

RULES:

1. All teams must play an equal number of male and female players in the field. Two male and two female in the outfield and infield. The battery must consist of one male and one female.
2. In the event a team chooses to play less than 10 players, there must be an equal or greater number of females than males in the field.
3. Free substitutions are allowed in the field.
4. Only one pinch runner per inning.
5. Teams must bat the entire roster with a male and female rotation. The rotation must continue throughout the batting order even if all females have batted.
6. 10 run rule – If either team is ahead by ten runs after 5 innings, the game is over.
7. 15 run rule – If either team is ahead by 15 runs after 4 innings, the game is over.
8. 20 run rule – If anytime after 3 full innings, a team is ahead by 20 runs – the game is over.
9. Third strike, foul ball, either side - out.
10. Pitching – There must be some type of reasonable ARCH upon delivery of the ball to the plate. Balls and strikes will be called by virtue of a mat placed behind the plate. If a pitched ball hits ANY PORTION of the mat, this pitch will be called a strike.
11. If a foul ball is caught, the runner may tag up and advance.
12. **ABSOLUTELY NO SLIDING!** This is to be a fun and safe event. We don't want anyone hurt.
13. **NO** stealing.
14. **NO** fake tags.
15. On tight plays at home plate – you must give yourself up at the plate. This means no bowling the catcher over to score.
16. When a female player is at bat, no outfielder can be on the dirt part of the field until the ball is hit. Violations will result in the batter taking her base.
17. Violations will be considered a warning, at the discretion of the Umpire.
18. One (1) hour time limit for each game.

19. Seven (7) innings per game.
20. If you walk a male batter, the female batter following has the choice of walking or batting. The male batter will not be placed on second base if the female batter chooses to hit.
21. All batters will start with a one (1) ball and one (1) strike count.
22. **No metal spikes.**
23. Throwing the bat is an automatic ejection.
24. The home team is responsible for keeping score.
25. Contact initiated by runner will end in ejection.
26. The Umpires decision will be final on all rules listed and not listed. Any disagreements with a call or play will be between the Umpire and team captain only. The umpire has the right to eject anyone at any time from a game or the entire tournament, depending on the violation.
27. Due to Ellisville Athletic Association, anyone 21 years of age or older must wear a bracelet so the park workers will know who is old enough to drink alcohol. The Union will supply the bracelets.
28. You must bring your drivers license to the registration tables.
29. In case of a tie, the last batter in the previous inning will be placed at second base and the game will continue until someone wins.
30. **It will be the captain's responsibility to make sure that any player not wearing a wristband does not consume any alcohol. If seen by the union Field Representative, it will result in an immediate forfeit, no questions asked!**

If you have any questions, please feel free to call 636-394-6500 or 1-800-392-6550, or one of the following extensions:

Garry Torpea	636-736-2773
Merri Berry	636-736-2757

IF IT APPEARS THAT THERE MAY BE A RAINOUT, PLEASE CALL 636-736-2719, OR CHECK ON THE WEB AT www.eapark.org.

**Determining Pool Winners
and Wildcards
(For Play in Championship Round)**

Sequential Criteria

- 1.) Win/Loss record
- 2.) Head to head
- 3.) Fewest runs allowed
- 4.) Most runs scored
- 5.) Coin toss

Note: A forfeit scores: 7 to 0

Any team that forfeits cannot advance to the championship round.

**ANYBODY CAUGHT BRINGING IN THEIR OWN
ALCOHOL TO THE PARK WILL BE ASKED TO
LEAVE AND THEIR TEAM WILL FORFEIT ALL
GAMES FOR THAT EVENING!**

**ALL PLAYERS MUST SHOW A PICTURE ID TO
REGISTER TO PLAY.**

NO PETS ALLOWED IN PARK.

SOFTBALL TOURNAMENT INFORMATION

1. It will be the responsibility of the team captain or his designated person to check the board for time and field of all games your team will be playing.
2. The captain is also responsible for team members being ready to play all games on time at your field.
3. All teams need to furnish their own gloves and bats. Bats must be ASA approved.
4. U.F.C.W. Local 655 will furnish regulation softballs for all games.
5. All games will be conducted under ASA RULES. Local 655 tournament director and umpires may apply any additional rules they find necessary to insure a safe and fun event.
6. Before each game all players must show a valid picture I.D. and sign the team registration form to be eligible to play. This signature also indicates that the player agrees to take all responsibility for their personal insurance and will not hold the U.F.C.W. Local 655 or the Ellisville Athletic Association, its directors or agents, responsible for any accidents, injuries or loss during the tournament.
7. All team captains must register with the tournament director, and will receive an allotment of daily concession stand tickets. These tickets can be used to purchase drinks at the concession stand.
8. No player will be eligible to play in a game unless they are present by the start of the 4th inning.
9. **ALL SOFTBALL TEAM PLAYERS MUST BE LOCAL 655 MEMBERS FROM YOUR STORE. IF YOUR STORE CAN NOT FIELD A TEAM WE WILL ALLOW STORES TO COMBINE. THE FOLLOWING CONDITIONS APPLY: CAPTAINS MUST POST ROSTERS IN BOTH STORES, ALL MEMBERS WHO SIGN UP MUST BE ALLOWED TO PLAY, THE TEAM CAPTAINS MUST GET THE APPROVAL OF THE TOURNAMENT COORDINATOR BY July 19, 2013, TO BE ELIGIBLE TO COMBINE STORES.**
10. **IN ORDER TO ALLOW YOU TO GET ENOUGH FEMALE PLAYERS, LOCAL 88 FEMALE CLERKS WILL BE ALLOWED TO PLAY. THEY MUST SHOW THEIR UNION CARD, PAY STUB AND PICTURE I.D. ANY EXCEPTIONS MUST BE PRE-APPROVED BY THE SOFTBALL COORDINATOR BY NOON ON MONDAY, July 19, 2013. NO MALE LOCAL 88 PLAYERS EVEN IF THEY HAVE JUST TRANSFERRED UNIONS!!**
11. **NON-UNION MANAGERS ARE NOT ELIGIBLE TO PLAY. ANY VIOLATIONS COULD RESULT IN A FORFEIT.**