

Showdown in O-town Tournament Rules for 2020

Common:

- *Each team should furnish 2 playable balls for each game.
- *Coin toss for home/away in pool play. Top Seed gets **choice** in bracket play.
- *Molded cleats only. No spikes.
- *11" softballs only, 47 core with 375 compression
- *ASA, NSA approved bats featuring the 1.20 BPF stamp only. Use of an illegal bat is an automatic out.
- *Chin straps on batting helmets are NOT required
- *Tournament director reserves the right to alter the schedule due to inclement weather or COVID-19

- *Teams must have 8 players to play. If a team is missing a 9th batter, it is an automatic out when the 9th batter spot comes up.
- *Teams may pick up players to get to 9 players. Teams must have 6 of their own regular season rostered players to play.
- *Pick up players must play in OF, bat last (before a Tee hitter or DH), and be properly identified on the line-up card. Pickup players must be from the team's fall ball rec league or organization and cannot be used as DH or Tee hitters. Example: A team has 8 of their own players and picks up 1 player. Batters 7 and 8 would be the Tee/DH and batter 9 would be the pick-up.
- *Pick up player must be approved by the opposing team's Head Coach before each game begins.
- *Teams that fail to field 8 players may still play their game, but the score will be recorded as a 7-0 loss.

- *Pool play games are 60 minutes.
- *Pool play games can end in a tie (Finish the inning, this is not drop dead)
- *No new inning will start with less than 5 minutes on the clock in pool play.

- *Bracket play games are 70 minutes.
- *Bracket play games cannot end in a tie.
- *In Bracket Play, if teams are tied at the end of an inning when time expires, each extra inning will start with the last batted out on 2nd base.
- *Seeding for bracket play will be determined first by Record, 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.

- *For any other rule not listed on this sheet, 2020 Scenic City Softball and/or Dizzy Dean rules apply
- *Protest fee is \$100 cash. Protest must be made to the Umpire immediately following the game, who will notify Tourney officials.
- *Awards for Champions and Runner-up only





Specific age group rules:

5/6:

- **Tee hitters are allowed for the last two batters in an order** (unless there is a pick-up player).
- A Tee hitter gets 3 Coach pitches and 2 swings off the tee (5 attempts total, no foul balls). 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 should be batters 7 and 8.
- 5 run limit per inning
- ANY fielder, pitcher or otherwise, that fields a ground ball on the third base side of the mid field line **cannot run the ball** to 1st base. ANY fielder, pitcher or otherwise, that fields a ground ball on the first base side of the mid field line cannot run the ball to 3rd base. The side of the line the ball is fielded is determined by the location of the ball not the location of the player. If any player described above runs the ball in a situation described above, then the runner will be safe, and the play shall continue until time is called. Time being called will be at the umpire's discretion. This rule applies to initial play on the ball.
- Must have 6 infielders on defense. Catcher must have a helmet or face mask.
- All players play on defense, regardless of whether a team has 8 or 12.
- Pitcher must wear face gear. Pitcher CAN leave the circle straight back within the circumference of the circle.
- 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 on defense.



7/8:

- 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 (5 attempts total, no foul balls). Coach must notify Ump when the 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 should be batters 7 and 8.
- 5 run limit per inning
- ANY fielder, pitcher or otherwise, that fields a ground ball on the third base side of the mid field line **cannot run the ball** to 1st base. ANY fielder, pitcher or otherwise, that fields a ground ball on the first base side of the mid field line cannot run the ball to 3rd base. The side of the line the ball is fielded is determined by the location of the ball not the location of the player. If any player described above runs the ball in a situation described above, then the runner will be safe, and the play shall continue until time is called. Time being called will be at the umpire's discretion. This rule applies to initial play on the ball.
- Must have 6 infielders on defense. Max 10 players in the field. Bat all with free substitution on defense.
- Pitcher must wear face gear. Pitcher CAN leave the circle straight back within the circumference of the circle.
- Catcher must wear a helmet with face mask and chest protector
- Bunting or slap hits are allowed
- 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 on defense.