

Clyde's Place Winter-Softball... ON ICE RULES

Official ASA Co-ed playing rules will be used except where changes are noted in these rules.

I. The Playing Field

1A. Umpire will designate a field suitable for play in accordance with the following provisions which equal the dimensions of a softball field:

- a. The softball diamond is a square with equal sides of 60-70 feet (some variation at different fields);
- b. The pitching strip is in the center of the diamond, 46-50 feet (some variation at different fields) or just over 15 paces from home plate, and directly aligned with the first base/third base diagonal.

II. Equipment/Attire

- 2A. Any type of shoe is allowed, this included Ice cleats, and metal cleats.
- 2B. Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage.
- 2C. Each team shall furnish all team equipment necessary for each game.
- 2D. Clyde's Place will supply game balls. ONLY the balls supplied and designated by Clyde's Place will be allowed. Teams will be responsible for retrieving home run and foul balls.

2E. Bats – All "ASA Softball" bats are allowed. No wooden, or baseball bats allowed. Because of the cold temperatures' bats may break. If a bat breaks the team providing the bat assumes all responsibility. Clyde's will not refund nor replace any bat brought to our field.

III. Officials

- 3A. Games must be officiated by at least one umpire. The Head Umpire governs all game play and issues all final rulings. Other officials may assist when available.
- 3B. Umpires have jurisdiction over play and may call off a game due to darkness, rain, snow, or other cause at the umpire's discretion.

IV. Player Eligibility

- 4A. All participants must have filled out the waiver & shown proof of valid identification.
- 4B. All participants must be on the team's roster.

V. Team Rosters

- 5A. Each team roster must consist of a minimum of 8 and no more than 15 players.
- 5B. Each team shall have one Captain, the captain will be responsible for the team.

The Team Captains must ensure that:

- a. All team players must bat in the same order.

- b. **Only** the **Captain** may request a conference with the umpire to dispute calls.
5C. Each team captain must submit a completed Clyde's Place roster/waiver prior to the start of the tournament. No changes may be made after the first game played by that team that day.

VI. LINE-UPS / GAME TIME

6A. The second team named on the schedule designates the home team that will occupy the 1st base bench.

6B. Line-ups: Teams must field at least eight players and no more than ten.

Everyone on the roster must bat. Teams can field 10 players (minimum 4 females, 4 males), taking an out for each male and female not playing. 6C.

Batting Order: Teams must field at least eight (8) players and no more than ten (10). Everyone present at the game may bat as long as the batting order rotates every other by gender. If a teammate line-up is reduced due to injury, there is no penalty as long as there is someone listed to take the place of that batter, and the batting order rule is still followed. However, if the injury breaks the batting line up rotation rule, the team must take an out for the missing player each time that position comes up in the batting order.

6D. All team players must bat in the same order each time through the line-up. If substitutions must be made offensively when batting all present players would violate the batting order rules, players may only re-enter in the same spot in the order. (i.e. If a team has too many males, one or more can take turns batting each time through the line-up both are allowed to play defense at different times). Males taking turns in the line-up must hit in the same spot in the line-up and cannot later substitute for other males.

6E. A team having eight (8) players present at game time prior to the first pitch must begin play immediately or the umpire, after a two minute fair warning, will forfeit the game. Teams may start with 8 players charged out penalties for missing players.

6F. The game time is indicated on the schedule. Incomplete innings and tiegames are to be played to completion; otherwise no new innings shall be started after **60** minutes of playing time. The umpire's watch shall be the official time.

Teams may ask the umpire the start time.

EXCEPTION: If both captains agree, game may be started before scheduled game time.

6G. Mercy Rule: If five (5) innings have been played (4½ if the home team is ahead) and one team is leading by ten (10) runs or more, the game shall be called; also 15 runs after 4 innings, and 20 runs after 3 innings.

6H. A team failing to place at least eight (8) eligible players on the field at game time will forfeit the game. Late players may enter the game at the bottom of the line-up as long as batting order rules are still followed.

