



WEATHER

The following weather-related protocols will be observed: In the case of lightning or severe rain, all competition will be halted and all guests will be asked to proceed to safety. The competition will resume when the weather clears or be postponed to the following day (in the case of severe weather).

In the case of light rain, competition will continue until safety becomes an issue. If all games are rained out on Championship Day, the highest placed team, of the two scheduled to play each other, will automatically win each game. If the two teams scheduled to play each other are tied for the highest place, there will be a coin flip conducted by the tournament director.

In the event unusual conditions necessitate the rescheduling, curtailment or cancellation of games for the safety of participants, the Tournament Director shall have absolute authority to make changes in order to best serve the interests of the Tournament.

- Each manager/coach must provide contact information (i.e. contact name, hotel name, hotel phone, room number, cell phone etc.) at registration on the first day of the tournament.
- If games are postponed to the following day, they will be played after the completion of that days scheduled games.
- **Delays/Cancellations:** Any game not legally completed because of inclement weather or any other unforeseen developments shall follow the guidelines below:
 - Before a game becomes a regulation game, it shall be declared a suspended game and play shall be resumed from the point of suspension.
 - After a game has become a regular game, it shall be ruled a complete game.
 - A tie game after the time limit or the inning limit is considered a completed game in pool play.
- **Discipline:** Managers/Coaches will be responsible for the behavior of their fans. The umpire will have the authority to warn and ultimately eject the coach and or fans that behave in an abusive or disruptive manner. Unnecessary noise making, causing a disturbance, will be halted (including pounding on the bleachers).
- **Ejection:** An ejected player or manager/coach must leave the playing area (this means that the offending individual shall not be seen or heard from for the duration of the game) and **MAY BE SUSPENDED FOR THE NEXT GAME***. Any player or coach ejected from a second game shall be suspended for the remainder of the tournament. These penalties are for "ordinary" ejections. The Tournament Director reserves the right to hand out more stringent penalties for "extraordinary" circumstances (i.e. fighting, contact with an umpire, etc.). *Judgment call by the Tournament Director.
- The Tournament Director will review and rule on all reports of unacceptable conduct by players, managers, coaches, and spectators. Depending on the severity of the unacceptable conduct, the Tournament Director may enforce a suspension of up to the duration of the tournament. The Tournament Director decision will be disclosed to the appropriate parties prior to their next scheduled game. Tournament Director reserves the right to decide all tournament matters and has the final interpretation of the aforementioned rules and regulations. The Tournament Director and Northville Baseball Softball Association will not be responsible for any expense incurred by any team due to the cancellation in part or whole of the tournament.



NORTHVILLE SOFTBALL DERBY

AUG 14TH – 16TH 2020

2020 TOURNAMENT 14U SOFTBALL RULES

GENERAL RULES

- A legal starting lineup is a minimum of 9 players. No games will be played when a team has seven or fewer players available. If a team has only eight batters, the ninth batter will be an automatic out.
- If a player leaves the game before the conclusion due to an injury, she may be skipped over.
- Free defensive substitution is allowed for all players. This means that any player on the bench who is not in the official batting order may play in the field at any time.
- The ball to be used is the 12-inch softball (game balls to be provided by tournament host).
- Pitching rubber will be 43 feet from home plate and bases are 60 feet.
- All teams must have a copy of each player's birth certificate available for review by the Tournament Director prior to the first game. Any team found to be using an ineligible player would forfeit all Tournament games in which the ineligible player has participated.
- Infield practice will not be available between games.

GAME RULES:

- 3 strikes will be a strikeout and 4 balls will be a base on balls.
- Base runner can score on a passed ball.
- A base runner may steal on the release of the pitch.
- If the runner leaves early they will then be considered out.
- Infield fly rule is in effect.
- Play ends when the pitcher has possession of the ball in the chalked circle. A runner who violates this must go back.
- If a runner rounds first and stops, and then makes a move toward 2nd base, the runner must try to advance to 2nd base, or they will be called out if they return to 1st base.

N NORTHVILLE SOFTBALL DERBY RULES

- A courtesy runner can be used for either the catcher or the pitcher at any time. The last out will be the courtesy runner.
- If a player is ejected from the game, when they come to bat they will be an automatic out. If a player is injured or leaves early from the game, they will be skipped in the batting order with no penalty. If a team falls below the nine player limit in the batting order, the ninth spot will be an automatic out.
- On close plays at any base except first base, the runner shall slide or give themselves up. A player can be called out and even removed from the game if the umpire feels that the contact should have been avoided.
- A batter can steal first base if the catcher doesn't catch the third strike and first base is unoccupied. The batter must beat the throw to first base to be considered safe. If there are two outs and first base is occupied, the batter can steal first base if the catcher doesn't catch the third strike.

RUN RULES:

- The Mercy Rule includes: 15 runs after 3, 10 runs after 4, and 8 runs after 5.
- No NEW inning will start after 1:20 minutes. If you are in the middle of the inning when the time limit hits, you will finish that inning.
- If the game is tied after the time limit during pool play games, the game will end in a TIE.

