UNIVERSITY OF HAWAII – ALOHA UNITED WAY
2009 SOFTBALL TOURNAMENT
OFFICIAL RULES
Friday, September 25, 2009

SUMMARY

- 3 inning games or 20 minutes time limit (whichever comes first)
- Championship Game (no time limit)
- 10 players on the field maximum (2 female players required)
- The pitcher shall be a member of the team at bat
- The batter will have three (3) pitches to get on base or will be called out.
- Slow pitch (underhand)
- No bunting
- No base stealing
- No sliding
- 1st and third base coaches are allowed (optional)
- No metal cleats
- The “Ten (10) Run Mercy Rule is in effect
- Ties are decided by “jun-ken-po”
- NO arguing with the umpires or other poor sportsmanship

START OF THE GAME

Before the start of the game, both captains will meet at home plate for the coin toss with the umpire.

CLOCK

All games are 3 innings or 20 minutes (warm up included): If a batter is at the plate at the 20 minute mark, the batter shall complete his/her turn. In the event of a Tied Game at the end of 20 minutes or 3 innings - the team captains will face off in a "jun-ken-po" at home plate and the winner will be decided in best of 2 out of 3. The “Ten (10) Run Mercy Rule” is in effect. If a team is ahead by ten (10) runs or more, the game is called. The team that is behind gets the last bat.

ROSTERS

There is no maximum number of players allowed on your roster. ONLY players on your roster are allowed to play. PLAYERS WILL NOT BE ALLOWED TO PARTICIPATE IN ANY GAME WITHOUT SIGNING THE INDIVIDUAL WAIVER.

SOFTBALL RULES

Only captains can discuss a rule with the umpire and no judgment calls can be discussed.

Number of Players on the Field

- Maximum number of player in the field is 10.
- Two female players are required at all times

Position Changes/Substitutions

Players may move freely from one field position to another.

Pitching
• The pitcher shall be a member of the team batting. The pitcher shall not field any balls. The batter is automatically out if this occurs unless the pitcher is fielding to protect himself/herself.
• Slow pitch – the pitcher must throw underhand

**Strikes/Balls**
• The batter will have three (3) pitches to get on base or will be called out.
• No bunting is allowed

**Running (No Leading or Stealing, Yes Tagging Up)**
• A base runner shall not step off the base until the batter makes contact with the ball.
• Runners must stay within the base paths and may not interfere with opponents attempting to make a play on the ball.
• Over running a base is permitted only at first base (turning to the right) and home plate.
• Tagging up is permitted.
• No sliding.
• No stealing.

**Interference**
If a runner interferes with a fielder, the runner will be called out. Interference is physical contact that would hinder the fielder from getting to the ball.

**Outs**
Three outs end a half-inning. You can make it in various ways
• Three strikes
• Any ball (fair or foul) that is caught in the air
• A force out - the ball beats the runner to a base they are forced to run to
• A runner is off his/her base when the ball is hit
• The pitcher intentionally fields the ball
• A runner interferes with the fielder attempting a play on the ball
• A runner attempts to steal a base
• Sliding
• Arguing with the umpire

**Courtesy Runners**
Injured players may receive a courtesy runner once they reach first base,

**Home Plate Rule**
If there is a play at the plate, it is the runner’s responsibility to avoid contact. The umpire has discretion to decide whether the runner initiated contact and should be called out. **No sliding is allowed.**

**SPORTSMANSHIP**
We want you to have fun - Please keep this in mind when participating. Although the games may become intense, you still can be competitive while maintaining good sportsmanship.

**HAVE FUN!**