

Official Rules

7th Annual Serafini Memorial Softball Tournament

Saturday, August 20, 2011

The 6th Annual Serafini Memorial Softball Tournament will follow ASA rules of softball. A listing of the official rules can be found at www.asasoftball.com. In addition, the following co-ed slow pitch rules apply:

- No Metal Spikes. Players with metal spikes will not play until shoes with no metal spikes are worn.
- Each batter will begin with one ball and one strike.
- There will be no courtesy foul balls.
- A one hour time limit will be placed on each game. The existing inning must be completed and no new inning starts after 1 hour. Tie games will be an exception.
- There will be alternating of balls for male versus female batters. 12 – inch balls with a Ball COR of .440 and a Ball Compression of 375.0 lbs. will be used for male batters and 11-inch balls with Ball COR of .44 and ball compression of 375 will be used for female batters.
- Only ASA approved bats are allowed. ASA approved bats can be found at www.asasoftball.com.
- Games will be played with ten players (five male and five female) with the following positioning requirements: two males and two females in both the infield and the outfield and one male and one female as pitcher or catcher.
- The game can start with nine players. If a team plays one short, an out will be taken when the vacant position in the batting order appears (either the 9th or 10th position depending on which sex is missing in the alternate batting order).
- A team can play with no less than nine players.
- If a team uses the Extra Player (EP), there must be 12 players listed in the batting order – one extra female player and one extra male player. All 12 must bat and any 10 (five male and five female) may play defense. Defensive positions may be changed as long as the coed positioning is followed. The batting order must remain the same throughout the game.
- It is not required that both teams have EP's in order for one team to have EP's.
- Games played on fields other than the Middle School field: Each team is allowed a maximum of five over the fence home runs per gender per game. For any in excess, the ball is dead, the batter is out, and no runners can advance. All homeruns will be walk off.
- Games played at the Middle School Field will allow three home runs per team then the “One Up” rule applies. All homeruns will be walk off.
- A run ahead rule of 20 runs after 3rd inning, 15 runs after the 4th, or 10 runs after the 5th inning applies.
- No courtesy runners are allowed. In the event that a base runner is injured and must leave the game, an eligible player of the same gender can replace the runner and will be considered a substitution. If no eligible player is available, the person of the same gender who made the last out can run in order to complete the inning; however, an out will be taken in the batting position in which the original, injured player assumed.
- Any walk to a male batter will result in a two base award. The next batter (a female) will bat. With two outs, the female batter has the option to walk or bat. A male batter-runner advancing to second base without touching first base shall be called out if properly appealed.
- Sliding is allowed. No take out slides at 2nd base are permitted and the runner will be considered out at 2nd base if the umpire determines the slide to be a take out slide.
- Teams are required to be present to play 30 minutes prior to game time to keep to the tournament schedule. If the prior game ends early and the field is available for play, teams will be given a courtesy 15 minutes to arrive and begin play. If a team does not arrive within 15 minutes, they will be forced to forfeit the game.
- The winner of a tie will be determined using the International Tie Breaker Rule (*See Rule 5.10 of the ASA Code*)
- All outfielders must stay at least 165 ft. from home plate until the ball is hit (painted line or cones will mark 165 ft marker). 1st infraction: option of play or 1st base; 2nd infraction: option of play or 2nd base and beyond. Runners already on base advance one base after 1st infraction, 2 bases on second and beyond.