

Coed Open Tournament Rules:

General Tournament Rules: Coed Open team will follow the Coed Rec Rules below (if Open and Rec are combined)

-  **No outside food or beverage is allowed in the complex (Concessions will be open)**
-  **No unsupervised children under 12 in the concession building**
-  Teams need to be ready to play at least 30 minutes before next scheduled game.
-  **BATS/BALLS** – CURRENT APPROVED USA SOFTBALL (ASA) OR 240 (USSSA) STAMPED BATS ARE ALLOWED. USA SOFTBALLS ARE PROVIDED.
-  **PLEASE SEE NEXT PAGE FOR HALO, BATTING THE WHEEL & SHORT-HANDED CLARIFICATION**
-  We will use a one and one count with an extra foul and two strikes, **unless** you have purchased an extra foul ball bracelet, then you will get 1 extra foul ball. Must have bracelets on wrist.
-  5 runs per inning cap 1-4; innings 5-7 will not have a run limit.
-  We will use the encroachment line for all batters (outfield line that cannot be crossed prior to hit). Penalty for crossing- Offense gets the choice, result of play or batter awarded 1st base and any other runner advances, if forced.
-  One homerun allowed per game, **unless** batter has purchased and is wearing a “homerun bracelet”. Must have bracelet on wrist.
-  You are allowed 2 courtesy runners per inning, per gender.
 - Any eligible player in the lineup (including available substitutes) may be used as a courtesy runner. Runner must take position prior to the next pitch.
 - If the same player comes up twice in the same inning, they will not be permitted a courtesy runner again.
 - A courtesy runner whose turn at bat comes while on base will be declared out. The courtesy runner will be removed from base and take his turn at bat.
-  Always a Force At Home Plate/Commitment Line will be used.
-  Pitchers will have the option to pitch from the rubber at 50' to a maximum of 56'. Pitcher must have one foot touching the pitching box. Arc is to be between 6 'and 10'.
-  Umpire will flip coin to determine home team for all games (including championship).
-  No new inning will start after 60 minutes. Championship games will not have a time limit. USA Softball run rule in effect for all games: 15 after 4 and 10 after 5.
-  In case of a tie, we will use the International Tie Breaker (last batter will start at second base).
-  If you have already played on a team in the tournament, you are not eligible to play for another team. You may pick up from elsewhere if short, permitted they have signed the roster/waiver prior to entering the field. The tournament director may make an exception only in the case of a traveling teams
-  Unless stated otherwise, all other USA Softball rules will be implemented.

Halo Rule

-  The Halo Rule is in effect when a “Sharply hit ball” goes through the pitcher’s box and the pitcher is within the box, this will result in an automatic “Dead Ball Out.”
-  If any part of the pitcher is within the box, it will result in the HALO RULE
-  Ball must be below the top of the Pitchers head. (If the ball bounces over the Pitchers head, it is NOT a Halo)
-  Penalties- 1st offense- A warning to the batter. 2nd offense- the batter would be offensively removed. The Player is still allowed to play defense, but the team would take an ‘out’ when the batter is in the line-up. Unless the player is removed from the game with a substitute on both offense and defense.
-  When playing a double header, the 1st warning carries over to the 2nd game of the night.
-  Penalties:
 - a) 1st offense, batter is called out and warning is issued. 2nd offense, batter is called out and offensively removed.
 - b) They can play defense, but the spot in the batting order will be an out for the remainder of the game.
 - c) The player can be substituted, with a legal substitute, and not have the out taken. The second game of a double header, the player will start with a warning. 1st offense of the 2nd game, player will be removed offensively and an out will be taken for the remainder of the game, unless replaced with a legal substitute. They can continue to play defenses.

Example; Triston hits a ball that is called a halo in the 1st inning. He comes up in the 4th inning and hits a second one, he is called out again. His batting position comes up in the 6th inning and is an automatic out. We start the 2nd game, Triston hits a 3 run bomb in the 1st, a single in the 3rd and in the 5th, hits a ball that is called a halo. His batting position comes up in the 7th and is an automatic out

 It is up to the Umpire’s Judgement on what is a “sharply hit ball”

Batting the Wheel

- The wheel batting order will be used if a team has an uneven number of men and women players, after the initial 5 and 5 gender ratio. EXAMPLE- You have more men than women, after the initial 5 and 5 minimum.
- **NEW-** The Wheel formation will be used if a team is shorthanded of players FOR EXAMPLE- **4 females /6 males or 4 males/ 6 females** OR 4 females/5 males or 5 males/4 females etc. **without taking an out.**
****IF YOU FAIL TO NOT BAT THE WHEEL AND OUT WILL OCCUR IF YOU HAVE 2 MEN OR 2 FEMALES BACK-TO-BACK****
- Format- Batting order must always alternate male/female or vice versa. A batter will follow the person of the same gender throughout the game. Once all batters on one gender have batted that gender line-up starts over.
- Players arriving late can be added to the bottom of the line-up with no penalty.

Short Handed

- **ALL COED DIVISIONS**
 1. Teams will be allowed to start and finish with 9 players but must have at least 4 female/or 5 male or vice versa.
 2. If the 10th batter shows up, that player must be placed in the 9th or 10th position in the line-up immediately keeping the male/female or male/female rotation.
 3. If a player is ejected from a game, any time that player comes up in the batting order an out will be taken, unless he/she is replaced by an available substitute. If ejection takes team to less than 5 of one Gender, the game is a forfeit. TEAMS MAY NOT PICK UP NON-ROSTERED PLAYERS TO AVOID AN OUT IN THIS INSTANCE.