

MILTON-UNION RECREATION ASSOCIATION GIRLS FASTPITCH PONYTAIL TOURNAMENT

Rev. 1 dated 6/9/22

GENERAL RULES

1. ELIGIBILITY

- A. AGE CUT-OFF FOR ALL DIVISIONS WILL BE JANUARY 1ST.
- B. A PLAYER'S AGE ON JANUARY 1ST OF THE CURRENT YEAR WILL DETERMINE ELIGIBILITY TO PLAY IN A DIVISION
- C. PLAYERS MAY ONLY PLAY UP ONE (1) DIVISION
- D. PLAYERS WILL NOT BE ALLOWED TO PLAY DOWN INTO A YOUNGER DIVISION
- E. A PLAYER CANNOT BE ON MORE THAN ONE ROSTER IN THE TOURNAMENT
- F. AT THE DISCRETION OF THE TOURNAMENT DIRECTOR, VIOLATIONS OF THE ELIGIBILITY RULES MAY RESULT IN THE PLAYER BEING DISQUALIFIED AND FORFEITURE OF GAMES PLAYED.
- G. WITH THE PRIOR APPROVAL OF THE TOURNAMENT DIRECTOR, EXEMPTIONS MAY BE GRANTED FOR PLAYERS WITH SPECIAL NEEDS.

2. MANAGERS & COACHES

TEAMS WILL BE LIMITED TO (1) MANAGER AND TWO (2) COACHES. 8U TEAMS MAY HAVE ADDITIONAL HELP IN THE DUGOUTS WHILE ON OFFENSE.

3. TEAM ROSTER

EACH TEAM WILL BE LIMITED TO A MAXIMUM OF FIFTEEN (15) PLAYERS. THE ROSTER IS DUE PRIOR TO FIRST GAME AND MUST INCLUDE BIRTH DATES AND BE SIGNED BY A LEAGUE OFFICIAL.

- A. NO PLAYER MAY BE ADDED TO THE ROSTER AFTER THE TOURNAMENT STARTS.
- B. PLAYERS CAN ONLY BE ON ONE (1) TEAM ROSTER IN THE TOURNAMENT.
- C. NO ALTERNATES MAY BE LISTED ON THE ROSTER.

4. AWARDS

INDIVIDUAL AWARDS WILL BE AWARDED TO THE PLAYERS FOR FIRST (1ST) AND SECOND (2ND) PLACE TEAMS IN EACH DIVISION. MAXIMUM OF FIFTEEN (15) AWARDS WILL BE AWARDED PER TEAM.

5. GENERAL RULES OF PLAY

- A. IT WILL BE AT THE DISCRETION OF THE MANAGERS AS TO WHO WILL COACH BASES: COACHES, PLAYERS, OR BOTH.
- B. ONLY THE MANAGER, COACHES, PLAYERS AND THE BATBOY/GIRL ARE ALLOWED IN THE DUGOUT DURING A GAME.
- C. ONLY THE MANAGER, OR ACTING MANAGER, WILL BE ALLOWED ON THE PLAYING FIELD TO DISCUSS A DECISION WITH THE UMPIRE. ANY OTHERS WILL BE EJECTED FROM THE PARK.
- D. IF A TEAM FAILS TO FIELD EIGHT (8) ELIGIBLE UNIFORMED PLAYERS BY GAME TIME, THE UMPIRE-IN-CHIEF WILL DECLARE A GAME FORFEITED IN FAVOR OF THE OPPOSING TEAM. THERE WILL BE **NO** GRACE PERIOD.
- E. ALL CATCHERS MUST WEAR A FACEMASK WHEN WARMING UP THE PITCHERS.
- F. FREE SUBSTITUTION WILL APPLY TO 8U, 10U AND 12U.
- G. THE BATTING ORDER IN 8U, 10U AND 12U WILL BE CONTINUOUS AND WILL CONSIST OF ALL PLAYERS PRESENT AND ELIGIBLE TO PLAY.
- H. RUNNERS MUST SLIDE TO AVOID MALICIOUS CONTACT ON ALL CLOSE PLAYS. FAILURE TO DO SO WILL RESULT IN THE RUNNER BEING CALLED OUT. FLAGRANT VIOLATIONS WILL RESULT IN THE EJECTION OF THE RUNNER FROM THE GAME. **NO WARNINGS WILL BE GIVEN.**
- I. ***NO INFIELD PRACTICE WILL BE PERMITTED.***
- J. BATTERS WILL NOT THROW THE BAT. AFTER ONE INSTANCE A WARNING WILL BE ISSUED TO BOTH TEAMS, SUBSEQUENT INSTANCES WILL RESULT IN THE BATTER BEING CALLED OUT
- K. ALL EQUIPMENT MUST BE KEPT IN THE DUGOUTS.
- L. A TIME LIMIT WILL BE ENFORCED. NO NEW INNING MAY START AFTER 1 HOUR AND 15 MINUTES.
- M. ANY PLAYER WHO BECOMES SICK OR INJURED DURING THE GAME MAY BE "SKIPPED" FOR THE REMAINDER OF THE GAME WITH NO OUT RECORDED. **HOWEVER:** a PLAYER "SKIPPED" UNDER THIS RULE IS INELIGIBLE TO PLAY AGAIN IN THE SAME GAME.

