

CO-ED GROUND RULES

1. A LEGAL TEAM

A team must have a minimum of 10 players to start and finish a game. A maximum of 20 players will be allowed on the roster.

2. AGE REQUIREMENT

All players registered to play in the Dustball Tournament must be a minimum of 18 years old in the year of the tournament. This is due to changes in the insurance policy.

3. ADDITIONS AND DELETIONS TO A ROSTER

Changes can be made (players added or deleted) up to the start of your first game ONLY BY THE INDIVIDUAL DESIGNATED TO DO SO. After the start of your first game no changes will be permitted, except as noted in Rule 4.

4. ADDITIONAL PLAYERS (INJURY ONLY)

May be picked up, but only on approval of the Tournament Director or their appointee and only under the following circumstances:

- **To replace a player injured during the game, if the team is going to forfeit the game because of the injury.**
- The pick up player must not be on the roster of a team participating in the tournament.

5. BATTING ORDER

Five (5) male and five (5) female players will be considered a “normal” line-up for Coed. A team may start a game with four (4) males and six (6) females.

- A. A team may have more females in the line-up than males, but never more males than females.
- B. The batting order for Coed slo-pitch must always alternate sexes with the exception that three (3) females may bat consecutively, but two males may never bat back to back. (A female may be substituted for a male and a male may be legally substituted or reentered into that position in the batting order.)
- C. Must always have a minimum of five (5) females defensively and offensively and a maximum of six (6) females defensively.
- D. If an unlimited batting order is used in Coed, there must be an equal number of males and females in the batting line-up at all times except as specified in “B” above.
- E. All players listed on the batting order must be at the park with the team in the dugout when the game starts – i.e. not when they are scheduled to bat.

6. BATTER-BASERUNNER- A WALK

If a male batter is walked, intentionally or otherwise, he will be awarded first and second bases and the next batter, the female, MUST bat.

7. BASERUNNING /SCORING PLATE/ COMMITMENT LINE

- There is to be no sliding while attempting to touch the scoring plate at any time.

EFFECT: A player is to be called out if he or she slides while attempting to touch the **SCORING PLATE**.

- Sliding may occur at all other bases.

- A base runner that touches the commitment line with one foot or places one foot on the ground past the commitment line, between third base and scoring plate must continue on towards the scoring plate.

EFFECT: A player who has touched and/or crossed the commitment line as described above and attempts to return to third base shall be declared out.

- A base runner may be tagged out between the commitment line and the scoring plate.

- All base runners attempting to score a run must do so by touching the scoring plate, in order for it to be counted as a run.

EFFECT: Runners are out if they touch home plate, whether a play is made or not.

The base runner should avoid all collisions or be subject to ejection, based on the umpire's judgment.

8. COURTESY RUNNERS

Courtesy runners may be used (provided the batter has safely reached base) a maximum of three (3) times per game. Only players listed on the line-up card are eligible to be courtesy runners, but the same runner cannot be used more than once. A courtesy runner may be used for a courtesy runner. If there are no courtesy runners or substitutes available to take the place of the courtesy runner that is on base when that player is to be up to bat, an out shall be declared.

Note: Where a courtesy runner is used, a male must be placed for a male, a female for a female, or a female for a male.

9. CROSSOVER RULE

The crossover player is the one who plays in the Men or Women's division and who then crosses over to play in the CO-ED division. Each team using crossover players will be allowed a maximum of 20 crossover players on their roster.

10. RUNS SCORED PER INNING

The maximum runs that a team is allowed to score in each inning shall be 5. If a team hits a home run they shall be entitled to only 5 runs regardless if all the runners have scored. The home run will count in the home run count regardless of how many runs are actually scored.

The last inning as called by the Umpire shall be open.

The runs allowed per inning shall apply to all seeding and championship round games including the championship game.

11. GAME FORFEITURE

In the case of a double forfeit by the scheduled teams in preliminary play and the elimination round, the winner will be decided by a coin toss. **If a team forfeits two games it will be dropped from the tournament.**

12. GAME TIME

Games will start exactly on time or as close to the scheduled time as possible in the event of games extending past the anticipated completion time. Make sure your team is there and ready to play at the scheduled time.

IMPORTANT: THERE WILL BE A ONE HOUR AND FIFTEEN MINUTE TIME LIMIT, FOR ALL GAMES EXCEPT: THE GUARANTEED FINAL IN WHICH THERE WILL BE NO TIME LIMIT.

After one hour from the start of the game, no new inning will be started (except in the case of ties).

GAME TIME IS GAME TIME: NO GRACE PERIOD IS PERMITTED!

