

27th ANNUAL UVA LAW SOFTBALL INVITATIONAL

2010 RULES SUPPLEMENT

A. TOURNAMENT ELIGIBILITY

- i. Each school may send a maximum of four (4) teams, with no more than three (3) teams in either of the two (2) divisions.
- ii. UVA, as the host school, may enter six (6) teams, with no more than three (3) teams in either of the two divisions.

B. PLAYER ELIGIBILITY

- i. All players must either be current students, current faculty members, or current administrators of the school.
- ii. A team that attempts to play an alumnus(a) or another ineligible player will forfeit its games and its entry fee.
- iii. Players may only play for one (1) team during the course of the Tournament weekend. Players are not eligible to play for more than one (1) team, even if the teams are in different divisions.
- iv. All captains must check in during the Friday Night Registration party (Wild Wing Café, Friday April 9 from 3 pm – 10 pm). Captains must fill out their rosters at this time and all players must sign the roster / waiver form. If a player cannot check in at this time, he or she **MUST** sign in with Headquarters at The Park Pavilion *before* his or her first game.
- v. Umpires and field marshals may check for identification at any time. Failure to produce proper identification may result in ejection from the game. All players should keep a valid school ID with them at all times.

C. SUPPLEMENTAL RULES OF PLAY

- i. ASA Official Softball Rules will govern all games, except as modified herein.
 - a. ASA umpires will officiate all tournament games and are empowered to make all decisions affecting play. Any judgment calls made by the umpires are final and cannot be appealed.
- ii. Forfeits
 - a. The game will be declared a forfeit if a team fails to field eight (8) players within five (5) minutes of the designated starting time.
 - b. In Co-Rec play, three (3) of these eight (8) players must be women.
 - c. Forfeits will be scored as 10-0 against the forfeiting team.
- iii. Time Limits
 - a. Games will be the shorter of either seven (7) innings or one (1) hour.
 1. No new inning may begin forty-eight (48) minutes after the scheduled starting time.
 - b. Semi-final and final games will be seven (7) innings absent extenuating circumstances, with no time limit.
 - c. No warm-ups are permitted between innings.
 - d. The umpire has the discretion to forfeit any team that is employing delay tactics.

- iv. Tiebreakers
 - a. Tiebreakers will be used only in elimination games and not in pod play.
 - 1. Pod play games may result in ties after either (a) the completion of seven (7) innings, or (b) the completion of the last inning begun within the forty-eight (48) minute time limit.
 - b. In elimination games, if the score is tied after either (a) the completion of seven (7) innings, or (b) the completion of the last inning begun within the forty-eight (48) minute time limit, extra innings will be played.
 - c. In extra innings, batters will get one pitch from pitchers on their own team.
 - 1. A ball, strike, or foul ball is considered an out.
 - 2. Play will continue with “one pitch” innings until the tie is broken.
 - 3. The fielding team’s pitcher may play the field behind or next to the batting team’s pitcher. But the fielding team’s pitcher must stay within five (5) feet of the mound until the hitter makes contact with the ball.
 - 4. The batting team’s pitcher may not interfere with any balls in play or the batter will be called out automatically.
 - d. Semi-final and final games that reach extra innings will play ordinary innings, and not “one pitch” innings, unless the umpire and the captains agree before the start of any extra innings to use the “one pitch” system.
- v. Inclement Weather
 - a. No game will be called for rain unless there is lightning or unless the fields are deemed unplayable.
 - b. NOTE. The final authority regarding field conditions rests with the City of Charlottesville and the University of Virginia, not NGSL.
 - c. Rules and timing may be altered at the discretion of NGSL based on inclement weather.
 - d. No portion of any entry fee will be refunded for cancelled games due to inclement weather.
 - e. Any team that plays on closed fields without authorization will be asked to leave the tournament, forfeit their entry fee, and be banned from the tournament through 2012.
 - f. The City of Charlottesville and the University of Virginia also may bring trespassing charges at their discretion.
- vi. Equipment
 - a. Bats
 - 1. Any ASA-approved bat may be used, including ASA-approved multi-walled bats.
 - 2. A list of ASA-approved bats is available at http://www.asasoftball.com/about/certified_equipment.asp.
 - 3. Each team captain is permitted to inspect the other team’s bats at the start of the game.
 - 4. If a batter is found to be using a non-ASA-approved bat, the first offense will result in the batter being called out. The second offense will result in the forfeit of the game.
 - b. Cleats
 - 1. No metal spikes may be worn.
 - c. Balls
 - 1. The same size and type of balls will be used at every game and for every batter, no matter the gender of the batter.

