

Some of the rules listed below are exceptions to the USA Softball Rules, others are a quick reference to USA Softball Rules. These are not inclusive but some of the main rules that everyone should be aware of. Consult your USA Softball rule books for the full list of Rules. These rules are at the discretion of the Tournament Director. Portions of these rules can be changed with or without notice due to but not limited to field and time constraints and/or weather.

Player and Team Eligibility

Registration:

1. All players must register to play by signing their official team ECC Rosters.
2. Players must be signed in front of an ECC representative during registration night and/or prior to their first game of playing.
3. If a player fails to register, the player will not be allowed to play.
4. Players will be asked to show proof of identity when signing the roster.
5. The player name listed on the roster must match his or her Photo Id Cards presented.
6. If no photo Id is not available, then a Coach or Manager must vouch for said player.
7. The Coach or Manager must also sign a form stating the player is whom they say he or she is.

One Team Per Player Rule:

1. One player per team/roster
2. No player is allowed to be on two or more teams/rosters in the ECC Tournament.
3. Players will not be allowed to switch to another team's roster, even if the player's team has been eliminated from the tournament.

Player Ratings & Rosters

All players must be rated and must comply with the NAGAAA 2021 Open Division 28-question rating system. Any changes to the Roster after July 1st will be done by request only by sending an email to tournaments@emeraldcitysoftball.org

Team Ratings:

Team ratings will consist of the sum rating of the team's 10 top-rated players. Team Eligibility is based on the following team and player ratings:

A/B DIVISION: No Cap for player or team ratings.

C DIVISION: All teams must have a total of top ten rated players no higher than 140 more No players rated over 15 are allowed on a C Division team.

D DIVISION: All teams must have a total of top ten rated players no higher than 110. No players rated over 12 are allowed on a D Division team.

E DIVISION: All teams must have a total of top ten rated players no higher than 75. No players rated over 8 are allowed on an E Division team.

Player and Competition Rules

Uniform Rule:

1. An Arabic whole number (0-99) must be worn and visible on the back of all uniform jerseys or t-shirts.
2. No two players on the same team may wear identical numbers.
3. Players without numbers will not be permitted to play.
4. Teams are not required to have alike colored uniforms.
5. No metal cleats shall be worn by any player, manager, coach or umpire

Line-Ups:

1. Team Coaches or Managers must exchange line-ups with the umpire and each other prior to the start of each game.
2. Line-ups must include all players' and substitutes' jersey numbers and minimum first initial and last names.
3. Substitutes must be listed at the start of the game to be eligible to enter that game.

Short Handed Rule:

1. A team must have a minimum of 8 players at the assigned field to start or continue a game.
2. Teams starting with less than 10 players must list the vacant position(s) after the last available batter.
3. An out will be assessed when the vacant position(s) are up to bat.
4. When playing with less than 10 players, if an additional player arrives and is available after the start of the game, their name and number are entered immediately into the vacant position(s) once the player arrives. This player can only be inserted in a previously vacant position.

Extra Players on Offense Rule:

D / E Divisions:

1. Teams playing within the D and E Division are allowed as many players in a batting line-up as they desire.
2. D and E Division must end the game with the same number of batters in the batting line-up that they began the game with. If a team loses a player due to injury that player must be replaced in the lineup. If the player is not able to be replaced, the team must follow the short handed rule as mentioned above.

A / B / C Divisions:

1. Teams playing in the A/B and C Divisions are allowed up to 12 players in a batting line-up.
2. Teams playing within the A/B and C Divisions must end the game with the same number of batters in the batting line-up that they began the game with. If a team loses a player due to injury that player must be replaced in the lineup. If the player is not able to be replaced, the team must follow the short handed rule as mentioned above.

