onto the field until time is called and must pitch underhand.
- Pitcher must stay in the circle when the coach is pitching.
- No bunting or stealing when the coach is pitching.
- Infield fly rule is not in effect and not enforced
- Hesitation rule is in effect and being enforced
- A request for an intentional walk can be made prior to or during the at-bat by the defensive coach or catcher

*For any other rule not listed on this sheet, 2021 Scenic City Softball Rules apply, followed by Dizzy Dean Softball rules

VOICE ENHANCEMENTS AND NOISE MAKERS

No enhanced voice controllers are allowed (example: bullhorn). A team is allowed to use a microphone and speaker system to introduce their players if desired, but is not allowed to use the system while plays are ongoing (i.e. once the umpire signals to the pitcher to deliver his pitch). Any artificial noise makers intended to disrupt the opposing team is prohibited. We encourage everyone to cheer on their team, but discourage any type of behavior

that can be interpreted as unsportsmanlike.

Awards:

Rings for Champions, Medals for Finalist

IF TOURNAMENT IS NOT COMPLETED DUE TO BAD WEATHER:

Awards will only be handed out if bracket is completed thru the semi finals. The higher seed in the championship will be awarded 1st and the lower seed will be awarded 2nd.