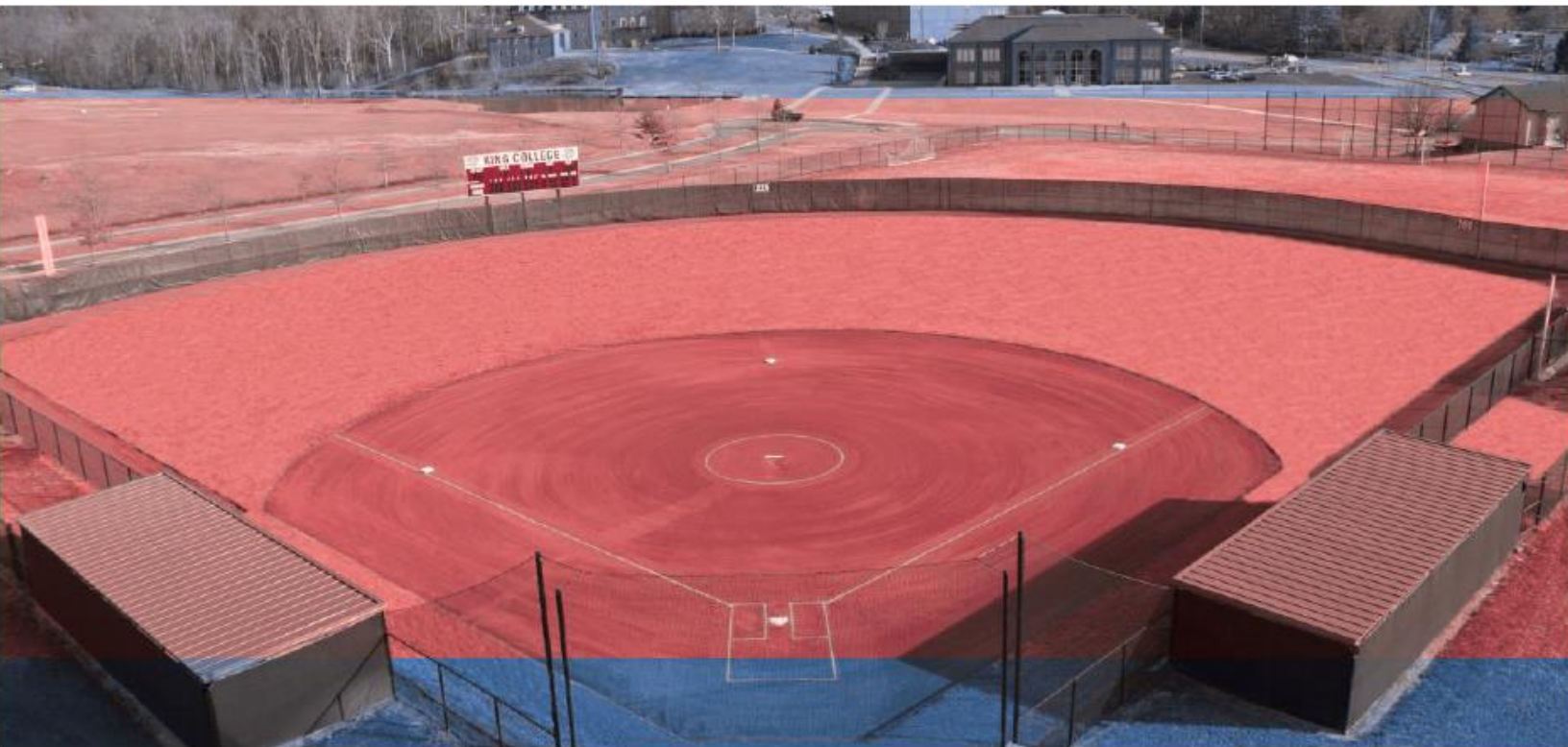




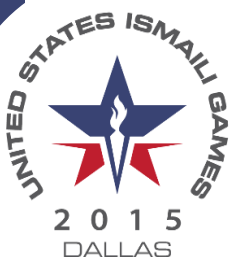
SOFTBALL

RULES



HIGHLIGHTS

- Forfeit time is five (5) minutes after the scheduled game start time. If the player or team is not “Ready to Play” within five (5) minutes after the scheduled game start time, then that player or team will forfeit and the opposing player or team will be declared the winner (assuming the opposing player or team is ready to play).
- No new inning will start sixty (60) minutes after the scheduled game time. All started innings will be completed. During the semifinals and finals, there will be no cutoff times. All games will be played for the full 7 innings (EXCEPTION: for unscheduled delays or weather delays, this rule can be amended.)
- All teams will be co-ed, requiring at least two (2) females to be a part of the roster. Additionally, at least one (1) female must be in the lineup and be playing in the field at all times.
- Teams must have a minimum of twelve (12) players and a maximum of eighteen (18) players and at least two (2) of the players must be female.
- Teams will be allowed to hit over-the-fence homeruns in accordance to the plus-one rule (also known as the one-plus rule). See further details and explanations below under HOME RUNS.
- Softballs will be provided by the USIG tournament. Only officially marked USIG softballs will be allowed.
 - Ball Size:
 - 12 inches
 - .52 COR
 - Max 300 compression
 - Playing Surface:
 - Infield: Dirt or clay
 - Outfield: Grass



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TOURNAMENT RULES

READY TO PLAY

- Forfeit time is five (5) minutes after the scheduled game start time. If a team is not “Ready to Play” within five (5) minutes after the scheduled game start time, then that team will forfeit and the opposing team will be declared the winner (assuming the opposing team is ready to play).

JERSEYS AND APPARREL

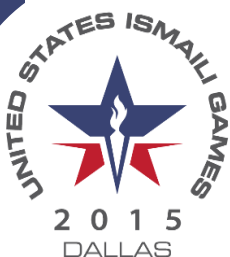
- All players participating must wear the uniforms provided by the USIG during check-in. If a player is not wearing the uniform provided, that player will not be allowed to take the field unless they have received a waiver from the USIG National Sports team.