Tie Breaker

1. Head to Head
2. Least runs given up
3. Most runs scored
4. Coin flip



NORTHVILLE SOFTBALL DERBY

AUG 14TH – 16TH 2020

2020 TOURNAMENT 12U SOFTBALL RULES

GENERAL RULES

- A legal starting lineup is a minimum of 9 players. No games will be played when a team has seven or fewer players available. If a team has only eight batters, the ninth batter will be an automatic out.
- If a player leaves the game before the conclusion due to an injury, she may be skipped over.
- Free defensive substitution is allowed for all players. This means that any player on the bench who is not in the official batting order may play in the field at any time.
- The ball to be used is the 12-inch softball (game balls to be provided by tournament host).
- Pitching rubber will be 40 feet from home plate and bases are 60 feet.
- All teams must have a copy of each player's birth certificate available for review by the Tournament Director prior to the first game. Any team found to be using an ineligible player would forfeit all Tournament games in which the ineligible player has participated.
- Infield practice will not be available between games.

GAME RULES:

- 3 outs, or 7 runs maximum per inning (whichever comes first). There will be unlimited runs starting in the 4th inning.
- 3 strikes will be a strikeout and 4 balls will be a base on balls.
- Base runner can score on a passed ball.
- A base runner may steal on the release of the pitch.
- If the runner leaves early they will then be considered out.
- Infield fly rule is in effect.
- Play ends when the pitcher has possession of the ball in the chalked circle. A runner who violates this must go back.
- If a runner rounds first and stops, and then makes a move toward 2nd base, the runner must try to advance to 2nd base, or they will be called out if they return to 1st base.

N NORTHVILLE SOFTBALL DERBY RULES

- A courtesy runner can be used for either the catcher or the pitcher at any time. The last out will be the courtesy runner.
- If a player is ejected from the game, when they come to bat they will be an automatic out. If a player is injured or leaves early from the game, they will be skipped in the batting order with no penalty. If a team falls below the nine player limit in the batting order, the ninth spot will be an automatic out.
- On close plays at any base except first base, the runner shall slide or give themselves up. A player can be called out and even removed from the game if the umpire feels that the contact should have been avoided.
- A batter can steal first base if the catcher doesn't catch the third strike and first base is unoccupied. The batter must beat the throw to first base to be considered safe. If there are two outs and first base is occupied, the batter can steal first base if the catcher doesn't catch the third strike.

RUN RULES:

- The Mercy Rule includes: 15 runs after 3, 10 runs after 4, and 8 runs after 5.
- Time limit. 7 run max for first 3 innings, unlimited runs after that.
- No NEW inning will start after 1:20 minutes. If you are in the middle of the inning when the time limit hits, you will finish that inning.
- If the game is tied after the time limit during pool play games, the game will end in a TIE.

Tie Breaker

1. Head to Head
2. Least runs given up
3. Most runs scored
4. Coin flip



NORTHVILLE SOFTBALL DERBY

AUG 14TH – 16TH 2020

2020 TOURNAMENT 10U SOFTBALL RULES

GENERAL RULES:

- A legal starting lineup is a minimum of 9 players. No games will be played when a team has seven or fewer players available. If a team has only eight batters, the ninth batter will be an automatic out.
- If a player leaves the game before the conclusion due to an injury, she may be skipped over.
- Free defensive substitution is allowed for all players. This means that any player on the bench who is not in the official batting order may play in the field at any time.
- The ball to be used is the 11-inch softball (game balls to be provided by tournament host).
- Pitching rubber will be 35 feet from home plate and bases are 60 feet.
- Home/Away team is determined by coin flip.

GAME RULES:

- 3 outs or 5 runs per inning (whichever comes first).
- You can score up to 7 runs in the 6th inning ONLY. If your game doesn't make it to the 6th (due to time limit), you do not have the ability to score 7 runs.
- 3 strikes will be a strikeout and 4 balls will be a base on balls. Batter cannot advance on a dropped 3rd strike.
- A base runner may steal, but can't do so until the ball is released by the pitcher.
- If the runner leaves early they will be sent back to the base from which they came. If the runner leaves early again, they will then be considered out.
- You will be allowed to score from 3rd ONCE per inning on either a passed ball or on a steal of home. But you may only steal home if the catcher makes a play on you at 3rd. After the first passed ball or steal, you can NOT advance home unless on a batted ball or walked in. This applies both to a pitch that gets by the catcher, and a throw to third base to attempt to throw out a runner stealing third base or a throw to third attempting to pick off a runner who is leading off third base.
- You cannot steal home on the throw back from the catcher to the pitcher (no delayed steal of home), regardless if you have already scored on a passed ball during that inning or not.
- No infield fly rule is in effect.
- Play ends when the pitcher has possession of the ball in the chalked circle. A runner who violates this must go back. Runners must either complete their advance or return to their base.

