

## **Buckeye Softball Classic Rules**

*Updated 9-May-21*

ASA/USA Rules will be strictly enforced with the following exceptions listed below for this tournament:

**Divisions:** Divisions will follow the NAGAAA ratings guidelines. Each player must have a NAGAAA rating prior to the start of the tournament.

**Player Registration:** You must register before you are eligible to play in any game.

**Protesting:** Umpire decisions on balls, strikes, out calls and other judgment calls will not be considered grounds for protest! A team wishing to protest issues not related to these issues must notify the head umpire on the field immediately. Legitimate protest will be handled on the spot with tournament representative, UIC umpire and both managers.

Although all individual players ranking have been verified using the most up to date NAGAAA ratings, **individual player ratings may be protested, and NAGAAA rules regarding upheld protests apply.**

**Players Not Listed/Verified in the NAGAAA Database:** If your roster has a player with a rating that cannot be verified in the NAGAAA database, the following rules shall apply:

1. If a player's rating cannot be verified in the NAGAAA database, the tournament director (or designee) will reach out to the player's member city league's leadership to verify the rating. The respective league must either send documentation showing the player's rating within their league or have the Commissioner/Assistant Commissioner sign off on their rating in order for the Buckeye Softball Classic Tournament to accept the rating. If the player on that roster is from another member city as advised at the time of verification, the tournament director (or designee) will reach out to that respective city's league Commissioner/Assistant Commissioner for verification. Verification and respective endorsements must be received before that player is allowed to participate in the Buckeye Classic.
2. If a player's rating cannot be verified by either the NAGAAA database, the NAGAAA league in which the player is said to be currently a member of, or if the player is not a current and active player in a NAGAAA sanctioned league, then the player will be given the maximum allowed individual rating within the division they are registered. The coach is responsible for determining the actual questions that total the respective ratings cap per division. Those caps are as follows:
  - E Division: 8
  - D Division: 12
  - C Division: 15
3. Each team will ONLY be allowed to have TWO players on their respective rosters with a non-NAGAAA verified rating. A verified rating is defined as either a current and active rating in the NAGAAA database, a current and active rating verified by documentation of the player's current NAGAAA league, or a rating endorsed or verified by a league Commissioner or Assistant Commissioner by that respective NAGAAA member city.

**Game Time:** The choice of the home team will be decided by coin toss in pool play and the highest seed in tournament games. Game Time will be considered as forfeit time. Both Managers must be ready with a completed line-up sheet 10 minutes prior to the game time for the coin toss when called by the umpire. The Line-up shall contain first name, last name, and uniform number of each player.

**Scorekeeper:** The home team will be the official scorer and it is the obligation of the teams to verify the score at the end of each half inning. Once leaving the field the umpire scorecard shall be official.

**Alcohol:** No alcoholic beverages will be permitted in the dugouts or on the field.

**Bats:** must meet current ASA guidelines. All teams are subject to bat inspection before the start of the game or at any point during game play.

**Uniforms:** Each player must wear a shirt with a number. No player on the same team may wear an identical number. No metal cleats.

**Turf Fields:** The following items are **prohibited** on the turf fields: Sunflower Seeds, Food, Tobacco Products, Golf equipment, Gum, Soda/Pop, Glass, Flammable Liquids, Sports Drinks, Juice, and Pets. **NO** batting practice or pitching practice (warming up) is permitted on any part of the field turf (including sidelines)

**Jewelry / Loose Accessories:** No Jewelry is allowed. Medical alert ID bracelets or necklaces are allowed, but shall be worn in a way that does not present a hazard. Casts, or other items judged dangerous by the umpire may not be worn during the game. Players will be asked to remove jewelry, if they fail to do so, that player will be removed from the game.

**Run Rule:** 20 runs after 3 innings, 15 runs after 4 innings, 10 runs after 5 innings

**Home Run Rule:** B – 2 per game, C – 1 per game, D – 0 per game, “Over the fence” home runs over the division limit are recorded as an inning ending out. The team that fouls off a ball or hits over the fence is responsible for retrieving the ball.

**Pitching:** 6ft – 12ft arc

**Game Play:** Pool Play games will be 55 minutes, starting with a 1/1 count, one free foul allowed after 2 strikes. No new inning shall start after 50 minutes.

Tournament games will be 60 minutes, with a 1/1 count, one free foul allowed after 2 strikes. No new inning shall start after 55 minutes. There will be no time limit for championship games. Championship games are those that are considered trophy games.

A random draw of teams with the same record after pool play is completed, will determine seeding.

Ties are permitted in pool play robin games.

Ties during tournament games will be handled as follows:

- The last batter in the previous inning will be placed on 2<sup>nd</sup> base
- Each batter gets one-pitch
  - Foul Ball – caught or dropped is an out
  - Strike – swing or batted is an out
  - Ball – player is awarded a walk
  - Batted Ball – outcome of the play in the field

**Orange Safety Bag:** The orange safety bag must be used by the runner on plays at first base. Runners must avoid contact or must slide on close plays at second, third, or home plate. If they do not, the umpire may call the runner out or eject them from the game. For additional information please see ASA rule book.

**Courtesy Runner:** One courtesy runner is permitted each inning. It may be any player that is listed on your roster at the beginning of the game.

**Roster:** Teams must play with at least 9 players on their roster. Teams may have up to 12 players for batting purposes on their line-up.

**Weather:** All Managers' must check in with the tournament officials' before leaving the park during inclement weather. It is the manager's responsibility to inform his/her players of correct game times or possible delays.

**Ejections of any players, coaches, or managers:** Ejections for unsportsmanlike conduct will receive a 1 full game suspension in addition to the remainder of that game. 2 ejections will result in the removal for the remainder of the tournament. Ejections for fighting anytime during the tournament will result in the removal of the player(s) for the remainder of the tournament. Unsportsmanlike conduct will NOT be tolerated.

Umpires will give warnings at the coin-flip and will not be required to give another one once play has started.

The tournament committee reserves the right to rule on matters as they occur, including matters deemed necessary to complete the tournament. The committee assumes that all players are competing at their own risk and will not be liable for any accidents or injuries. Entry into this tournament constitutes agreement to these conditions. All players must sign a waiver prior to play in the tournament.

The tournament director reserves the right to make any necessary changes to rules and/or the schedule in order to complete the tournament.