



SOFTBALL CLASSIC

RULES & REGULATIONS

SWING MY STICK STYLE TOURNAMENT

BATS WILL BE PROVIDED ON THE DAY OF THE TOURNAMENT

1. Each team's roster can consist of a maximum of 15 players, of which a minimum of 3 must be female
2. Line-ups turned in to an umpire at the start of each game must consist of a minimum of 8 players and a maximum of 12 players
3. Half of a team's submitted lineup must be affiliated with Our Lady of the Lakes School ("OLL"), including at least (1) one OLL affiliated woman. Not meeting this minimum player requirement at the start of any game will result in a forfeit.
 - A. In the event of an odd number lineup, the lineup requirement will be rounded up (e.g. an 11 player submitted lineup must have a minimum of 6 OLL affiliated players [5 men, 1 woman])
 - B. Affiliation is defined as: current parent, past parent, alumni, and/or staff of OLL
4. In the event of an injury, a player can be substituted with only a player from the team roster. If a substitution cannot be made, that injured player will result in an automatic out for the remainder of the tournament
5. A maximum of 5 home runs are allowed in a game by any one team. Any subsequent homerun will result in an inning ending out
6. A team can use any number of designated runners from their turned in roster, however, that designation cannot be changed for the remainder of the game (e.g. if Michael is chosen as Ernesto's designated runner, Michael can ONLY run for Ernesto in that game).
 - A. A batter MUST reach first base safely on their own prior to being replaced by their designated runner
7. All tournament participants will be required to check in at the registration tent and sign a waiver prior to the start of their first game
8. Participants are not allowed to switch teams during the tournament for any reason
9. No foul language or aggressive behavior towards umpires, other players, and spectators will be tolerated. First offense will result in a warning, with a second offense resulting in the player/players involved being eliminated from the tournament. Any subsequent issue with any remaining player from the same team will result in the entire team being eliminated from the tournament.
10. Tournament is double elimination
11. A maximum of 12 teams are allowed entry
12. A maximum of 10 players will be allowed on the field defensively
13. Minimum number of players required must be present prior to the start of the next scheduled game or it will result in a forfeit
14. All hitters will start with a 1-1 count (1 ball & 1 strike)



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15. One courtesy foul ball will be allowed with a 2-strike count; a second foul ball will result in a strikeout
16. A ball hit into the pitcher's net is considered a foul ball, resulting in a strike
17. All players will be part of the batting lineup
18. Female batters must be the first (1), fifth (5), and ninth (9) batters. Not having a female in these positions will result in an out
19. Leading off and stealing bases is not allowed
20. A runner may stand off 1st and 3rd base as a precaution to avoid getting hit by a ball. However, one can only advance to the next base when the ball is in play and runner has touched current base prior to advancing
21. A runner hit by a ball in play while advancing bases will be called out, unless the ball hits a defensive player first
22. A ground rule double is any ball that A) rolls underneath the outfield fence or B) bounces over the outfield fence. All runners advance exactly two bases from their starting base at the time of the hit
23. Helmets are optional and are not provided by tournament organizers
24. All defensive players must use a baseball/softball glove
25. Metal spikes/cleats are prohibited
26. Pitcher's nets will be provided by tournament organizers on day of tournament. All other protective gear is left to player discretion
27. Strike ball mats will be provided by tournament organizers and placed behind Homeplate. A pitched ball that touches any part of the mat will be called a strike
28. A pitched ball that hits Homeplate will be called a ball
29. Only underhand pitching is allowed. Ball must be above 6ft from the ground, but no higher than 12ft from the ground. A ball pitched outside of this range will be called illegal and called a ball.
30. A game will consist of 7 innings or 50 minutes, whichever comes first
31. In the case of rain, a game will consist of 5 innings
32. A 15-run rule will be in effect after 3 innings and a 10-run rule will be in effect after 5 innings
33. Bunting is not allowed and will be ruled an automatic out
34. If a ball is overthrown, runners will advance two bases from their position at the time the ball was thrown
35. Intentional walks must be told to the umpire and/or batter and pitches are not required
36. A batter is not required to run the bases after a homerun



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HOMERUN DERBY RULES

BATS WILL BE PROVIDED ON THE DAY OF THE TOURNAMENT

1. The homerun derby will be a 2-day event, with the first two rounds scheduled for Friday, Dec 1st in the evening and the remaining rounds scheduled for Saturday, Dec 2nd, in the afternoon.
2. A maximum of 20 participants will be allowed
3. Entry fee will be \$50 per participant
4. Winner of the homerun derby will be awarded a new softball bat (details TBD) and trophy
5. If the prior year's winner is a participant, he/she will have the choice of what number hitter they will be for the first round only
6. Each participant can choose a pitcher of their choice
- 7. Derby rounds details:**
 - a. Round 1 (Friday):**
 - i. Random batting order will be decided prior to the start of the tournament (refer to #5 above for prior year winner)
 - ii. The round will last 2 minutes & 30 seconds and each participant will have 1 timeout lasting up to 1 minute
 - iii. Only the top 8 participants will advance to Round 2
 - b. Round 2 (Friday):**
 - i. Head-to-head format, seeded from Round 1
 - ii. The round will last 2 minutes & 30 seconds and each participant will have 1 timeout lasting up to 1 minute
 - iii. Top 4 participants advance to Round 3
 - c. Round 3 (Saturday):**
 - i. Head-to-head format, seeded from Round 2
 - ii. The round will last 2 minutes & 30 seconds and each participant will have 1 timeout lasting up to 1 minute
 - iii. Top 2 participants advance to final round
 - d. Final Round (Saturday):**
 - i. The round will last 2 minutes & 30 seconds and each participant will have 1 timeout lasting up to 1 minute
 - ii. In the event of a tie, winner will be decided by the total number of homeruns a participant has accumulated throughout the entire homerun derby