- If a runner rounds first and stops, and then makes a move toward 2nd base, the runner must try to advance to 2nd base, or they will be called out if they return to 1st base.
- A courtesy runner can be used for either the catcher or the pitcher at any time. The last out will be the courtesy runner.
- If a player is ejected from the game, when they come to bat they will be an automatic out. If a player is injured or leaves early from the game, they will be skipped in the batting order with no penalty. If a team falls below the nine player limit in the batting order, the ninth spot will be an automatic out.
- On close plays at any base except first base, the runner shall slide or give themselves up. A player can be called out and even removed from the game if the umpire feels that the contact should have been avoided.

RUN RULES:

- The Mercy Rule includes: 15 runs after 3 and 4 innings, 12 runs after 5 innings and 8 runs after 6 innings.
- Team scorekeepers are to check in with the other team's scorekeeper after each inning to verify runs scored that inning.
- No NEW inning will start after 1:20 minutes. If you are in the middle of the inning when the time limit hits, you will finish that inning. All runs and least number of runs could play into tie breaking, so even though you may be down by more than 5 runs, games will be finished at the conclusion of the inning – if the time limit hits. The next inning starts at the moment the last out is made of the previous inning.
- If the game is tied after the time limit during pool play games, the game will end in a TIE.

TIE BREAKER

1. Head to Head
2. Least runs given up
3. Most runs scored
4. Coin flip



NORTHVILLE SOFTBALL DERBY

AUG 14TH – 16TH 2020

2020 TOURNAMENT 8U SOFTBALL RULES

- A legal starting lineup is a minimum of 9 players. No games will be played when a team has seven or fewer players available. If a team has only eight batters, the ninth batter will be an automatic out.
- If a player leaves the game before the conclusion due to an injury, she may be skipped over.
- Free defensive substitution is allowed for all players.
- All players on the roster will bat.
- Every player in uniform shall play a minimum of 3 innings per 6 inning game. This is on the honor system and the umpire will not track this. Please comply with this rule in the spirit of this community-based tournament.
- The ball to be used is the 11-inch softball (not softies). Game balls to be provided by tournament host.
- Catapult pitching machine will be used for all games and the offensive coach will operate the machine. The machine will be placed approximately 35 feet from home plate. The speed of the pitching machine will be set at 35-40 mph. Five pitches will be allowed. No balls and strikes will be called. After 3 swinging strikes, the batter is out. If the 5th pitch or 3rd strike (whichever comes first) is fouled off, player will continue to get a pitch until ball is hit fair or 3 strikes occur. In the event the player does not swing at the 5th pitch, she is out and the at bat is complete.
- Pitcher position must wear a face mask and stand to the left side of the coach for left handed batters and to the right side of the coach for right handed batters. At least one foot must be in the chalked circle.
- A batted ball that hits the machine or the umpire will be considered a dead ball. The batter will be awarded 1st base, and all forced runners will advance one base.
- 3 strikes will be an out. No walks.
- No bunting or slapping. If player attempts to bunt, it will be called a foul ball.
- No steals and no leadoffs. Runner must remain in contact with the base until the ball is hit.
- No infield fly rule is in effect.
- A batter cannot advance on a dropped 3rd strike.

- A half inning will end after 3 outs or 5 runs, whichever comes first.
- A team can score up to 7 runs in the 6th inning ONLY. If your game doesn't make it to the 6th inning due to time limits, you do not have the ability to score 7 runs.
- Runner may advance 1 base on an **obvious** overthrow to any base. This does not include a ball that was mishandled by the 1st, 2nd, or 3rd baseman. All forced runners may advance 1 base on the overthrow.
- Play ends when an infielder has possession of the ball in the infield. A runner who violates this must go back. Umpire will determine if runner was more than half way to next base when play is over. If more than half way to the base, runner gets that base. If less than half way, runner will retreat. This is in the umpire's judgement and the call is not to be argued by players, coaches or fans.
- A courtesy runner can be used for the catcher at any time. The last out will be the courtesy runner.
- If a player is ejected from the game, when they come to bat, they will be an automatic out. If a player is injured or leaves early from the game, they will be skipped in the batting order with no penalty. If a team falls below the nine player limit in the batting order, the ninth spot will be an automatic out.
- On close plays at any base except first base, the runner shall slide or give themselves up. A player can be called out and even removed from the game if the umpire feels that the contact should have been avoided.
- No defensive coaches in the field during the game.
- No coaches or parents are to be behind the catcher collecting balls.
- No arguing calls made by the umpire. This includes players, coaches and fans.
- Home/Away team is determined by coin flip.

RUN RULES:

- The Mercy Rule includes: 15 runs after 3 and 4 innings, 12 runs after 5 innings and 8 runs after 6 innings.
- Team scorekeepers are to check in with the other team's scorekeeper after each inning to verify runs scored that inning.
- No NEW inning will start after 1:20 minutes. If you are in the middle of the inning when the time limit hits, you will finish that inning. All runs and least number of runs could play into tie breaking, so even though you may be down by more than 5 runs, games will be finished at the conclusion of the inning – if the time limit hits.
- If the game is tied after the time limit during pool play games, the game will end in a TIE.

TIE BREAKER

1. Head to Head
2. Least runs given up
3. Most runs scored
4. Coin flip