

## 2022 Scenic City End of Fall Softball Tournament

- 3 game guarantee
- Tournament Director (FRANKIE LOWE) 423-762-1758 has option to change tournament format due to inclement weather.
- **One (1) Team Cooler WILL BE ALLOWED IN THE PARK PER TEAM**
- Gate Fee-(Friday) \$5.00 Adults/Seniors\$3.00 Sat/Sun \$7.00 Adults/Seniors\$5.00
- **Entry fee will be 50 dollar per team all age groups**
- **NO OUTSIDE FOOD OR DRINKS WILL BE ALLOWED IN THE PARK**
- **1<sup>st</sup> and 2<sup>nd</sup> place awards will be given in each age group**
- **16 and under free**
- **In the 3 Game Guarantee Brackets the if game will be a One inning Shootout**

### General Rules

- 1) Pool play games will be 70 min drop dead finish the batter (games can end in a tie)
- 2) **Bracket games will be 70 minutes or 6 innings. Home team still bats**
- 3) Softball shall be 47 core 375 comp (**Must supply 1 new and playable per game**)
- 4) **Batting helmets must have face mask and chin strap**
- 5) **If you have a pick up player you must attempt to pick up from your home park to field 9....(MUST BE APPROVED BY DIRECTOR BEFORE YOUR GAME) (All pick up players must bat last and play in the outfield starting with right field) A TEAM CAN PLAY WITH 8 PLAYERS BUT WILL TAKE A OUT FOR THE 9<sup>TH</sup> PLAYER EVERY TIME SHE WOULD HAVE COME TO BAT.**
- 6) **5 runs per Inning all age groups**
- 7) **6u-8u Bat all play all (12 or less players) Bat all play 12 (more than 12 players)**
- 8) **10u-16u Bat all play 10**

### 5/6 Rules

1. Pitcher must have helmet with mask or face mask
2. Two tee hitters are allowed and they must bat last. But if you pick up a player they will bat before the tee hitters.
3. Coach must keep both feet behind the 20ft foul arch when pitching.
4. Player can leave the circle straight back within the circumference of the circle.
5. Catcher must wear helmet with mask
6. Five pitches, no strikes.
7. Five run limit per inning
8. ANY fielder, pitcher or otherwise, that fields a ground ball on the third base side of the mid field line cannot run the ball to 1<sup>st</sup> base. Any fielder, pitcher or otherwise, that fields a ground ball on the first base side of the mid field line cannot run the ball to 3<sup>rd</sup> base. The side of the line the ball is fielded is determined by the location of the ball not the location of the player. If any player described above runs the ball in a situation described above then the runner will be safe and the play shall continue until time is called. Time being called will be at the umpires discretion.
9. If a team has 8 players they must field a catcher. .
10. 2 coaches allowed in the outfield on defense. Must be behind the outfielders and stay out of the way of the play after the ball is hit.
11. Bat all play all (12 or less players) Bat all play 12 (more than 12 players)

### 7/8 Rules

1. Pitcher must wear helmet with mask or face mask.
2. Pitcher can leave circle straight back within the circumference of the circle.
3. Bat all, play all in the field
4. Catcher must wear helmet with mask and chest protector.
5. Five pitches or three strikes.
6. ANY fielder, pitcher or otherwise, that fields a ground ball on the third base side of the mid field line cannot run the ball to 1<sup>st</sup> base. Any fielder, pitcher or otherwise, that fields a ground ball on the first base side of the mid field line cannot run the ball to 3<sup>rd</sup> base. The side of the line the ball is fielded is determined by the location of the ball not the location of the player. If any player described above runs the ball in a situation described above then the runner will be safe and the play shall continue until time is called. Time being called will be at the umpires discretion.
7. 2 coaches allowed in the outfield on defense. Must be behind the outfielders and stay out of the way of the play after the ball is hit.
8. Two DH Hitters are allowed, they must bat last. This means that they get 5 pitches instead of 3 strikes.
9. Bat all play all (12 or less players) Bat all play 12 (more than 12 players)

### 9/10 Rules

1. Stealing bases: player can steal when ball crosses the plate.
2. Player will be able to steal one base at a time .... PERIOD (EVEN WILD THROWS & WALKS)
3. Pitching rule: coach must come in and pitch if the count is 3 balls with no strikes, or 3 balls with 1 strike, coach must pitch from the rubber and pitch underhand. The coach cannot come on the field until time is called!
4. Pitcher must stay in the circle when the coach is pitching and no bunting or stealing when the coach is pitching!
5. Bat all; play 10 in the field; free subs.
6. Pitcher must wear a facemask.
7. Infield fly rule is not in effect and not enforced.
8. Hesitation rule is in effect but will not be enforced during Fall ball!
9. Five (5) run limit.
10. No pitching inning limits.

### 11/12 & 13/16 RULES

1. (5) run limit.
2. Drop Third Strike Rule: Runner can advance to first base if it is not occupied. If bases are loaded with 2 outs runners can advance on dropped third strike. Infield fly rule is in effect.
3. No pitching inning limits
4. Bat all play 10 in the field free subs
5. Infield fly rule is in effect