Substitutions:

1. Starters and substitutes can re-enter a game once during any game.
2. They must always re-enter at the same place in the batting line up when they previously entered the game.
3. Once they are removed from the game for the 2nd time they cannot re-enter the game again.
4. If an attempt to re-enter a player is made more than once an out will be recorded if appealed by the opposing team.
5. If a player re-entered into the game at a different place in the line-up an out will be recorded if appealed by the opposing team and before the next batter.
6. The player will also be ejected from the game.
7. After the next batter has completed their "at bat," you can appeal the illegal substitution.

No Available Substitutes:

1. If a player is removed from the line-up and no substitutes are available, that batting position will be left vacant and teams will be assessed an out every time that position is up to bat.

Courtesy Runner Rule:

1. Any eligible player on the official line-up including available substitutes may be used as a courtesy runner.
2. A courtesy runner may be used once per inning.
3. A courtesy runner is in the game when reported to the plate umpire.
4. A courtesy runner whose turn at bat comes while on base will be:
 - a. Called out
 - b. Will be removed from the base and take their turn at bat
 - c. A second courtesy runner is not permitted at this time
5. A courtesy runner may not run for an existing courtesy runner except for an injury.

6. A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.

Forfeit Rule:

1. Forfeit time is game time
2. Game time will be the start time scheduled or when the assigned field is available, whichever occurs first.
3. If a team is unable to field a minimum of 8 eligible players at game time, they will forfeit the game.
4. Teams still competing on another field will be allowed 10 minutes after the end of said late-running game to field a team their next game.
5. After the allowed 10 minutes, the above rules will apply. Exceptions will be made on a case by case basis.

Home Team Rule:

1. The Home Team for each game will be determined by a flip of the coin.
2. Any team that has traveled the furthest has the opportunity to call the flip. This team may defer the call to the opposing team.
3. Should there be two teams that have traveled the same distance, the umpire will assign the call for both teams.
4. For bracket games, the higher seed is the home team.

Official Scorebook Rule:

1. The official scorebook will be the designated home team.
2. The visiting team is encouraged to confirm with the home team and the umpire every half inning.

Mercy Rule:

If at the predetermined innings the game-scoring difference matches the following requirements, the game will end in favor of the winning team:

1. 20 runs after 3 innings
2. 15 runs after 4 innings
3. 10 runs after five innings
4. This rule will be in effect for all games including the Championship Games

Game Time Limits:

1. No new innings will begin after 50 minutes for all games, except the Championship Games. In the Championship Games no new inning will begin after 70 minutes.
2. At the lapse of time, the inning will be finished before the game is called.

Base Lines and Pitching Rubber:

1. All base lines are 70 feet and the pitching rubber is set at 50 feet from the home plate.

Strike Count:

1. All games will begin with a 1 and 1 count with one courtesy foul.
2. A courtesy foul will be awarded after the second strike.

Pitch Arc:

1. The ball must be delivered with a perceptible arc and reach a height of a minimum of 6 feet from the ground; while not exceeding a maximum height of 12 feet from the ground.

Base Stealing:

1. Base stealing is not permitted in any game.

Home Run Limits:

1. Over-the-fence home runs will be limited per game to the following division restrictions.
2. Any home runs exceeding the division restriction will result in an inning ending out; no runners advance and no runs are counted.
 - a. A/B Division: Is only allowed four (4)
 - b. C Division: Is only allowed one (1)
 - c. D & E Division: Is not allowed to have any over-the-fence home runs. If a home run is hit, that will result in an inning ending out.

Tiebreaker Rule (Bracket Games Only):

1. Round Robin Games can end with a tie.
2. If the score is tied after the completion of 7 innings of play or the completion of an inning after the time limit has expired, the next inning will:
 - a. Begin with zero outs.
 - b. The offensive team will place the player who is scheduled to bat last in that respective half inning on second base.
 - c. A substitute may be inserted for the runner in accordance with the ASA substitution rule.
 - d. Each team will have an offensive opportunity each inning until the tie is broken.
 - e. If the short-handed rule is in effect, an out is not declared if the absent player is the one who should begin the half inning at second base. In this case, the player who precedes the absent player in the lineup will be placed on 2nd base.

