

LOUISIANA MACHINERY COMPANY LLC

2020 FAMILY FUN DAY SOFTBALL TOURNAMENT RULES

March 28, 2020

Broussard Sports Complex at St. Julien Park

Men's, Women's and Co-Rec Slow Pitch Softball Rules

Any rules not addressed in the handbook will follow the current A.S.A. slow pitch rulebook.

GENERAL

- A. Forfeit time has been established as game time. Teams should report to the designated muster location a minimum of 10 minutes before the scheduled starting time of the game to fill out the score sheet. The score sheet must list first and last names. Please print the names legibly. If a team fails to appear at the appointed time, the umpire will declare the contest a forfeit. The team captain for the team who is ready to play may choose to give the opponent ten (10) minutes to obtain the necessary number of players. If the team is not able to play at the end of ten (10) minutes, a forfeit will be declared. If neither team appears at game time, a ten (10) minute grace period will automatically be given. The game time is reduced by whatever portion of the ten (10) minutes was used to avoid forfeit.
- B. Broussard Sports Complex (BSC) will furnish two umpires per game as available. He/she will call balls/strikes, safe/out and arc/height of pitches.
- C. The park will also supply a scorekeeper. Protests based upon the score will not be allowed. Questions should be directed to the umpire on duty.
- D. Unsportsmanlike conduct (abusive language or insulting sign language) by coaches, players or fans towards the umpires, other coaches, players or fans is not permitted. A team may receive one warning and then the coach, player or fan will be ejected from the game area as defined by the umpire.

ELIGIBILITY

- A. **Each player MUST be at least 16 years of age** on the date of the event, to be eligible to play.
- B. **This is a company function and all team members must be a Louisiana Machinery Company employee or the employee's immediate family member:** parent, spouse, child, grandchild or sibling.
- C. **If an employee's home branch does not have a team in play**, the employee may play with the team of the branch closest to their home branch. Employees are not eligible to play for teams that do not fit this criteria. If an employee is listed on the roster of a team that is not their home branch and a branch closer to them is in play, this employee will be disqualified. This rule WILL be enforced.

PLAYERS AND SUBSTITUTES

- A. **A team must have at least one (1) female player during each game.**
Female participants shall be placed in any position on the field and line up based on the team's discretion. A female may only substitute for a female, a male for a male. In the event that a team does not have a female player available to play during any given game, the lineup shall be submitted prior to the start of the game with the "absent female" listed as the 4th at batter. When it is that player's turn to bat, an out is declared throughout the game.
- B. **A team must have 8 players present to start the game.** Teams playing shorthanded will not be assessed outs for those spots in the batting order. Players arriving late may have their name added to the bottom of the order; but you may not add an Extra Hitter after the game has started. All substitutes must report to the plate umpire before batting.
- C. **Shorthanded Rule.** If a player must leave the game and there is no substitute available, when it is that player's turn to bat, an out is declared. If a runner must leave the game and there is no substitute available, the runner will be declared out.

EQUIPMENT

- A. Participants must furnish their own bats and gloves for each game.
- B. Shoes are required. Gym or running shoes are recommended. Rubber training shoes and single molded plastic/rubber soccer-type and baseball cleats are permitted. **Metal cleats or spikes of any type are not allowed!**
- C. Game softballs will be provided by BSC. Teams must use the balls provided.

THE GAMES

MORNING POOL PLAY

- A. There will be four (4) games taking place simultaneously. Each game will last 30 minutes.
- B. If at 30 minutes, the score is tied, no new inning will be started. Ties will be recorded as a Tie.
- C. The choice of first or last bat in the inning shall be decided by a coin toss prior to the game.
- D. Base stealing is not allowed. Runners can leave their bases when a pitched ball has reached home plate or is hit. If the batter does not hit the pitch, base runners must return to their bases immediately.
- E. Bunting or chopping down on the ball is not allowed, and will result in a dead ball with the batter being called out.
- F. Players will start with a full count (2-3) count when at bat.
- G. A foul third strike is an out. No courtesy fouls shall be given.
- H. The ball remains alive until the umpire declares time. Time will be called when the ball is held by a player on the infield area and, in the opinion of the umpire, all play has ceased.

AFTERNOON BRACKET PLAY

- A. Official bracket play and seeding will be determined by the Committee Chair and umpires based on a random draw.
- B. The games will consist of 45 minutes. In the event of rain or darkness, 5 innings or 4 ½ if the home team is ahead, will constitute the game. A 15-run rule will be in effect after 3 innings and a 10-run rule after 5 innings.
- C. No new inning may be started, unless the score is tied, after 55 minutes have elapsed from when the game began. The umpire will keep the official game time.

- D. The choice of first or last bat in the inning shall be decided by a coin toss prior to the game.
- E. Base stealing is not allowed. Runners can leave their bases when a pitched ball has reached home plate or is hit. If the batter does not hit the pitch, base runners must return to their bases immediately.
- F. Bunting or chopping down on the ball is not allowed, and will result in a dead ball with the batter being called out.
- G. Players will start with a 1-1 (1 ball-1 strike) count when at bat.
- H. A foul third strike is an out. No courtesy fouls shall be given.
- I. The ball remains alive until the umpire declares time. Time will be called when the ball is held by a player on the infield area and, in the opinion of the umpire, all play has ceased.

