

### HOME RUN:

1) All divisions have their own HR allowances. Please see below. E- 1 anything after that is out. D- 3 anything after that is a out C- 5 anything after that is a out Open- 7 anything after that is a out.

2) Any additional ball hit as a homerun will be an out, dead ball, no runners advance.

3) Any ball touched by a defensive player that then goes over the fence will be considered a 4-base error and not count in the HR total. Should a defensive player touch a ball that is already over the fence, or, in the umpire's judgement, would have been a HR anyway, it will be counted as a HR.

### BATTER:

1) All batters take their turn at bat with a count of 1 ball and 1 strike.

2) All foul balls are strikes.

3) A caught foul tip to the catcher is a caught foul ball regardless of height. 4) No base stealing on the pitcher. Runners must remain in contact with the base until the ball is swung at or until it reaches the mat.

### BATS:

Players will use their own bats. All bats must have the 2012 USSSA certification logo on the bat. A compression test will be made on all bats. The grandfathered compression of 220 will be the minimum. Any player attempting to use a bat that does not have the ECC acceptance identifier will be declared an out and the player and the coach are both ejected from the game. 220 bats are 220, 240 are 240.

### PITCHING:

1) The pitcher will deliver the ball from a standing position, keeping the pivot foot in contact with the pitcher's zone (SPN), and with the appropriate pause. The pitching height is 5-12 feet.

2) Once the ball has been released, Pitcher may move side to side or back, to prepare defensively. Pitcher may not charge the batter.

3)The pitcher may wear protective face and body equipment. Should a ball touch a legally discarded piece of protective equipment (ex. face mask), the ball is alive and in play.

4) Pitcher Rule.: A pitcher who wears visible outer protective equipment to pitch and reaches base safely, when there are 2 outs: The pitcher must be replaced by the second out of the inning. This is to permit the pitcher to don the outer protective equipment and not delay the game. This will not apply if the pitcher is only wearing a facemask, or the protective equipment is worn under the uniform.

5)This is not a substitute nor a courtesy runner.

6) Juking is ALLOWED

### **COURTESY RUNNERS:**

3 different courtesy runners are permitted per game. The use of a courtesy runner must be announced to the home plate umpire. Upon appeal from the opposing team, an unannounced courtesy runner will be declared 'out'. A courtesy runner is legally in the game when he takes possession of his assigned base. This is not considered a substitution.

GAME: ALL games will be 7 innings with a mercy rule of 12 runs being enforced after 4 1/2 -5 innings. ALL Divisions (**EXCEPT MENS A WHICH IS OPEN INNINGS**) will play 6 run innings SPN tie breaker rule will be used as required. TIME-LIMITS There are 60-minute time-limits (**90 min mens A**) allotted for the entire weekend.

No inning is to start AFTER the limit is reached (based on actual start time plus any early start time). This is solely at the judgement of the umpire and is not protestable. If a game is started early, the time-limit is extended appropriately. Should an umpire feel that a team is trying to slow the game down to reach a time-limit, he/she may add additional time to the game as they see fit.

Teams are responsible to be at their diamonds 30-minutes before their scheduled start time. YOUR GAME MAY BE STARTED UP TO 20-MINUTES EARLY. There is absolutely no grace period for any games. WARM-UPS There is no form of warm-up on the field after the first inning. Any game halted for safety reasons, before being a legal game, will be continued at the first opportunity with the exact same game conditions as were in force at the time of game stoppage, if possible.

The management of the ECC are the sole arbiters of the event and may make all changes as required for the safe completion of the event. COIN-TOSS The home team will be decided by a COIN-TOSS, until game one of the finals – at which time the undefeated team will have the choice of home or visitor. If the undefeated team loses they start the second game opposite of the first game. Example Team picks home and loses they are visitors second game.

### **PLAYERS:**

10 players defensively at all times.

Each team may have extra hitters, Should a team decide to use an extra hitter, failure to finish the game with an extra hitter is an out, each time it is his/her turn to bat.

No D.H.

A single re-entry per starting player is permitted

Any player suspended by a Nationally recognized Softball Association may not participate.

### **HOME PLATE:**

A mat will serve as a home plate. Every inch of the mat is available to pitch a strike. Any legally pitched ball that touches any part of the mat is a strike. On a force play all the mat is good for an out. A runner CAN NOT touch any part of the mat to score a run. Commitment lines and SCORING lines will be in play for all divisions. A catcher can tag a runner between Commitment line and Scoring line for an out.

**EJECTIONS:** Anyone ejected from a game has 2 minutes to leave the area. Should he/she not do so, his/her team could forfeit the game. Anyone who is ejected is automatically suspended for the following game, minimum. Any deliberate contact with an official, the player is suspended for the remainder of the tournament and is immediately referred to the authorities for legal action. The ECC management is the sole arbiter of rules and schedules and may make changes according to circumstances. Teams are responsible for their schedules