6. RULES OF CONDUCT

- A. THE UMPIRE-IN-CHIEF HAS COMPLETE AUTHORITY OVER THE GAME BEING PLAYED
- B. ANY PLAYER, MANAGER OR COACH THAT EXHIBITS GROSS MISCONDUCT, POOR SPORTSMANSHIP OR ABUSIVE LANGUAGE WILL IMMEDIATELY BE REMOVED FROM THE COMPLEX BY THE MANAGER OR UMPIRE-IN-CHIEF. REFUSAL TO COMPLY WILL SUBJECT THEIR TEAM TO FORFEITURE.
- C. NO SHOUTING AT, BAITING OR DISTRACTING ANY PLAYER OR UMPIRE BY AN OPPOSING COACH, PLAYER OR SPECTATOR IS ALLOWED. THE UMPIRE WILL ISSUE ONLY ONE (1) WARNING AND ANY FURTHER INSTANCES WILL RESULT IN IMMEDIATE REMOVAL FROM THE COMPLEX. REFUSAL TO COMPLY WILL SUBJECT THEIR TEAM TO FORFEITURE.
- D. THE TEAM MANAGERS IS ULTIMATELY RESPONSIBLE FOR THE ACTION OF THEIR COACHES, PLAYERS AND FANS.
- E. SPECTATORS WILL NOT BE ALLOWED ON THE FIELDS, IN THE DUGOUTS OR STAND BEHIND THE BACKSTOP WHEN THE GAME IS IN PROGRESS
- F. NO PROTESTS ALLOWED. **UMPIRE'S DECISION IS FINAL.**

7. SAFETY PROTECTION

- A. NO STEEL SPIKES ARE PERMITTED. MOLDED SPIKES WILL BE ALLOWED AT ALL AGES.
- B. ALL BATTERS AND RUNNERS ARE REQUIRED TO WEAR PROTECTIVE HELMETS. RUNNERS INTENTIONALLY LOSING THEIR HELMETS, IN THE UMPIRE'S OPINION, WILL BE CALLED OUT.
- C. ALL HELMETS MUST HAVE A FACE MASK & CHIN STRAP; THE STRAPS MUST BE FASTENED.
- D. ALL BAT BOYS/GIRLS AND BASE COACHES UNDER THE AGE OF EIGHTEEN (18) MUST WEAR PROTECTIVE HELMET DURING THE GAME.
- E. ALL CATCHERS MUST WEAR FULL GEAR INCLUDING PROTECTIVE HELMET, MASK, SHIN GUARDS, AND CHEST PROTECTION.
- F. ALL IN-FIELD PLAYERS MUST WEAR FACE PROTECTION.

8. SCORES

SCORES OF EACH GAME SHALL BE TURNED IN TO THE TOURNAMENT DIRECTOR BY THE HOME TEAM IMMEDIATELY FOLLOWING THE GAME.

HOME TEAM WILL BE THE OFFICIAL SCOREKEEPER.

HOME TEAM WILL BE DETERMINED BY TOSSING OF A COIN PRIOR TO POOL GAMES.

HOME TEAM WILL BE DETERMINED BY BETTER SEED IN BRACKET PLAY.

SPECIFIC DIVISION RULES

OHIO HIGH SCHOOL ATHLETIC ASSOCIATION SOFTBALL RULES WILL BE USED WITH THE FOLLOWING EXCEPTIONS:

