

ULTIMATE EVENTS & SPORTS SOFTBALL TOURNAMENT RULES

[Note: these written rules are to be used in conjunction with the "Return to Play Procedure" that was issued in 2020 as part of the health & safety initiative (if applicable)].

1. Tournament Format - Refer to each individual tournament, formats may vary. Generally speaking, UES will follow USA Softball as a guideline to our tournament rules except where indicated.

2. Insurance certificates must list Ultimate Events & Sports Mgmt. Co. Inc. as additional insured:
Address: Ultimate Events and Sports Mgmt. Co. Inc. 301 Oxford Valley Drive Suite 303B Yardley, PA 19067

3. Rosters - 25 player open roster, amateur status only.

A) A player cannot be rostered on more than one team in the same age division of an individual event. A player can compete on multiple rosters of different age groups of an event (i.e. Jane Smith can be listed on a team in the 16-U age group as well as a team in the 18-U age group, but not for two different teams in the 16-U age group). The player must be listed on all team rosters at the start of the event. She cannot be added to a roster after the start of the event. If a player is listed on two rosters, the team in which she plays for first shall be the team that she must remain with for the duration of the tournament.

B) For tournaments prior to Labor Day, rosters with birth dates and proof of age as of January 1 of the current calendar dictates the player's age group. Although we do not check birth certificates at the time of check in, all coaches must be able to provide a copy of any player's birth certificate in the event a player's age is protested.

C) For our fall tournaments, starting with our Labor Day event, rosters with birth dates and proof of age as of January 1 of the next calendar year dictates a player's age group.

4. Tournament Director will be on premise and you may contact him/her from our onsite HQ tent. Typically, our headquarters tent will be in a highly visible location and if there is a trainer on site, the trainer's tent will be near the HQ tent. You will generally find UES ambassadors and maintenance staff not far from the field of play. Please feel free to ask for their help if need be.

5. Official Scoring - report your game score to UES ambassadors and/or maintenance staff to ensure game accuracy.

6. Entrance Fee is non-refundable (if applicable).

7. Ejections: The following outlines of the ejection rule are non-negotiable:

A) Any manager, coach or player who is ejected from a game must sit out the remainder of the game as well as the next scheduled game of the event.

B) Any manager, coach player or fan that is ejected from the game, must leave the park immediately (dugout, bench & seating area). Failure to do so will result in his team's forfeiture of the game.

C) If the same manager, coach, or player is ejected a second time from the same event he will not be allowed to participate in the remainder of the event of the tournament weekend.

D) UES reserves the right to suspend or bar any individual and/or team associated with the individual from future play in the event or future events, depending on the severity of the offense or for repeat offenses.

8. NO SMOKING ALLOWED ON THE PREMISES.

9. Start Times: UES reserves the right to start games ahead of schedule should the pace of the tournament allow it. Please have your team at the scheduled field at least 10 minutes before posted schedule start-time ready to play.

10. A game shall be forfeited to the offended team by the Tournament Director when a team:

A) Is late in appearing or in beginning play after the Umpire calls "Play Ball."

B) Refuses to continue play after the game has started.

C) Delays more than one minute in resuming play after the Umpire calls "Play ball" or in obeying the Umpire's order to remove a player for violation of the rules.

D) Persists in tactics designed to delay or shorten the game and willfully and persistently violates the rules after being warned by the Umpire.

E) Cannot provide the required number of eligible players to start or continue a game

11. Game Length

A) 7 innings.

B) Mercy rules shall be in effect for all games, including the championship game. Mercy rules shall be fifteen (15) runs after 3 innings, ten (10) runs after 4 innings, and eight (8) runs after 5 innings.

C) Games called due to darkness or rain after the 1st inning are official as played with the score being reverted back to the last fully completed inning or if the home team is winning when game is called. Games called prior to the completion of the 1st inning will be suspended and resumed at the exact point in which play was suspended.

12. Time Limits:

A) There will be a one hour and twenty-minute (1 hour, 20 minute) time limit on all round robin, consolation, and elimination games unless otherwise directed. The exception of the Championship game, which has no time limit. The clock starts at the break of ground rules. No inning may start after the 1 hour, 20-minute time limit has expired. The home team's 3rd out marks the beginning of the next inning. Any inning that is in progress when the game has reached the 1 hour 20-minute time limit will be completed.

B) All games that are ended via the time limit are official as played, regardless of what inning the game is in at the conclusion of the time limit.

C) Games that are tied after the 1 hour 20-minute time limit, will remain as a tie in the tournament standings.

D) Time limits are still in effect during elimination games. However, all games must have a winner. Therefore, following the last completed inning after time expires, ITB rules will be in effect for each inning until a winner is determined. (ITB stands for "International Tie Breaker." When a softball game is tied at the end of six innings, the International Tie Breaker rule goes into effect. At the start of each inning, a runner is placed on second base with the intent of accelerating opportunities to score and bringing the game to a speedier conclusion.)