6I. All batters shall assume a one-ball, one-strike count when beginning their atbat.

XII. Defensive Positions

7A. Males and females do not have to alternate defensively in the infield, outfield, or at pitcher/catcher. However, there must be at least one(1) female playing either pitcher or catcher, and one (1) male playing the opposite.

7B. All infielders must remain in the infield and all outfielders must remain in the outfield until the ball is hit.

VIII. Substitutions

8A. A female may only substitute for a female in the batting order, a male for a male.

8B. Teams may substitute freely on defense each inning.

IX. Regulation Games

9A. Regulation games last 6 full innings or 60 minutes (see rule 6F) whichever comes first. And Each player will start off with a count of 1 ball-1 strike. 9B. A game that is called off by the umpire for darkness or other safety reason after 4 full innings of play shall be considered a regulation game. The game score at end of the last full inning shall determine the winner.

9C. In the event of a tie score at the end of the 6th inning or 60 minutes (whichever comes first), extra full innings shall commence until a winner is determined. In the event a game goes into extra innings, each team will begin where the last inning left off.

9D. A team Captain may raise protest with the umpire for blatant rule infraction, but will accept the umpires final ruling.

X. Running

10A. Runners must stay within the base line. Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the base line shall be safe at the base to which they were running.

10B. You may leading off the base by two steps, but stealing is not allowed. A runner off of his/her base by more than 1 step when the ball is pitched is out. If the batter slips/falls past that 1 step they are automatically out. It is recommended the baserunner stays on the bag and if they slip that will be their grace step. 10C. After a batted ball is caught, runners must tag their originating base before running to the next base. Runners may overrun first base only.

10D. In the case of a batter hitting an over-the-fence home run, drawing a walk, or advancing freely on a teammates over-the-fence home run or walk, home plate must be touched. If not, the opposing team may appeal to the umpire that the player missed home plate and the player will be declared out. If that player scored on the play, that player's run will not count. If that is the third out of the inning, all other runs scored by players touching all bases in order will still count.

10E. No blocking the plate (runner gets priority)

XI. Fouls

11A. A foul counts as a strike.

11B. A foul on the third strike is an out. No courtesy foul.

XII. Outs

12A. A count of three outs by a team completes the teams half of the inning.

12B. An out is:

- 1 A runner tagged by the ball in fielders' hand or glove at ANY time while not on base;
- 2 Any batted ball (fair or foul) that is caught;
- 3 A fielder catching the ball with their foot on the base to which a runner is forced to run.
- 4 A runner off of his/her base more than one step when the ball is pitched.
- 5 A ball hit when the batter steps out of the batter's box.
- 6 An intentionally bunted ball.

XIII. Ball in Play

13A. Ball is in play until the umpire declares the play is dead and will call a timeout.

XIV. Designated Runner/Player Positions

14A. In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same batting order position previously held.

14B. If a player is ejected, injured, or becomes ill and cannot continue, and a substitute is not available, the lineup will continue in the same formation, less the removed player (see rule 6C for applicable penalties).

14C. The pitcher may be replaced on the mound once per inning.

14D. There is a courtesy runner. One player of each sex can get a courtesy runner once per inning.

XV. League Standings

15A. A random drawing will be held for tournament seeds.

XVI. Forfeits

16A. Forfeits: Using illegal players and or not enough players. Participants are only allowed to play and appear on one team roster for the whole tournament.

XVII. Miscellaneous

17A. **OUTSIDE ALCOHOL IS YOUR RESPONSIBILITY; YOU ASSUME ALL LIABILITY AND MUST FOLLOW STATE REGULATIONS!**

17B. **ANY UNDERAGE DRINKERS FOUND AT THE TOURNAMENT WILL BE ESCORTED AWAY, AND THE TEAM WILL FORFEIT THEIR NEXT GAME IF ANY PLAYERS ARE CAUGHT DRINKING UNDERAGE (NO EXCEPTIONS).**

17C. **NO KEGS ARE NOT PERMITTED.**