

## TOURNAMENT RULES

Official NSA rules will be followed throughout the tournament plus the following exceptions. It is the manager/captain's responsibility to assure all the team players are familiar with the rules.

1. Players must be 18 years of age prior to start of tournament.
2. No steel cleats.
3. Coin-flip determines home team.
4. All games will have a fifty (50) minute time limit. The umpire will call last inning no sooner than 40 minutes into the game. Ties will stand.
5. Once games are completed, a bracket winner will be determined based on win-loss record within the bracket. In the event of a tie, the 1st Place trophy will go to the team which won against the other team who tied. If this scenario still does not produce a 1st Place winner, then the winner will be determined by the summation of total runs scored against each team involved in a tie. Of the tied teams, the team with the lowest amount of runs scored against shall be declared the winner.
6. Ten players are required to play, a team must have a minimum of eight (8) players to start or continue a game. Positioning on the field is at the discretion of each team, but no more than four (4) outfielders.
7. The home team is the official scorekeeper and is responsible for reporting game scores immediately after game to the tournament director near registration area.
8. The umpire shall explain the ground rules to the team managers and captains before the start of the game.
9. Managers should exchange lineups before each game is scheduled to begin. Lineups shall include all players in their regular batting order.
10. Co-ed Recreational League will play a 1-1 count tournament. (See attached Co-ed supplemental rules).
11. Courtesy runners are allowed. Last out (same gender in coed) will take the runner's position on the base and finish the turn. Once the courtesy runner scores or is out, the person will go back to the regular batting order.
12. When using NSA substitution, a substitute may reenter in any position in case of injury, if all substitutes have been used. An injured player may not reenter in that game.
13. When batting the roster:
  - a. Intent must be declared at the start of game.
  - b. Additional players may be added to the roster if first batter has not batted a second time.
  - c. A player may enter and reenter in any defensive position at any time.
  - d. In case of injury, the player is eliminated from the batting order with no penalty. An injured player may not reenter in that game.
14. Six-run limit per inning for all games, except in the last inning.

15. A 2-strike foul is not an out, but the second foul is. (i.e. if there are two strikes and someone fouls once, that's fine. But if they foul again, that's the third strike).
16. No bunting allowed.
17. No chopping the ball. (Swinging downward so it bounces immediately).
18. Field position of ten (10) defensive players shall consist of no more than four (4) outfielders. The defensive team provides the pitcher.
19. No jewelry may be worn during the game. Taping jewelry is not legal. Each team found in violation will be given one (1) warning. If a second violation occurs, that player will be ejected. Each team will be allowed one (1) warning only! Medical tags are acceptable if covered with clear tape and taped to the body. Umpires may make exceptions in special cases.
20. Problems of conduct will be handled in the following manner:
  - a. Any individual player, spectator, coach or manager found by the umpire to be acting in a disruptive manner will be asked to leave the premises by the umpire. Abusive language used by any player or players either on the field or on the bench will mean ejection from the game. Any individual player, coach, manager, or scorekeeper found to be consuming alcoholic beverages or using illegal drugs during a game will be ejected from the game. If player or players refuse to leave the premises, the game will be forfeited to the opposing team.
  - b. Any players, coach or manager ejected from a game will be reported to the Tournament Director by the umpire calling the game. Any player ejected from a game will not be allowed to play in the next scheduled game for that team.
  - c. Any player ejected from two (2) games will be expelled from the tournament.
  - d. The right is reserved by the Tournament Director to remove any player or team from the tournament. A refund of fees will not accompany the action.
21. Headgear is optional (hats, visors, headbands) and may be worn backward.
22. Casual profanity pertains to expletives not directed at umpires or players, but most likely uttered in frustration and can be clearly heard by others. The penalty for the use of casual profanity is the player due to bat next will be declared out. Each team will receive one verbal warning before batters are called out.
23. The game will be forfeited if a team cannot produce 8 players by 10 minutes after the scheduled start time of the game. The opposing team shall be given the win.
24. If a game is forfeited, and a field is available for play, the team(s) may use the field for sport play to warm up or practice. An umpire will not be provided, and will not be monitored by any entity of the tournament.
25. Medical insurance will not be supplied by the Tualatin Hills Park & Recreation District, the Tualatin Hills Softball Association, Doernbecher Children's Hospital, OHSU, or any business participant or sponsors of the tournament.
26. Tualatin Hills Park & Recreation District, the Tualatin Hills Softball Association, Doernbecher Children's Hospital, OHSU, or any business participant or sponsors of the tournament are not responsible for damage to cars or personal property during the tournament.

27. If there is ever any question regarding a rule that is not addressed in this Tournament Rules document, NSA Rules apply.

### **Co-ed Supplemental Tournament Rules**

1. 10 players are required to play, but less than 10 players are possible with applicable penalties.
2. Co-ed teams shall have equal number of sexes on the field except when playing with 9 players. No more than five members of same sex may be on the field when playing defense.
3. Batting order must alternate sexes whenever possible. If more males are batting than females, then an out must be taken for vacated female position. No penalty will be assessed for two female batters in a row. Batting order must always stay the same throughout the game.
4. All batters will start with a 1-1 count to speed up play. If a male batter is walked on three straight balls without a strike, he advances to second base. The following female batter has the option of taking first base or batting only if there are two outs. If the male batter is walked with a 4-2 count he only gets first base and the following female batter must bat.
5. Courtesy runners are allowed, as long as courtesy runner is of same sex.
6. Ball sizes: 12" ball is supplied for male batters, 11" ball is supplied for female batters.
7. The one-up home run rule is in effect. Either team may hit an additional home run; however, no team may ever go more than one home run up on the other team. A dead ball out will be the penalty for any untouched over-the-fence home run hit that puts a team two ahead of their opponent.