 - Players are not allowed to alter the uniforms that are provided by the USIG.
- Proper shoes must be worn at all times. No metal or steel cleats or sandals allowed.
- If a player is not wearing the proper attire, they will not be allowed to take the field.
- It will be at the umpire’s discretion to determine whether a player can rejoin the field of play after the player has corrected their attire

UMPIRE’S JUDGMENT

- An umpire's judgment should not be contested.
- Failure to adhere to an umpire's judgment may warrant ejection.
- The umpire's decisions are final and no appeals of the decision will be allowed.
- Only rule clarifications may be requested following the issue in question by Team Captain and it is up to the umpire’s discretion to consult the rulebook

SCHEDULING AND DELAYS

- The USIG National team has the right to adjust the schedule, rules, length of the game or any other game conditions for scheduling purposes including but not limited to unscheduled delays or weather related delays.



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OFFICIAL RULES

TEAM ROSTER

- Teams must have a minimum of twelve (12) players and a maximum of eighteen (18) players with at least two (2) of the players being female.

PLAYERS ON THE FIELD

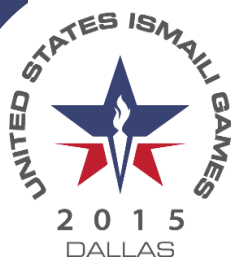
- Only ten (10) players are allowed to be on the field at one time.
- At least one (1) female must be in the lineup and be playing in the field at all times.
- Teams may start a game with eight (8) players and may add the ninth (9th) and tenth (10th) only at the beginning of an inning (outs will automatically be given for each batting slot that is not filled). However, one of these players **MUST** be female. A team may not start a game without a female under any circumstances.
- Once a team falls below eight players (during the game) then the opposing team will be asked if they want to continue the game. If they agree to continue, the game will be played out. If they do not agree to continue, then they win by forfeit.

