

2017 SVGNA SOFTBALL TOURNAMENT RULES

1. This is a Narcotics Anonymous event and all players should be fellowship members or have a direct family connection to an N. A. member.
2. No player shall be allowed to have intoxicants in his/her possession or be considered to be under the influence of an intoxicant.
3. Teams may carry a maximum of 15 players on the roster, with a minimum of 3 being of the opposite gender. A roster and a lineup will be synonymous in these rules. There will be only a maximum of 10 defensive players on the field at one time. Only players that have signed the official SVGNA softball tournament team roster are eligible to play.
 - a) Under no circumstances (injury, hardship, etc.) may players be added to a roster once tournament begins.
 - b) If a team uses someone under 18 on the field as a player or non-playing participant, they must have their parents or guardians sign a consent form.
4. All players on the lineup must bat. (see rule 3.)
5. An ineligible player is any player not on the roster.
6. Forfeit times: first game forfeit time is 10 minutes after scheduled start time. All other games: game time is forfeit time.
7. Game times will be designated on the schedule. Games shall be limited to 55 minutes. No new inning shall begin after the 45-minute mark unless a tie exists. If there is a tie after the 45-minute mark, then the tiebreaker rule will apply.
 - a) **Tiebreaker Rule:** A tied inning shall begin with a runner at second base. The runner is to be the player who made the last out in the previous inning. Repeat until a winner is determined.
 - b) Any started inning will be played through the bottom of the inning, until a winner is determined.
 - c) The managers shall give the scorekeeper their line-up at least **10 minutes** before game time and cooperate in every way with the umpires and the field supervisors in getting the game started on time.
 - d) **A coin toss prior to each game will decide first at bat.** Coin toss will be conducted by the field supervisor before game behind home plate.
 - e) **No on-field warm ups.**
 - f) A game may start before its scheduled time if both teams agree to this being done. Once agreed on this, no protest can be lodged regarding the start time.

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8. **Managers** shall be responsible for informing their players of the “2008 SVGNA SOFTBALL TOURNAMENT RULES”.
9. Protest based on a decision that involves judgment on the part of an umpire will not be considered. Only those protests based on rule interpretation, ground rule interpretation or player eligibility will be considered.
10. Whenever a matter of protest arises during a game, the manager of the protesting team shall notify the umpires of intent to protest. This must be done before the next pitch. **The clock will not stop and the protest will be decided by the Coordinator and the umpires.**
11. All players must wear shoes. No metal cleats will be allowed.
12. Walks
13. Intentional walks are allowed. The pitcher informs the umpire that he/she intends to walk the batter and the batter is awarded first base without a pitch being thrown
14. On any walks to a male batter (intentional or not) if the next batter is a female, she has the choice of hitting or walking, up until the time she steps into the batter’s box.
15. Game Rules
 - a) The umpires will notify team managers of any special ground rules in effect.
 - b) Each new batter will start with a 1 – 1 count.
 - c) Courtesy runners are allowed and must be the last recorded out in the lineup on a woman-for-woman, man-for-man basis. A courtesy runner whose turn to bat comes up while he/she is on base will be replaced by the last player who scored with no penalty.
 - d) Infield fly rule is in effect.
16. Loose bats, balls, gloves, equipment and apparel of all kinds must be kept out of the playing field during the game.
17. The minimum number of either gender on the field at all times is three (3).
18. If a team begins the game with eight players and other players arrive later, they must bat at the end of the batting order.
19. There will be no restrictions on positioning of players, but outfielders must remain on the outfield grass until the ball is hit. The buck short or tenth player has the option to play anywhere, but must be behind the pitcher.
20. An umpire is a representative of the tournament and is authorized to order any team member to do or refrain from doing anything that affects the administration or

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enforcement of the rules. The umpire will make the final decision on points not covered by the rules.

21. Managers are responsible for the good sportsmanship and conduct of their players during the games. Players that are ejected because of poor sportsmanship and/or conduct will be suspended for that game. If a player is ejected, no replacement will be made in the batting order or on the playing field, and the ejected player's batting position will result in an out for each time they should have been up for bat.
22. A live ball is any ball hit or thrown that stays on the field of play.
23. A dead ball is any ball hit or thrown that goes over, under or through a fence, into a dugout, or over and out of play line. Also, making contact with any object or person that is not engaged in the game will make that ball out of play.
24. On any thrown ball that becomes dead, all base runners will be awarded one base from the time of the throw.
25. When a live ball is unintentionally carried by a fielder into dead ball territory, the ball becomes dead and all base runners are awarded one base from the last base touched at the time the ball entered dead ball territory.
26. If in the judgment of the umpire, a fielder intentionally carries a live ball into dead ball territory, the ball becomes dead, and all base runners are awarded two bases from the last base touched at the time the ball entered dead ball territory.
27. Catchers' masks are optional and must be provided by the team.
28. Pitching arch should be between six and twelve feet. Six feet being the point of release from the pitcher's hand and twelve feet being the maximum height of the arch.
29. Specific ground rules: Out field: ball over fence is a home run; under fence or a ball that bounces from the ground and goes over the fence is a ground rule double.
30. The managers shall be the official representatives of their team.
31. All in-line collisions will result in the runner being called safe.
32. Intentional sliding is an out. Intentional contact should be an ejection or a one-inning time out, depending on the umpire's judgment of severity.
33. Runners may not overrun 2nd and 3rd base; however, a runner may step beyond 2nd and 3rd base at no risk of being tagged out as long as there is no attempt to advance to the next base.
34. There is a limit of 2 home runs per team, per game. All other home runs are outs and no on-base runners may advance.