E) There is no time limit in the championship game. Those games will be played until the game is complete and a winner is determined. ITB rules will go into effect after the 7th inning.

F) If time expires in the bottom of an inning (innings 1-5) with the "home" team batting while also having the lead in the game (non-elimination round), the current batter will finish her at bat, and then the game is official as played.

G) Speed-up rules will always be in effect. This consists of five warm-up pitches in the first inning and during pitching changes and three warm-up pitches between innings. Balls must be returned directly back to pitcher after an out.

13. Batting Line-up/Number of Players

A) Teams must start a game with a minimum of nine players. Once the game is started, a team can complete a game with only eight players. Fewer than eight players will result in a forfeit.

B) Teams may choose to bat a 9-person, 10-person, or entire team batting order. Both a DP/Flex and/or an EH may be used. The standard DP/Flex rules apply. If a team begins a game batting 10 or more players, they must finish the game batting the same number of players as they started the game with. However, in the event of an injury where a player can no longer participate in the game and no substitutes are available, that player's position in the batting order will be skipped without penalty. In the event that a player is ejected from the game, and no substitutes are available, an out will be awarded to the opposing team each time said player's position comes up in the batting order. Note: there is no "Sunday Rule" restrictions to your batting line-up.

14. Warm-up on infield dirt is not allowed between games.

15. Player substitutions will follow standard USA rules. Starting players may re-enter the game one time in the same position in the batting order as she had previously been in. The following exceptions apply:

A) In the event of an injury only and all legal substitutes have been entered into the game, a starting player may then re-enter the game in the injured players batting position even if that was not her original batting position without penalty.

B) In the event of an injury where a player can no longer participate in the game and the team only has nine players available (or was 10 with an EH or the entire order), that player's position in the batting order can be skipped without penalty. Once a player leaves the game due to an injury and no substitutes are available, the player that left the game cannot return in that same game.

C) In the event that a player is ejected from the game, and no substitutes are available, an out will be awarded to the opposing team each time said player's position comes up in the batting order. A starting player MAY NOT re-enter the game in a batting position other than the one she was originally in to replace an ejected player.

D) Teams are permitted to complete a game with eight players.

16. Choice of home team is decided by a coin toss, with the exception of play-off round games, in which the team that finished higher in the group round robin play will have their choice of home or away (i.e. B-2 vs. A-1, A-1 will have choice for that game). In the event that two like seeds meet in the play-off round (i.e. A-1 vs. B-1), a coin toss will again be used to determine the team's choice of home or away.

17. Any baserunner who does not slide or avoid contact with a fielder will be called out with the possibility of ejection, if the umpire deems necessary.

18. The Tournament Director(s) will rule on any point not covered in these amendments and rules.

19. Decisions by the Tournament Director are final.

20. Fans are not permitted in the dugouts or bench area.

21. Bat Boys/Girls must wear a protective helmet at all times.

A) Adult base coaches are not required to wear a protective helmet when coaching on the base lines, however, if a player is coaching a base, they are required to wear a full double ear flap helmet while coaching said base.

22. Game balls will be supplied by, and must be returned to, the umpire crew.

23. Equipment:

1. Metal spikes are permitted only for 14U & older groups.

2. Batting helmets must be NOSCAE stamped and have an approved facemask (chinstraps are not required)

3. Jewelry must be removed with the exception of a medical alert bracelet. Players in violation of this must be removed for a substitute and may re-enter the game per standard re-entry rules.

4. Tournaments will adhere to the most current USA Legal Bat List.

A) This includes USA ruling on the Easton Ghost Fastpitch Bat:

1. Blue Graphics is certified

2. Gold Graphics is NOT certified

24. Protests:

1. The protesting manager must notify the umpire in chief of the protest before any pitch or play begins following the protested call. A one hundred (\$100.00) dollar cash protest fee must be presented at that time. Then the Tournament Director along with the umpire crew will look up the rule

allegedly broken. If the protest is granted, the protest fee is returned in full. If the protest is denied, the protest fee is forfeited in full. No games will be played under protest.

2. Age protests must be filed prior to the completion of round robin play. A one hundred (\$100.00) dollar cash protest fee must be presented at that time. At that time the Tournament Director will require both teams to provide documentation for their entire rosters, proving proof of age or graduation year. If the protest is granted, the protest fee is returned in full. If the protest is denied, the protest fee is forfeited in full. No games will be played under protest.

25. Forfeits - There will be a three hundred (\$300.00) dollar forfeit fee billed to any team who forfeits any tournament game. No team within your organization will be able to participate in any other games, until invoice is paid in full. This includes the current event being participated in and/or any other future events.

26. Awards - Awards are determined by each individual tournament and may vary. Following the completion of the championship game, please immediately line up on your respective foul line in order to receive recognition.