Equipment Restrictions

Approved Bats Rule:

1. All ASA approved bats will be allowed for play in all divisions. Bats may be subject to inspection prior to the start of each game. The officiating crew will call for the Manager/Coach to have bats inspected.
2. For more information regarding Certified USA Softball Equipment visit - <http://www.teamusa.org/usa-softball/play-usa-softball/certified-usa-softball-equipment>

Cleats:

1. Players are not allowed to wear metal cleats during any game during the tournament.
2. Any player wearing metal cleats will receive a warning and must change his or her cleats. If the player continues to wear the metal cleats he or she will be disqualified to play the remainder of the game currently in progress. Coaches, Managers and Umpires should not wear metal cleats either.

Protest Rules

1. A NAGAAA ratings protest may ONLY occur during bracket play; protesting during pool play is not allowed.
2. A player's eligibility and a player's rating are the only two types of protests that can be filed.
3. The teams' coach, manager or designated team representative are the only individuals allowed to file a protest.
4. All information requested on the protest form must be provided. Otherwise the protest will not be valid.
5. The protest form must be given to the game Umpire (home plate) before the end of the game; The end of the game is when the Umpire (home plate) has called the game.
6. All decisions are final.

PROCESS AFTER PROTEST HAS BEEN GIVEN TO UMPIRE:

1. The Umpire (home plate) will stop the game clock.
2. All coaches, managers and players are to stay in their respective dugouts while Umpire waits for the Field Director to accept the protest.
3. The game Umpire (home plate) will provide the protest form to the Field Director.
4. The Field Director will review the protest form and either accept or reject the protest based on completed information.
5. If the Field Director accepts the protest, they will collect the protesting funds from the team Coach or Manager filing the protest.
6. Once the form and funds have been collected, the Field Director will instruct the Umpire to resume the game and will reach out to the protest committee members to convene.

PROCESS AFTER PROTEST HAS BEEN ACCEPTED BY FIELD DIRECTOR:

(The protest hearing will happen before either team has their next scheduled game. The decision will be rendered before the start of either teams' next scheduled game.)

1. The Field Director will contact members of the protest committee and gather in-person or over-the-phone.

2. The Field Director will then request a meeting with the Protest Committee and the Coach(s) and Manager(s) of each team involved in the protest.
3. The Field Director will then instruct the protesting team to provide evidence of the protest.
4. The Field Director will then instruct the opposing team to provide a rebuttal.
5. Once both sides have been heard, the Field Director will end the conversation and have the Coach's and Manager's leave.
6. The Field Director may allow the umpires to add anything if they so choose.
7. The Field Director will have a discussion with the Protest Committee and conclude on the protest.
8. The Field Director will then render their decision.

PROTEST COMMITTEE WILL BE MADE UP OF THE FOLLOWING:

(Any of these members involved in any way to the protest will recuse themselves and appoint an additional ECSA Board Member in their place)

1. Field Director
2. Tournament Director
3. Available ECSA Board Member(s), particularly those who are part of the ECSA Ratings Committee

PROTEST FINES ARE AS FOLLOWS:

1. \$100 per player and \$20 per question.
2. If any aspect of the protest is upheld, the applicable fees will be returned to the protesting team.
3. If the protest is not upheld, the protesting team forfeits protesting fees.
4. All fees must be paid in cash – USD

FEE EXAMPLE:

If two questions are being protested for a single player:

- The cost to file the protest is \$100
- The cost for each question is \$40 (\$20/ea)
- Total cost of protest: \$140
- If one question was upheld, the protesting team will be refunded \$20. The \$120 would not be refunded because only one question was upheld.
- If two questions were not upheld, the \$140 would not be refunded.

