



2012 B.T.P.D. Snow Softball Tournament

Bourbonnais Township Park District

*It is the responsibility of the team manager(s) to know all rules and make sure all players know these rules. Absolutely **NO ALCOHOL** is permitted in Diamond Point Park. All N.S.A. rules apply except for the following modifications:*

A. CODE OF CONDUCT

If any of the following situations involve a player, manager, umpire or spectator, the person involved will be suspended for the next game and will be asked to leave the park area by the umpire or supervisor:

- Displaying behavior that could be considered as being under the influence of drugs or alcohol. **THERE IS NO ALCOHOL ALLOWED ON COMPLEX GROUNDS.**
- Excessive use of inappropriate language or actions (i.e. – swearing, taunting, arguing, etc.).
- Use of physical violence.
- Displaying of unsportsmanlike conduct.
- Any player that is ejected from a game will also not be eligible to play in the team's next scheduled game.

B. ROSTERS

1. Roster Eligibility

- Participants must be 16 years or older. Participants under 18 must have written guardian permission to participate.
- No player may play on two (2) different teams.
- A player may not change teams after the tournament has started.

2. Official Roster

- Each team will submit a completed and signed official B.T.P.D. Tournament Roster/Waiver before playing their first game.
- A maximum of 20 players can be listed on the roster at one time.

3. Roster Checks

- The Recreation Supervisor may randomly check rosters for any discrepancies throughout the tournament
- All players must present a picture I.D. if requested by the Recreation Supervisor. If a player does not have an I.D. or is unwilling to cooperate, that player will be declared ineligible for that game.

4. Player Eligibility Protests

- A team may protest the eligibility of a player(s) at any time before the last out of the game by submitting \$25 cash per player. If the protest is upheld, the protest fee shall be returned.

C. EQUIPMENT

1. Softball

- The tournament will utilize and furnish a standard 12 inch (.44 core) softball.

2. Bats

- Only NSA certified bats will be allowed.

3. Spikes

- Metal spikes will not be allowed.

4. Uniforms

- Matching or numbered uniforms are not required for this tournament.

D. REGULATION GAME

1. Length of Game

- Tournament games will be 7 innings long.

2. Seeding and Home Team Determination

- Brackets will be determined by a random draw.
- The home team will be awarded to the team that has fewer losses in the tournament, if both teams have the same number of losses; a coin flip will determine the home team.

3. Number of Players

- Each team will field a maximum of ten (10) or a minimum of nine (9) players.
- Should a team start a game with nine (9) players, one out will be declared at the end of the batting order the entire game unless filled by a late arriving player.
- A minimum of nine (9) players is required at all times to avoid forfeit. If at any time during the game a team is unable to field nine (9) defensive players that team will forfeit the game.

4. Ready To Play

- Teams must be “ready to play” twenty (20) minutes before their scheduled game (minimum number of players required ready to bat or take the field). Teams not ready to play will forfeit the game.

5. Late Arriving Player

- A late arriving player can be added to the bottom of the batting order at the end of a completed inning without penalty to the team.

6. Extra Players (EP)

- Teams may use as many extra players (EP) as they want.
- The EP must remain in the same position in the batting order for the entire game.
- The EP may play defense at any time without his status being affected.

7. Scorekeeper

- The official scorebook is to be kept by the home team.

8. Run Rule

- 20 runs after 3 innings
- 15 runs after 4 innings
- 10 runs after 5 innings

E. PITCHING

1. Legal Pitch

- The pitcher must begin with one foot on the pitching rubber and make no motion with the intent to deceive the batter. A legal pitch must reach at least six (6) feet in height and must not exceed ten (10) feet in height.

F. BATTING

1. Number of Batters

- At a minimum, teams must bat the number of defensive players they field.
- No designated hitters allowed.

2. Strikes and Outs

- Batters will come to the plate with a two (2) and two (2) count.
- Each batter is allowed one (1) foul ball per at bat; a second foul ball will result in an out.

3. Home Run Rule

- The “One and One Up” rule will be in affect.
- If a team/batter exceeds the number of home runs allowed, the batter will be out and the base runners will return to their base.

4. Bunting

- No bunting.

5. Batting Order

- Team managers must submit their batting orders to the home team prior to the start of the game.
- A batter will be called out if they do not bat in their correct batting order.

6. Hit It, Get It Rule

- Any foul ball or home run hit out of play must be retrieved by the team at bat. Failure to do so within a reasonable time frame will result in an automatic out.

G. BASE RUNNING

1. Stealing

- No stealing allowed. A base runner cannot leave their base until the pitched ball has been hit.
- No courtesy step.

2. Sliding

- Sliding is permitted.

3. Plowing

- Attempting to “plow” over the catcher, or any defensive player covering any plate, including home plate on the play, is not allowed, and will cause the base runner to be called out.

H. BLOOD RULE

Any player who is bleeding must be removed from the game until the wound is bandaged and covered. If there is blood on the uniform, the uniform must be changed or disinfected before the player can re-enter the game. A courtesy runner will be allowed for an offensive player who is being tended to. The courtesy runner will be on the same team that made the last out in the current game. A defensive player can be substituted (courtesy substitution) for by an extra player on the bench until the situation is corrected.