2. All balls are in accordance with ASA rules.
- vii. Batting Order
- a. Regular and Co-Rec
 1. Teams may have a batting order of unlimited size.
 2. A player may be in the batting order and not play in the field. However, in order to play in the field, a player must be in the batting order.
 3. The number of batters in the batting order must remain constant throughout the game.
 - a. If a team starts a game with eight (8) or nine (9) players and additional team members arrive after the game begins, the late players must be added to the end of the batting order. This is the only time at which a batting order may be changed after the game has started.
 4. A player who is not in the batting order at the start of the game may only enter the game by permanently replacing someone in the batting order by either pinch-hitting or by replacing them in the field. Once a player is replaced in the batting order, he or she may not re-enter the game except by returning to the same position in the batting order (unless there is an injury during the game and there are no other players available on the team).
 5. If a player cannot bat for any reason during the game and there is no substitute available, his or her spot in the order will count as an automatic out.
 6. Each team captain is entitled to the batting order of the other team prior to the start of the game, if he or she requests it.
 7. No appeals regarding the batting order will be considered unless the batting order was exchanged prior to the start of the game.
 - b. Co-Rec Only
 1. No more than two men may bat in a row.
 2. This rule applies across innings: e.g., if the last two batters of an inning are men, the next time that team bats a woman must lead off.
 3. NOTE. A team may bat as many women in a row as it chooses.
 4. TIP. This is most effectively done by maintaining separate batting orders for men and women: e.g., the first two men bat followed by the first woman, then the third and fourth men bat followed by the second woman, etc.
 - a. Each batting order must remain the same throughout the game.
 - b. NOTE. If you choose to use separate men's and women's batting orders, the women will bat after different men each time through the order unless your team has a perfect 2:1 ratio of men to women.
- viii. Pitching/Batting
- a. Pitches must have an arc of at least six (6) feet and no more than twelve (12) feet from the ground. A ball not within these limits shall be called an illegal pitch by the umpire prior to it reaching the plate. If the batter does not swing at an illegal pitch, it is automatically a ball. If the batter swings, the pitch will be treated as though it had been thrown within legal limits.
 - b. The strike zone is the space over any part of home plate that is between the batter's back shoulder and the batter's front knee when the batter is lined up with the plate.
 - c. Each at-bat begins with a 1-1 ball-strike count.

1. This means that at each batter's at bat, only three (3) balls will result in a walk and two (2) strikes will result in a strikeout.
- d. There is one (1) courtesy foul when the batter has two (2) strikes. The second foul on two (2) strikes results in an out.
 1. It does not matter how the batter got to two (2) strikes, i.e., the batter may foul once or swing and miss once and will still be granted the one (1) courtesy foul at a count with two (2) strikes.
- ix. Pinch Running
 - a. An injured player may be allowed to bat with a pinch runner at the umpire's discretion.
 - b. The pinch runner must be the last player in the batting order to make an out.
 1. In Co-Rec play, the pinch runner must be the same gender as the batter.
 - c. The pinch runner must be touching the center of the backstop and may not leave until the bat contacts the ball.
 - d. If the runner leaves early, it is an automatic out.
 - e. Pinch runners will rarely be granted and may not be used to gain tactical advantage.
- x. Double Plays
 - a. If the defense is attempting to make a double play and there is a reasonable chance a double play will be completed, the runner going to the lead base must either slide or get out of the way of the throw.
 - b. If the runner breaks up the play, the umpire has the discretion to call a double play.
- xi. Home Plate Plays
 - a. When there is a play at home plate, it is the runner's responsibility to avoid contact if the catcher has the ball before the runner gets to the plate.
 - b. The catcher must not unreasonably block the plate before the ball gets to home plate.
 - c. The umpire has complete discretion to decide both (a) whether the runner intentionally initiated contact and should therefore be called out, and (b) whether the catcher unreasonably blocked the plate before the ball gets to home plate and the runner should therefore be called safe.
- xii. Mercy Rule
 - a. There is no mercy rule.
- xiii. Final Scores
 - a. The umpire shall confirm the final score with the team captains and report it to the field marshal(s) present at the location.
 - b. Any disputes as to result or score are to be determined by the umpire.
- xiv. Additional Co-Rec Rules
 - a. If a team has ten (10) defensive players, at least four (4) of the ten (10) must be women.
 1. If a team only has eight (8) or nine (9) defensive players, at least three (3) must be women.
 2. A team may never play more than six (6) defensive men.
 - b. There is no limitation on which defensive positions women may play.
 - c. No outfielder may step in front of the Co-Rec line painted in each outfield until after the ball is hit.
 1. If an outfielder crosses the Co-Rec line before the ball is hit and that outfielder subsequently plays the ball for an out, the batter will be given first base.
 2. This rule applies to both male and female batters.