1. 8 & UNDER (COACH-PITCH) DIVISION

- A. ALL GAMES WILL BE SIX (6) INNINGS, UNLESS SHORTENED BY DARKNESS, WEATHER, FIELD CONDITIONS OR TIME LIMIT.
- B. IF SHORTENED BY DARKNESS, WEATHER OR FIELD CONDITIONS AND LESS THAN FOUR (4) INNINGS HAVE BEEN COMPLETED, THE GAME WILL BE RESUMED FROM THE POINT OF SUSPENSION. HOWEVER, IF FOUR (4) INNINGS ARE COMPLETE OR THREE AND ONE-HALF (3-1/2) IF THE HOME TEAM IS LEADING, THE GAME IS COMPLETE.
- C. NO MORE THAN SIX (6) RUNS CAN BE SCORED IN AN INNING WITH THE EXCEPTION OF THE LAST INNING, WHICH IS THE "OPEN" INNING. THE UMPIRE SHALL DETERMINE LAST INNING BASED ON TIME LIMIT.
- D. IF A TEAM IS LEADING BY TEN (10) OR MORE RUNS AFTER FOUR (4) INNINGS (OR THREE AND ONE HALF (3-1/2) IF THE HOME TEAM IS LEADING) THE UMPIRE WILL STOP THE GAME AT THE COMPLETION OF THE INNING AND THE LEADING TEAM WILL BE THE WINNER.
- E. PITCHING DISTANCE WILL BE THIRTY (30) FEET
- F. 11" OPTIC YELLOW BALL WILL BE USED.
- G. BALLS WILL NOT BE CALLED.
- H. NO BUNTING IS PERMITTED.
- I. THE MANAGER OR COACH WILL PITCH UNDERHAND FROM A STANDING POSITION TO THEIR OWN PLAYERS. THE ARCH OF THE PITCH SHOULD BE A MAXIMUM OF (6) FEET.
- J. THE DESIGNATED PITCHER MUST HAVE AT LEAST (1) FOOT IN CONTACT WITH THE PITCHING "LINE" AT THE TIME OF THE PITCH. VIOLATION: DEAD BALL (NO PITCH, NO STRIKE)
- K. THE BATTER IS ALLOWED FIVE (5) PITCHES OR THREE (3) STRIKES TO HIT THE BALL. IF THE BATTER DOES NOT HIT AFTER FIVE (5) PITCHES OR THREE (3) STRIKES, THE BATTER WILL BE CALLED OUT, EXCEPT FOR FOULING THE FIFTH (5) PITCH OR THIRD (3) STRIKE. THERE ARE NO WALKS.
- L. THE DESIGNATED PITCHER MUST LEAVE THE PLAYING AREA AFTER THE BALL IS HIT, MAKING SURE NOT TO INTERFERE WITH THE BALL, RUNNER, OR FIELDER. THEY WILL REMAIN OFF THE FIELD UNTIL THE PLAY IS STOPPED. IF A BATTED BALL HITS THE DESIGNATED PITCHER, IT SHALL BE RULED A DEAD BALL (NO PITCH, NO STRIKE).
- M. NO STEALING OR LEADING OFF. THE RUNNER CANNOT ADVANCE ON A PASSED BALL. ONE (1) WARNING WILL BE GIVEN TO EACH TEAM. THE NEXT OFFENSE (AND SUBSEQUENT OFFENSES), BY EITHER TEAM WILL RESULT IN THE RUNNER AUTOMATICALLY BEING CALLED "OUT".
- N. A RUNNER MAY LEAVE THE BASE AFTER A PITCH HAS PASSED THE PLATE. IF A RUNNER LEAVES THE BASE BEFORE THE BALL CROSSES THE PLATE, THE UMPIRE WILL NOTIFY BOTH TEAMS OF THE INFRACTION AND RETURN THE RUNNER TO THE BASE FROM WHICH THEY LEFT. THE NEXT OFFENSE (AND SUBSEQUENT OFFENSES), BY EITHER TEAM WILL RESULT IN THE RUNNER AUTOMATICALLY BEING CALLED "OUT".
- O. OF TEN (10) PLAYERS CAN BE USED ON DEFENSE. THE EXTRA PLAYER WILL BE USED IN NORMAL OUTFIELD DEPTH ONLY. OUTFIELDS MUST BE IN THE GRASS AT THE TIME THE PITCH CROSSES THE PLATE.
- P. THE PLAYER AT THE PITCHER POSITION MUST HAVE AT LEAST ONE (1) FOOT IN THE CIRCLE AND BEHIND THE PITCHING LINE AT THE TIME OF THE PITCH. VIOLATION: DEAD BALL (NO PITCH, NO STRIKE).
- Q. ON DEFENSE, ONE (1) MANAGER OR COACH WILL BE PERMITTED IN THE OUTFIELD TO HELP POSITION PLAYERS, GIVE DIRECTION, ETC. HOWEVER IF THE UMPIRE FEELS THE PROGRESS OF THE GAME IS BEING DELAYED TOO MUCH, THE UMPIRE HAS THE AUTHORITY TO RULE AS HE/SHE FEELS FIT.
- R. PLAY STOPS WHEN UMPIRE CALLS "TIME-OUT". A TIME OUT WILL NOT AUTOMATICALLY BE GRANTED WHEN A PLAYER CALLS "TIME OUT". THE DEFENSIVE TEAM MUST STOP THE PROGRESS OF THE LEAD RUNNER IN ORDER FOR THE UMPIRE TO CALL "TIME OUT". ANY HESITATION BY RUNNERS IS TO BE INTERPRETED AS STOPPING.