GAME TIME

- Games will consist of up to seven (7) innings. However, no new inning will start sixty (60) minutes after the scheduled game time. When sixty (60) minutes after the start of the game has passed, the umpire will make an announcement that no new innings may begin. All started innings will be completed (i.e. if a top of an inning is played, the bottom will be played as well). There will be no "drop-dead" time.
 - This rule may be changed and additional time provided at the judgment of the umpires or supervisors.
 - If there are unscheduled delays or weather related delays, the USIG National team can amend this rule for scheduling purposes

WEATHER AND SCHEDULING

- In the case of inclement weather or other harmful conditions, four full innings will constitute a full game.
- If there are unscheduled delays or weather related delays, the USIG National team has the right to adjust the schedule, rules, length of the game or any other game conditions for scheduling purposes



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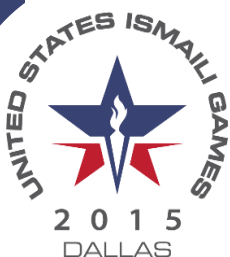
FIELD SIZE AND MEASUREMENTS

- Fences:
 - Approximately 270 – 330 feet for Open Softball
- Field measurements:
 - Home plate to first base: 60 ft
 - First base to Second base: 60 ft
 - Second base to Third base: 60 ft
 - Third base to Home plate: 60 ft.
- First base running path:
 - Parallel to 1st base line. 30ft x 3ft ending at 1st base.
- Coach's Box:
 - Parallel to the 1st and 3rd base line. No more than 15ft in length, and no less than 8ft from the 1st and 3rd base line. No more than 5ft wide.
- On-deck hitter's circle:
 - 2.5 ft. in radius. To be adjacent to the end of the bench.
- Pitching:
 - No raised pitching mound.
 - Pitching distance: 43 ~ 45 ft.
 - Home Plate to Back Stop Distance: ~ 20 ft.

GAME EQUIPMENT

- Softball bats/gloves will not be provided. Each team must provide their own equipment. However, only officially marked ASA certified softball bats will be allowed in play. Batters coming to the plate with a non-ASA certified baseball bat will automatically be called out.
- Softballs will be provided by the USIG tournament. Only officially marked USIG softballs will be allowed.
 - 2015 ASA Standard Ball Size will be used for the USIG
 - 12 inches
 - .52 COR
 - Max 300 compression.

TIES



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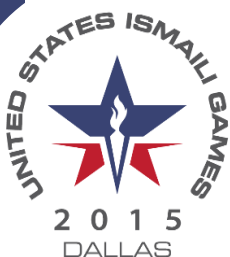
- If the game is tied at the end of seven (7) innings or after the time limit expires (hereby referred to as "extra time"), play will continue until one team is ahead after a complete inning.
 - During this extra time, each at bat will start with a count of three (3) balls and two (2) strikes (3-2 count). Batters are allowed one (1) foul ball during at bats in extra time.
 - In extra time, the batting team will start the inning with an automatic runner at second base. This is only at the START of the inning.
 - The automatic runner will be the most-previous batter out from the previous inning (without regard to if the player is male or female)

MERCY RULE

- When one team is ahead by 10 runs or more after 5 innings of play (or 4 1/2 innings if the home team is ahead), the game shall end

BALLS AND STRIKES

- Each batter will start his/her at bat with a count of one ball and one strike. In other words, two pitched strikes equals an out and three pitched balls equals a walk.
- When there are two (2) strikes against a batter, the batter will be allowed only one (1) additional foul ball. On the second foul ball with two (2) strikes against the batter, the batter will be called out via strikeout.
- If a batter steps out of the batter's box (on either side of the plate, not touching any part of the line) on a pitch that is hit the batter will be called out.
- If a batter steps on home plate as they hit the ball, they will be called out.
- NOTE: A pitcher will be allowed to announce, at any time, his/her intention to walk a batter upon which the batter will be automatically awarded a walk.
 - If a male player is walked in front of a female player, then the male player will be allowed to advance two (2) bases. If there are any runners already on base, they can only advance if they are forced to advance. (For example, if there are runners on 1st and 3rd and a male is walked in front of a female, the batter is automatically allowed to take second base. By force, the runner on 1st base is forced to move to 3rd base and the runner on 3rd base is forced to home plate, scoring a run for the batting team).