CHAMPIONSHIP GAME

- A. The championship game will consist of a 1 hour match between the final two teams from the official afternoon bracket play.
- B. All aforementioned rules of afternoon bracket play will be in effect.
- C. In the event of a tie, the game will continue into extra innings until a winner is determined.
- D. Winner of the championship game will be deemed the tournament winner, even if it is the losing team's first loss.

BATTING

The batter is OUT when:

- A. A batter appears in the batter's box with, or is discovered using an altered or illegal bat. Baseball and fungo bats are illegal.
- B. A batter receives his/her final strike (1 pitch.) This can be called a strike or from a swing. A foul ball, whether caught or dropped on strike three is also an out.
- C. The umpire declares a fair infield fly with base runners on first and second or on first, second and third, with less than two outs. This is called the infield fly rule. The ball remains alive and runners may advance at their own risk.
- D. A field intentionally drops a fair fly ball that can be caught by an infielder, with ordinary effort, with first and second or first, second and third bases

occupied with less than 2 outs. The ball is dead and all runners return to the base they occupied at the time the ball was pitched.

- E. When any foot touches the ground completely outside the batter's box or if any part of the foot touches the plate and the ball is hit fair or foul.
- F. On a walk to a male batter (intentional or not) the male batter will advance. In the event that a male batter is walked and a female batter is on-deck/next up, she will have the option to take an automatic walk, or bat.

RUNNER AND BATTER-RUNNER

- A. When a base runner must return while the ball is in play, he/she must touch the bases in reverse order.
- B. No runner may return to touch a missed base or one he/she had left illegally after a following runner has scored. The defense must appeal for the out to be granted.
- C. When a defensive player is in possession of the ball, a runner may not remain upright and crash into the defender. When sliding, runners must always slide for the base. If considered flagrant in either above case, the runner may be ejected.
- D. Base runners are entitled to advance but accept the liability to be put out under the following circumstances:
 - a. When the ball is overthrown into fair or foul territory and remains in play.
 - b. When the ball is batted into fair territory.
 - c. When a legally caught fly ball is first touched.
- E. Base runners are entitled to advance without liability to be put out under the following circumstances:
 - a. When a fielder obstructs the base runner from making a base, unless the fielder is trying to field the batted ball or has the ball ready to touch the base runner.
 - b. When the ball is in play and is overthrown and goes out of play, all runners advance two bases from where they were when the ball left the thrower's hand.
- F. Obstruction is the act of:
 - a. A defensive player or team member which hinders or prevents a batter from striking or hitting a pitched ball.

- b. A fielder, while not in possession of the ball, in the act of fielding a batted ball, or about to receive a thrown ball, which impedes the progress of a base runner who is legally running the bases.
- G. Interference is the act of an offensive player or team member, umpire or spectator that impedes, hinders or confuses a defensive player attempting to execute a play. Contact is not necessary for interference to be called.
- H. Base Stealing is not allowed. Each base runner may leave his/her base when a pitched ball is batted or reaches home plate, but must return to that base immediately after each pitch not hit by the batter.
- I. The base runner is out when:
 - a. In running to any base he/she runs more than three feet from a direct line between a base and the next base when a defensive player is attempting to tag the runner.
 - b. The base runner passes a defensive player before that runner has been put out.
 - c. The base runner legally overruns first base and makes an attempt to advance to second base and is legally touched while off base.
 - d. The base runner interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball.
 - e. The base runner is struck with a fair batted ball while off base and before it passes an infielder who could have otherwise made a play.
 - f. With a base runner on third, the batter or any offensive player interferes with a play being made at home plate.
 - g. In the umpire's judgement, the base coach at first or third base touches or holds the runner physically to assist a runner in returning to or advancing from the base when a play is being made on him/her.
 - h. A runner, after being declared out or after scoring, interferes with a defensive player's opportunity to make a play on another runner, the runner closest to home plate at the time of the interference shall be declared out.
- J. Base runners are not out under the following circumstances:
 - a. When a base runner runs around the fielder and outside the baseline in order to avoid interfering with a fielder attempting to field the ball in the base path.

- b. When a base runner is hit with a fair batted ball that has passed through an infielder, excluding the pitcher, and in the umpire's judgment no other infielder had a chance to play the ball. The ball remains alive under this condition.
 - c. When a base runner is hit by a fair batted ball after it is touched or touches any fielder.
 - d. When a base runner is hit by a fair batted ball while in contact with a base.
- K. Injured Runner: If an accident to a batter-runner or base runner prevents him/her from proceeding in the game, a substitute runner will be permitted. If no substitutes are available, the runner will be declared out.
- L. There will be no limit to the number of Home Runs hit in a particular game.