2. 10 & UNDER DIVISION

- A. ALL GAMES WILL BE SIX (6) INNINGS, UNLESS SHORTENED BY DARKNESS, WEATHER, FIELD CONDITIONS OR TIME LIMIT.
- B. IF SHORTENED BY DARKNESS, WEATHER OR FIELD CONDITIONS AND LESS THAN FOUR (4) INNINGS HAVE BEEN COMPLETED, THE GAME WILL BE RESUMED FROM THE POINT OF SUSPENSION. HOWEVER, IF FOUR (4) INNINGS ARE COMPLETE OR THREE AND ONE-HALF (3-1/2) IF THE HOME TEAM IS LEADING, THE GAME IS COMPLETE.
- C. NO MORE THAN SIX (6) RUNS CAN BE SCORED IN AN INNING WITH THE EXCEPTION OF THE LAST INNING, WHICH IS THE "OPEN" INNING. THE UMPIRE SHALL DETERMINE LAST INNING BASED ON TIME LIMIT.
- D. IF A TEAM IS LEADING BY TEN (10) OR MORE RUNS AFTER FOUR (4) INNINGS, OR THREE AND ONE HALF (3-1/2) IF THE HOME TEAM IS LEADING),THE UMPIRE WILL STOP THE GAME AT THE COMPLETION OF THE INNING AND THE LEADING TEAM WILL BE THE WINNER.
- E. PITCHING DISTANCE WILL BE THIRTY-FIVE (35) FEET
- F. 11" OPTIC YELLOW BALL WILL BE USED.
- G. ANY PITCHER MAY BE REMOVED FROM THE PITCHING POSITION AND RETURN BACK TO THE PITCHING POSITION ONE (1) TIME PER GAME, BUT NOT IN THE SAME INNING.
- H. INFIELD FLY RULE WILL NOT BE ENFORCED.
- I. NO DELAYED STEAL. A RUNNER MAY LEAVE THE BASE AFTER A PITCH HAS PASSED THE PLATE.
- J. IF A RUNNER LEAVES THE BASE BEFORE THE BALL CROSSES THE PLATE, THE UMPIRE WILL NOTIFY BOTH TEAMS OF THE INFRACTION AND RETURN THE RUNNER TO THE BASE FROM WHICH THEY LEFT. THE NEXT OFFENSE (AND SUBSEQUENT OFFENSES) BY EITHER TEAM WILL RESULT IN THE RUNNER AUTOMATICALLY BEING CALLED "OUT".
- K. IF A RUNNER STEALS A BASE ON THE FIRST INFRACTION OF THE LEAD-OFF RULE AND IS THROWN OUT WHILE STEALING, THE OUT WILL STAND.
- L. RUNNERS MAY STEAL HOME ONLY ON A PASSED BALL. IF THE BALL HAS BEEN RETREIVED AND NO ATTEMPT WAS MADE, THE PLAY IS OVER AND THE RUNNER MAY NOT ADVANCE.
- M. IF THE CATCHER MAKES A PLAY ON A RUNNER AT THIRD BASE, THE RUNNER MAY ADVANCE AT THEIR OWN RISK.
- N. ON A THIRD (3RD) STRIKE, THE BATTER IS OUT WHETHER THE CATCHER CATCHES OR DROPS THE BALL.
- O. A MAXIMUM OF TEN (10) PLAYERS CAN BE USED ON DEFENSE. THE EXTRA PLAYER WILL BE USED IN NORMAL OUTFIELD DEPTH ONLY.

3. 12 & UNDER DIVISION

- A. ALL GAMES WILL BE SEVEN (7) INNINGS, UNLESS SHORTENED BY DARKNESS, WEATHER, FIELD CONDITIONS OR TIME LIMIT.
- B. IF SHORTENED BY DARKNESS, WEATHER OR FIELD CONDITIONS AND LESS THAN FOUR (4) INNINGS HAVE BEEN COMPLETED, THE GAME WILL BE RESUMED FROM THE POINT OF SUSPENSION. HOWEVER, IF FIVE (5) INNINGS ARE COMPLETE , OR FOUR AND ONE-HALF (4-1/2) IF THE HOME TEAM IS LEADING, THE GAME IS COMPLETE.
- C. IF A TEAM IS LEADING BY TEN (10) OR MORE FUNS AFTER FIVE (5) INNINGS, OR FOUR AND ONE HALF (4-1/2) IF THE HOME TEAM IS LEADING, THE UMPIRE WILL STOP THE GAME AT THE COMPLETION OF THE INNING AND THE LEADING TEAM WILL BE THE WINNER.
- D. PITCHING DISTANCE IF FORTY (40) FEET.
- E. 12" OPTIC YELLOW BALL WILL BE USED.