13. HOME RUN RULE

For all games of the tournament, the home run rule will be progressive; at no time during a game will the number of over the fence home runs hit by one team be more than 2 above the number hit by the opposing team.

Where an over the fence home run is hit that is in excess of the 2 allowed, the batter will be called out.

14. HOME TEAM

A coin toss will be used to determine home team for all games of the tournament, except for the finals, where the undefeated team will have the option to be designated as home team.

15. ILLEGAL BATS

Softball Yukon will use the Slo-Pitch National approved bat list. The up to date bat policy can be found on the SPN website, www.slo-pitch.com. See last page of these rules for the marks that describe 'Legal' and 'Illegal' Bats.

16. ILLEGAL PLAYER

All players must be listed on the team's approved roster. An illegal player is a player that is not on the team's approved roster.

EFFECT: Any team that is found to use an illegal player will forfeit the game.

17. LINE UP CARDS

All players eligible to play in a game must be listed on the line-up card submitted to the umpire.

All substitute players eligible to play in a game must be listed on the line-up card submitted to the umpire.

EFFECT: Failure to list a player on the line-up card submitted to the umpire results in the player being ineligible to play in the game.

18. MERCY RULE

The mercy rule (12 runs) is in effect after five or more complete innings (or 4 1/2 innings, if the home team has scored the 12 runs to mercy).

19. PROFANITY OUT RULE

If the batter directs or utters profanities at an umpire, another player or participant, and/or utters profanities whereby the spectators can hear it; OR if he is the first batter up after a member of his team when playing defensively, was guilty of an infraction under the profanity rule, after both teams have received a mutual warning for the first occurrence of profanity by either team.

NOTE:

- A. The first occurrence of profanity by any coach and/or player of either team will result in a warning to both teams.
- B. A second occurrence would result in the offending player being called out if he is the batter, batter-base runner, or base runner, OR the next batter on the offending team will be called out if the infraction was by a batter, batter-base runner, or base runner, coach, a defensive player or by a non-participating player (player on the bench).

EFFECT: This is a delayed dead ball call. If the batter is put out as a result of the play, the out will be enforced with the following batter in the batting order. If the batter reaches base safely then he alone will be called out for the use of profanity when the umpire calls 'Time'.

- If the violation occurs in the bottom of the last inning, where the defensive team may not bat again, the ejection rule will apply. If a team has an eligible substitute, the game can continue.
- A casual profanity-unsportsmanlike language out may end a game.

20. PROTESTS

All protests will be handled by the protest Committee or their appointees at the time of the protest. Protests are allowed on rule interpretation only. Judgment cannot be protested. The protest must be given to the plate umpire before the next pitch.

In the case of a double forfeit by the scheduled teams in preliminary play and the elimination round, the winner will be decided by a coin toss.

Any situations or procedures not covered by the above will be clarified and ruled upon by the Tournament Protest Committee in close co-operation with the organizing committee. In this context any decision rendered by the Protest Committee is final and cannot be appealed.

21. RESCHEDULED GAMES

If for any reason games must be rescheduled the tournament committee will do so, there will be no protest allowed for the rescheduling of games.

22. SCOREKEEPING

No Official scorekeepers will be provided. It is the responsibility of each team to be aware of the game score. The home team scorekeeper is designated the official scorekeeper for all games.

The umpire will verify the game score with each team several times during the game.

23. UNIFORMS, SHOES

- Teams should make every effort to wear uniforms of similar colour and design. Hats must be worn correctly when stepping into the batters box.
- The use of shoes with metal cleats, exposed metal or toe pieces is PROHIBITED

24. TIEBREAKER RULE FOR GAMES

Each game must declare a winner. In the event of a tie the Tiebreaker rule will be used:

The tiebreaker starts in the top of the eighth inning and continues each inning thereafter. The offensive (at bat) team shall begin its half inning with one out and with the player whose names precedes the next legal batter in the batting order starting as a runner at second base. Regular substitution rule will apply to this runner.

25. TIEBREAKER QUALIFYING ROUND

At the conclusion of the qualifying round, the following criteria will be used to break ties:

- Win-Loss record; if still tied
- Win-loss record between tied teams; if still tied
- Plus/minus (+7-7) determines finish; if still tied
- Plus/minus (+7-7) between tied teams; if still tied
- Actual score plus/minus differential; if still tied
- Total runs scored; if still tied
- Total runs allowed; if still tied
- Coin Toss

Bat Marks for Legal and Illegal Bats



..... **LEGAL**
(EXCEPT bats that are listed on the
ASA NON-APPROVED BAT LIST)



..... **LEGAL**



..... **LEGAL**



..... **LEGAL**



..... **ILLEGAL**