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35. There is a maximum of seven (7) runs per inning per team, except on the bottom half of the last inning.
36. No pets are allowed at this event.
37. Only A.S.E. approved bats will be allowed in the tournament. See the list below for unapproved bats.
38. When a person is up to bat they are allowed only 1 foul ball after 2 strikes, if the batter hits a 2nd foul ball after 2 strikes the batter is out.
39. If the batter hits a line drive at the pitcher batter is out and the ball is dead.
40. When coming home a runner must not touch home plate if they do touch home plate runner is out. (This is to avoid collisions at home plate.)
41. There is a commit line when going from 3rd to home plate which means once a runner goes almost halfway to home they have to keep going they can't go back to 3rd or they are out.
42. Runners to first base can only run through safety bag, if runner runs through first base runner is out.

ASA Bat Testing & Certification Program

The **official** bat in ASA Championship Play must meet all of the requirements of Rule 3, Section 1 and:

1. must bear **either** the ASA approved 2000 certification mark **or the ASA 2004 certification mark** as shown below, and must not be listed on an ASA non approved list, **or**



2. must be included on a list of approved bat models published by the ASA National Office; or

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3. must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the ASA bat performance standards then in effect.

Beginning January 1, 2004, all bats in ASA Championship Play must pass the ASA 2004 bat standard. All bats having the 2004 certification mark will be allowed in ASA Championship Play. Bats that have the 2000 certification mark will not be allowed in ASA Championship Play unless they are listed on an approved bat list on the ASA website. For convenience, the ASA website has a listing of bats that do not pass the ASA 2004 bat standard.

2004 and Beyond Approved Bats (Updated:5/14/2007)

For a list of bats that have been tested and found to comply with the ASA bat performance standards, and therefore are authorized to bear the **ASA 2004 certification mark** and/or are authorized for use in ASA Championship Play beginning January 1, 2004, please click on the manufacturer below.

Manufacturers continue to submit additional bat models for testing, and the ASA will update this list as test results become available.

ASA Non-Approved Bat List

May 14, 2007

Effective immediately bats of the following models are not approved for use in ASA championship play:

Manufacturer Bat Name

Anderson Techzilla Reborn
Anderson Rocketech reloaded
Combat Anaconda Original
Combat B1 Da Bomb
Combat B1 Da Bomb COMBAT
Combat Uncensored
Combat Virus
Demarini Dark
Demarini DXEVO-Yellow Barrel EVO
Demarini Juice
Easton SCN2 Synergy + CNT
Easton SCN10BH Synergy+ Helmer Model
Easton SCX2 Synergy
Easton SCX23 Synergy Plus
Easton Synthesis
Easton SCN4 Stealth Comp CNT+
Easton SCN6 Stealth Comp CNT+
Louisville Slugger FPC305 Catalyst (-8)

Manufacturer Bat Name

Louisville Slugger SB34 Genesis
Louisville Slugger SB105 Catalyst
Louisville Slugger SB305 Warrior XXL Balanced
Louisville Slugger SB72N Nexus
Louisville Slugger SB72N TPS
Louisville Slugger SB405 Warrior XXL End Load
Mattingly Beast Unleashed
Miken Freak Plus
Miken MSMM Maniac 585
Manufacturer Bat Name
Miken MSTC T22C6
Miken Ultra
Miken Ultra(Maxload)
Miken Ultra II
Miken Ultra II Advanced

Manufacturer Bat Name

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Manufacturer Bat Name

Miken NRG600 Pro-Series 600 Maxload-MSNRGM-6	Worth Mayhem M7 120(M7120)
Miken NRG600 Pro-Series 600 MSNRGM-6	Worth Mayhem M7JH
Mizuno Blur Advanced Series	Worth M7JH
Mizuno Wrath-120	Worth Mayhem Reload(JH120)
Mizuno Wrath 2 120	Worth Mutant 120
Nokona Tomahawk	Worth PST 120
Rawlings Liquidmetal Plasma Fusion 120 SBLMPFU	Worth PSTOC(PST)
Rawlings Plasma SBLMP 120	Worth QESTFP
Rip-It Elite Senior RESR1 (SP Version Only)	Worth SBWK(Wicked)
Schutt Schutt+	Worth WIC 120(Wicked)
Worth ASY 120(Asylum)	Worth XEST9X
Worth EST9	Worth XWICKX (Wicked SP Version Only)
Worth MAX 120	Worth Wicked (Wicked SP Version Only)
Worth MAY 120(Mayhem)	Worth WWSC Wicked Composite (SP Version Only)

For a complete list of bats that are approved go to the certified equipment section of

www.asasoftball.com

Last Updated: May 26, 2017