



COED FIRECRACKER SOFTBALL TOURNAMENT RULES

1. **ROSTERS** – due before the first team game and may not be added to during the tournament. Each team will have the option to bat up to 12 players. 10 of the 12 players may take a defensive position. Coed will utilize the 5/5 format. Fielding will be 2 males and 2 females in both infield and outfield with a pitcher/catcher combination of 1 male and 1 female. No rovers allowed and all infielders must start with both feet on the dirt until the ball is pitched. If the infielders start on the grass and it's called by the umpire the hitting team can choose to take the result of the play or replay the at bat with the count accrued at the time of the offense. Playing with an ineligible/illegal player will result in game being called a forfeit and said player will be ejected from the remainder of the tournament.

**Note that in coed if playing a fielder down the defensive alignment you start the inning with is the one you must utilize the entire inning. No shuffling from 3 infielders to 4 when a female come to bat.

2. **GAME TIME** - All games will consist of 50-minute running clock or seven innings, with no new inning starting after 50 minutes. In the event of a tie 1 international tiebreaker inning will occur (last out will start at 2nd). If a pool play game remains tied after the international tiebreaker inning the game will end in a tie. Bracket games will continue until a winner is determined. The game clock will start at the scheduled game time or 5 minutes after the previous game. The clock will only stop when deemed necessary by the official. Forfeit time is game time. No grace period will be given to start a game. Please check brackets carefully before leaving the park.
3. **HOME TEAM** - The home team for all games will be determined by a coin flip except for the Championship game. The team coming from the winner's side of the bracket will be the Home team for the championship game and a coin toss will be used for the If-necessary game.
4. **MERCY RULE** - If a team leads the game by 20 or more runs after the 3rd inning, 15 or more runs after the 4th inning, 10 or more runs after the 5th inning is complete, the game will be called.
5. **FLIP FLOP RULE** – Up to the discretion of the umpire. At the end of the 2nd inning if the home team is down by 20 runs, the home team will remain at bat and become the visiting team at the top of the 3rd inning. If that team (new visiting team) does not score enough

runs to reduce the run difference below the twenty-run rule, the game is over. If they reduce the run difference to below twenty runs, then the new home team will bat. If they subsequently score enough runs to exceed the run rule the game will be over if they do not the game will continue under that format. This also applies if the home team is down by 15 at the end of the 3rd inning and 10 at the end of the 4th inning.

6. **HOME RUN RULE** – The “one up” rule will be used. The “one-up” rule states: You may only hit one more home run than the other team. Example: Team A hits a home run, Team B may now hit 1 home run to be even or 2 home runs to be “one-up.” All other home runs are considered outs. A home team may go “one-up” after time has expired or in the bottom of the 7th to win the game. All homeruns will be hit and sit. Teams are responsible for shagging their own home run balls. Some balls may not be findable, but If a ball has not been looked for by the next at bat by the individual who hit the homerun they will be declared out.
7. **BALLS** - Umpires will provide the balls for each game during the tournament. Balls stamped with any of the following stamps, NCS, NSA, USSSA or other balls with a valid, current and visible association stamp will be allowed. We will utilize the 12-inch softball for men and the 11-inch softball for women.
8. **BAT REGULATIONS** – Legal Bats in NCS leagues must have a visible 2012 or newer stamp on it. USSSA, NSA, ISA bat stamps are allowed. No senior bats allowed. No illegal or altered bats allowed. No wood baseball bats allowed. All bats must be checked by the umpire or tournament directors and receive a tournament sticker. Players caught with a senior bat or altered bat will be ejected immediately and suspended from NCS play until they have contacted and been cleared to play by the State Director. An umpire may inspect a bat at any time and if it is deemed broken or any other concerns arise, the umpire can rule the bat illegal for use. If used after that, the 1st time will result in an out, and the 2nd time will result in an ejection of the player and the coach. If you feel it was removed from play incorrectly contact the State Director.
9. **COURTESY RUNNERS** – Each team will be allowed 1 courtesy runner per inning per gender. Males must run for males and females for females. Must be substituted before the next pitch is thrown. Courtesy runners do not have to be the last out in that inning or the previous inning. If their turn to bat coincides with being on base, the at-bat will be an out. If the batter using the courtesy runner comes up to bat twice in the same inning, they may continue to use a courtesy runner.
10. **BASE RUNNING** - A safety base (orange or otherwise) at 1st will be utilized. Runners on a play at 1st must use the safety base. If the runner only contacts the inside base the umpire can call the runner out. If the runner contacts both bases or any part of the safety base it is considered as touching the complete safety base. If a male is walked the female behind him has to bat unless there are 2 outs in which case she will have the option to take the at bat or to walk. The walked male automatically goes to 2nd base regardless of number of

outs. There is a safety line and once the baserunner passes the commitment line it is a force play only at home. No tags allowed at home. In order for the runner to be safe they must have a foot on the ground on or passed the line. In the air crossing the line does not count.

11. **BATTING** - The count will start with 1 ball and 1 strike. No courtesy fouls will be allowed. After the first pitch resulting in a strike (foul ball, called strike etc) the next swing at pitch must be fair or the batter will be out. In the event of a caught foul ball the play is dead and no runners may advance. Batting order must alternate between males and females. You can have more females than males with no penalty, but if you have 1 more male than females you will take an auto out in the missing female spot in the batting order. Maximum of 1 additional male. Batter must remain inside the batters box. If a batter makes contact with a pitched ball while his foot is completely outside of the batter's box the result will be a dead ball and the batter will be called out. Runners will return to the base they occupied at the time of the pitch. Hits off bounced pitched balls will be dead.

*If a pitcher or defender (infielder) leaves the game because of a batted ball injury, the bat will be taken by the umpire or field monitor and removed from play until the state director has tested/inspected the bat. A 10.00 dollar testing fee will be charged to the owner or person swinging the bat before it will be returned. State director can and will ban individuals caught with an altered or illegal bat. If you are knowingly swinging a dirty bat do not bring it out here.

12. **PITCHING** - Pitching distance will be 53 feet. The Pitcher must be in contact with the rubber at the time of release. Ball must be delivered in an underhand motion, no pumps, fakes or jukes. Any of these will result in a Dead Ball call and a ball will be issued to the batter. For the tournament we will utilize the mat strike zone. Any pitch between 5 ft and 10 ft from the ground that touches any part of mat without touching the plate will be called a strike.

*Pitchers must have a helmet on in order to pitch. Safety is a main concern. Shin guards and other protection is recommended but not required.

13. **CONDUCT** - No foul or abusive language will be tolerated. No fighting will be tolerated. Penalties for each of these violations are spelled out in each cities "Player Code of Conduct". Team captains are responsible to see that all team players know and adhere to the "Code of Conduct." Use of the "F" word result in an automatic ejection. If ejected you will be ejected for your next game as well. Fighting will result in an ejection from all NCS leagues and tournaments until cleared by the State Director.

14. For all rules not covered above, please refer to the Utah NCS rules on www.playncs.com.