Additional Results if the Protest(s) are Upheld

Player Rating Question Protest:

1. If a player is protested due to a rating question and the protest is not upheld the game result stands.
2. If a player is protested due to a rating question and the protest is upheld, and that rating forces that team to exceed the rating limit for the division in which the protested team is competing in, the team must forfeit the game and is disqualified from the tournament.
3. If a player is protested due to a rating question and the protest is upheld, and that rating causes that player to exceed the player rating limit for the division in which the protested player is competing in, the team must forfeit the game and the player is disqualified for the remainder of the tournament. The protested team can resume the tournament if that wasn't their 2nd loss.
4. If a player is ejected from the game due to a rating increase that exceeds the division player rating limit, and the team is left with less than 8 players, the team must forfeit the game.
5. If a player is ejected from the game due to a rating increase that exceeds the division player rating limit, and the team is left with 9 players, the team can resume play.
6. All rules pertaining to playing with 8 or 9 players must be followed.

Player Eligibility Protest:

1. If a player is protested due to eligibility and the protest is not upheld the game(s) results stand.
2. If a player is protested due to eligibility and the protest is upheld, the player is ejected from the game and the team will forfeit the game and subsequent games in which the player participated.
3. The games will resume only if the team in which the player was competing with has 8 players or more.

4. All rules pertaining to playing with 8 or 9 players must be followed.

Ejections and Intentional Harm

Ejections:

- Any participant (player, coach and/or team manager) is ejected from any game shall automatically serve an additional one game suspension from their team's next scheduled game.
- Under penalty of forfeit, a suspended or ejected participant (player, coach and/or team manager) may neither be present nor in the vicinity of the field for a game from which they are suspended or ejected (they cannot be in the dugout and must leave softball complex).
- The coach and/or manager are the only participants that may appeal to the umpire for a ruling on whether an action leading to ejection constitutes intentional harm.

Ejections for Intentional Harm:

- Any participant (player, coach and/or manager) who, in the judgment of the umpire, intentionally puts another participant at risk of harm will be ejected from the game, plus the next game on which the participant's respective team plays.
- Any participant (player, coach and/or manager) that has a second violation for intentional harm during the tournament, as determined by an umpire, shall be ineligible for the remainder of the tournament.

Additional Penalties:

- With respect to any situation involving ejections (with intentional harm; 2nd violation), the Tournament Director may use his/her discretion in applying other sanctions, up to and including permanent suspension from future Emerald City Classic tournaments and/or fines.
- If a fine is applied, the fine will be charged to the team and the member city commissioner will be notified.
- Prior to any permanent suspension from the Emerald City Classic or having fines applied, the Tournament Director shall consult with the Emerald City Softball Association (ECSA) Board.
- Safety for all participants is our primary concern.

Rule Interpretation:

- A protest regarding rule interpretation must be filed with the game umpire (home plate) at the time of the ruling comes into question. **No exceptions!**
- Once the rule interpretation protest is filed with the umpire (home plate), the umpire will stop the game clock immediately. The game clock will resume once the protest has been resolved.
- There is no protest cost associated for rule interpretations.
- The Umpire in Charge (UIC) will resolve all rule interpretation protest(s).
- All decisions made by the UIC are final.
- Judgment calls cannot be protested.
- Judgment calls include but are not limited to:
 - ❖ Batting calls, such as balls, strikes, and fouls
 - ❖ Tagged or forced outs from running bases
 - ❖ Pitching calls such as illegal pitching heights and releases
 - ❖ Tipped fouls

Special Situations:

- The Tournament Director will resolve and have the final say on any situation that may emerge during the tournament that is not covered by these tournament rules.
- If the Tournament Director is not available, the Field Director may resolve the situation(s).

Other Tournament Info

All Divisions - Seeding

- The win/loss records plus run differential will determine seeding for bracket play.

Bracket Play:

- Bracket play will consist of double elimination.

Awards

- Teams finishing first through third place in the division will receive a trophy.
 - All of the players from the 1st place teams will get a medal.
- MVP award for each division will be given to one player from the 1st place team.
- Sportsmanship will be given to one team from each division, based on managers/coaches feedback.
- Furthest Traveled Team will receive a trophy.