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BUNTS AND INTENTIONAL CHOPS

- The batter will be called out if they bunt or intentionally chop at the ball.

PITCHING

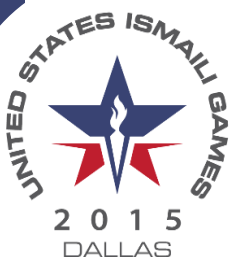
- Each pitch must meet an arc requirement of 6-12 feet from the ground. If a pitch does not meet these requirements then the umpire will call "flat" or "top" as soon as it comes apparent that the pitch will not meet the requirements.
- A pitcher must keep one foot in contact with the pitching rubber during the entire pitching motion. Otherwise it will be ruled an illegal pitch and considered a ball.
- On an illegal pitch, if a batter swings and misses then it will be considered a strike. Once the batter is set in the batter's box, the pitcher may pitch the ball. If the batter is not set in the box and the pitch occurs it will be called "no pitch".

HOME RUNS

- Teams will be allowed to hit over-the-fence homeruns in accordance to the plus-one (+1) rule (also known as the one-plus [1+] rule).
- The penalty for hitting an illegal homerun is an automatic out. This does not mean the inning is automatically over, it only means the batter is out. If the out happens to be the third out of the inning, then the inning will be over.
- There are no restrictions or limits on inside-the-park home runs. This rule only applies to over-the-fence homeruns
- For Example: If Team A hits an over-the-fence homerun, it will be allowed. However, they are not allowed to hit another over-the-fence homerun until Team B hits an over-the-fence homerun. If Team B never hits an over-the-fence homerun in the same game, then Team A will not be allowed to hit any further homeruns for that game. If a batter from Team A hits a second (2nd) homerun before Team B has hit their first (1st) homerun, then the batter will automatically be out. In essence, the difference in homeruns between the teams cannot be more than 1.

STEALS

- No steals are allowed in slow pitch softball.
- A base runner may not leave the base until a ball that is pitched makes contact with the bat.
- If the base runner leaves early, the umpire will declare "no pitch" and the base runner will be called out.



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INFIELD FLY RULE

- A batter is automatically called out when he/she hits an easily catchable pop fly to an infielder when a force exists at third base (i.e. runners on 1st and 2nd or bases loaded) and less than two outs.
- The batter is called out, regardless of whether or not the ball is caught, and all base runners advance at their own risk once the fly ball has been touched.
- When such a hit is made the umpire should immediately call "infield fly the batter is out". When in doubt the umpire should call "infield fly, the batter is out if fair".

THROWN BATS

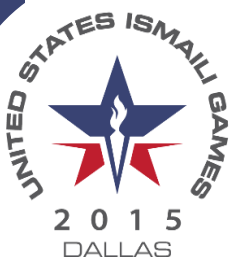
- The batter will be automatically out if he/she throws the bat at any time, including after making contact with a pitch. This call will be at the umpire's discretion

BASE RUNNING

- The responsibility of avoiding contact lies with the runner. If, in the umpires' judgment, the runner fails to take the necessary steps to avoid contact, and causes contact, they shall call the runner out.
- Base runners are allowed to slide to avoid contact however they must do so at their own discretion and their own safety (be prepared with long pants or high socks to avoid skin burn, cuts and further injury).
- On double play situations, runners tagged or forced out must refrain from interfering with the succeeding throw.
- Any interference by the base runner will cause the runner going to next base to be automatically called out for runner interference.
- Any excessive force used to tag a base runner out, or to force a fielder to drop a ball, may warrant an ejection.
- All illegal base running calls shall be made entirely at the umpire's discretion

INTERFERENCE

- A fielder (including the catcher) has the right to go into the base path when
 - A) He/she has the ball
 - B) He/she is in the act of fielding the batted ball
 - C) He/she is in the act of fielding the thrown ball.
- If accidental contact is made under these circumstances the umpires will decide if the runner will be awarded the next base or if the runner will be called out.