3. If a line has not been painted on the field of play, the two teams and the umpire should agree to where the line should be prior to the start of the game.
 - d. If a male batter is walked with three consecutive pitches without any strikes called during his at bat and is followed by a female batter, the male batter advances to second base. The female then has the option of either hitting or walking.
- xv. Field-Specific Rules
- a. McIntire #1
 1. Teams are limited to two (2) over-the-fence home runs per game. The third and subsequent hits over the fence count as singles.
 2. Each runner already on base will advance one base, regardless of whether there is a force.
 - b. St. Anne's Belfield
 1. Teams are limited to two (2) over-the-fence home runs per game. The third and subsequent hits over the fence count as singles.
 2. Each runner already on base will advance one base, regardless of whether there is a force.
 - c. The Park #1 and #6
 1. Teams are limited to seven (7) over-the-fence home runs per game. The eighth and subsequent hits over the fence count as singles.
 2. Each runner already on base will advance one base, regardless of whether there is a force.
 - d. The Park #2 and #5
 1. All balls are in play unless a fence is erected.
 2. Should a fence be erected, the fence will be treated as a fence for both fields. Any ball hit over the fence on the fly from either field will be a home run and any ball hit over the fence from either field on the bounce will be a ground rule double.
 - e. Copeley
 1. A ball hit into the road (either on the fly or on the bounce) is an automatic homerun.
 2. The umpire's fair/foul call will be determined by where the ball hits the trees, not by where the ball lands. Any ball hitting the trees in fair territory may be caught for an out. On the other hand, any ball hitting the trees in foul territory or out of play may not be caught for an out. The trees in the outfield are fair territory. The following examples further explain this rule:
 - a. A fly ball hitting the trees in fair territory is a fair ball even if it lands in foul territory.
 - b. A fly ball hitting the trees in foul territory is a foul ball even if it lands in fair territory.
 - c. A fly ball hitting the trees in foul territory or out of play may not be caught for an out, even if it is caught in fair territory.
 - d. A fly ball hitting a tree planted in foul territory, but striking the tree in fair territory, is a fair ball.
 3. For the purpose of determining when a ball remains in play, the out of play lines are imaginary lines extending from the fences parallel with the foul lines. If a batted ball goes out of play after landing in fair territory, it is a ground-rule double. If a throw from any fielder goes out of play, the plate umpire shall award

each runner one (1) additional base. If a runner is in between bases when a ball goes out of play, the umpire shall have the discretion to award an additional base to the runner.

xvi. Homerun Derby Rules

- a. The Derby will be held at The Park Field 6 on Saturday, April 10.
- b. Each school will be permitted one male and one female participant.
- c. Definitions
 1. An out is a missed swing or a hit ball that is not a homerun.
 2. A homerun for male participants is a ball that clears the fence – 275 feet from home plate.
 3. A homerun for female participants is a ball that lands past the co-rec line, which is painted on the grass in the outfield – 200 feet from home plate.
- d. Each participant should provide his or her own pitcher.
- e. No bat prohibited by ASA rules will be permitted.
- f. While at bat, each participant may take or look at as many pitched balls as he or she needs – batters need not swing at every pitch.
- g. Preliminary round
 1. The preliminary round will be held from 1:00 – 4:00 pm on Saturday, April 10, at The Park field 6.
 2. In the preliminary round each participant may swing away until he or she has five outs.
 3. The five male participants and five female participants tallying the most home runs prior to their fifth out will advance to the finals.
 4. In the event of a tie preventing the determination of the top five batters, the tying batters will complete a three-out tiebreaker.
- h. Finals
 1. A final round will be held for the top five male and top five female finishers at 8:00 pm on Saturday, April 10.
 2. Each finalist will have ten outs (time permitting – this may be adjusted at the discretion of NGS� prior to the beginning of the finals).
 3. Home runs from prior rounds do not carry over to the finals.
 4. In the event that the finals cannot be held due to time, weather, or game conflicts that cannot be avoided, NGS� reserves the right to cancel the finals and award prizes based on first round totals.
 5. In the event of a tie preventing the determination of the top two batters, the tying batters will complete a three-out tiebreaker.

xvii. Alcohol

- a. Alcohol is not permitted on any field or in any dugout at any time.

xviii. Interpretation and Modification of the Supplemental Rules of Play

- a. Team captains may submit an appeal to the NGS� regarding interpretations of these supplemental rules. The NGS� has complete discretion on whether to or how to evaluate such appeals. Decisions of the NGS� are final.
- b. NGS� reserves the right to modify these supplemental rules of play.