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- If the contact was blatantly made by the runner, then the runner will be called out.
- All interference calls shall be made entirely at the umpire's discretion.

OBSTRUCTION

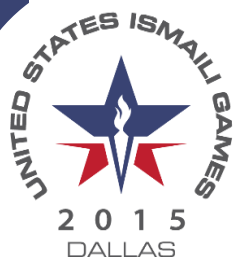
- If a defensive player illegally hinders a batter or base runner then the base runner will be awarded the next base.
- A fake tag to induce the runner to slide is considered obstruction and the runner will be awarded the next base.
- All obstruction calls shall be made entirely at the umpire's discretion.

THROWN HATS OR GLOVES

- If a fielder throws his/her hat or glove at a batted or thrown ball and contacts the ball, the base runners will be awarded three bases from the time of the pitch or two bases from the time of the thrown object.
- If contact occurs on an obvious home run, all base runners will be awarded four bases.

OVERTHROWS AND BALL OUT OF PLAY

- When a ball is overthrown into foul territory and remains in the field of play, the advancement of the base runners is unlimited. The ball is considered in play and runners can be tagged out while advancing.
- Overthrown balls going beyond the out of play boundary will award base runners two bases from the last base they had touched when the ball was thrown. If a ball is carried out of play, the base runners are awarded one base at the time of the carry over.
- If a batted ball enters dead ball territory without being touched by a fielder, the ball shall become dead, and the batter-runner shall be awarded one base from the last base touched at the time the ball went out of bounds. The one exception occurs when a batter-runner has not yet touched first base at the time the ball goes out of bounds. In that instance, the batter-runner shall be credited with a ground-rule double and will be awarded second base.
- If a batted ball enters dead ball territory after being deflected by a fielder, each base runner is entitled to two bases from the last base touched at the time of the deflection. Deflected balls shall be treated in the same manner as overthrown balls in this regard.



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SUBSTITUTIONS

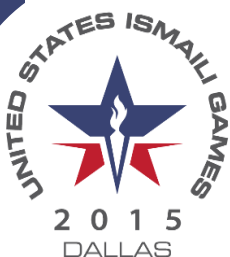
- A male substitute will enter the batting order for the person they are replacing. Only starters are allowed to reenter a game and must come back in the batting order at the place they originally held. A substitute may not re-enter the game once they have left
- A substitute entering the game must play one (1) complete inning (top and bottom or bottom and top) before being substituted out of the game
- Female players may be substituted for other female players without limit, but must adhere to the preceding rule about playing one complete inning.

OPTIONAL EXTRA HITTER

- A team may use one (1) extra player as an extra hitter. The hitter will not play the field unless switched for a fielder. The hitter is counted as a starter for the purposes of substitutions.
- Teams must decide before the start of the game whether or not to use the extra hitter. If an extra hitter leaves the game for any reason and cannot be immediately replaced his team shall take an automatic out every time his/her name is reached in the batting order.

COURTESY RUNNER

- Each team is allowed to use a total of three (3) courtesy runners per game.
- The person that will require a courtesy runner may be designated at the beginning of the game or may be used only if needed.
- The batter must always get to first base before the courtesy runner can be called upon.
- When allowed, the courtesy runner shall be the most-previous batter out (without regard to if the player is male or female)
- You must notify the umpire each time you are ready to put the courtesy runner on base.
- The insertion of a courtesy runner for running the base paths does not count as a substitution and the original player can continue in to play the field without penalty.



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