

## Guns & Hoses Softball - Tournament Rules - 2016

1. Teams must consist of “Public Safety Personnel” only. To be considered “Public Safety” one must be a Federal, State, or local level Police Officer, Firefighter, Corrections Officer, EMT/Paramedic, or Military member. Military players still qualify if “Retired” or if they hold an “Active Reserve” ID Card. If any Military member is a “Wartime Veteran”, to honor their service to our Nation, they will receive lifetime qualification into G & H Tournaments (**Must bring a copy of DD-214 & Copy of Drivers License when checking in**). Department, Agency, or Military Branch ID is required and enforced.
2. Teams will be allowed to “combo”, meaning they can have players from various agencies/departments as long as they are within the realm of the “Public Safety” community mentioned above.
3. Team Captains are responsible for ensuring all team members have “Checked in” and have Signed the “Team Waiver Roster” at the registration table at least 30 minutes prior to the start of their first scheduled game.
4. Most G & H tournaments will be played under modified “SCMAF” rules. Occasionally a Tournament will be hosted with other rules, such as ASA, NSA, 1-Pitch Tourney, Unlimited Home Runs, etc and will be advertised as such prior to the tournament. Co-ed Rules will apply to the Co-ed Division.
5. Pitching Rules: For Division I (only) will be a “strike zone” format. The pitch must be underhand, with at (least) 3 feet from the point of release, to a (max) 10 foot arc and the pitch must pass the batter between the level of the highest shoulder and the front (leg) knee and land behind home plate, to be ruled a strike. For Divisions II and III, the pitch must be underhand, with a 6 to 12 foot arc and hit the plate or the mat behind the plate to be ruled a strike.

6. A coin toss prior to each game will determine home team for pool play games. During playoffs, the higher seeded team will be awarded home team.
7. Game times will be 1 hour or 7 innings, which ever comes first. No new inning will start after the 55<sup>th</sup> minute of the game. This includes the “Championship game” as well.
8. Batters will start with a 1 ball and 1 strike count. (Unless 1 pitch Tourney)
9. No player will intentionally interfere during any play. During a potential double play, the runner in the base path must either slide or avoid the throw (by peeling away, off to one side or the other). If a runner does not slide or avoid (and the defensive player makes a play toward completing the double play), the umpire will call both “outs” for the double play. If a player intentionally interferes with the ball (during a throw, leaning/jumping into the path of the ball) or doesn’t avoid the ball (during a hit) that runner will be ruled “out”. The umpire on that field will make the call.
10. **Pitchers are allowed to pitch from as far as 8 feet “directly” behind the pitching rubber.** This is a safety issue and is highly recommended by G & H Tournament Directors for safety reasons. In addition Guns & Hoses Softball Tournament also recommends pitchers use a pitching mask (purchased at sports equipment dealers) for safety precautions as well.
11. Pitchers are allowed 5 warm up pitches before they pitch the first inning. One warm up pitch is allowed before all other innings.
12. Once a batter has “2” strikes, the ball must be hit in fair territory. Any foul ball with 2 strikes and the batter will be ruled “out”.
13. **Only “1” “over the fence” Home run per team per inning.** Any “over the fence” home runs after the initial home run of the inning, will be ruled an out. (Unless a pre-determined “Unlimited Home Runs”

Tournament). Any ball tipped by the defensive player, and landing over the fence, will be ruled a 4 base error, and not count as a Home Run for the inning.

14. Courtesy runners are “Unlimited”. If a team wants to run their fastest player into the ground, then that is every teams option.
15. A runner may only leave his base once the ball is hit, or **crosses the plate** No lead offs. If a runner leaves early, he will be called out.
16. The “out of play” lines are the fences that run parallel to the base lines and extend out on an imaginary line. Umpires will determine if a ball is “in” or “out” of play.
17. On a “catch and carry”, we rule the player, not the ball. If the fielder catches the ball while still standing in fair territory, it will be an out. If the fielder continues out of bounds, each runner will advance one base (unless the player intentionally carries the ball out of play, it will be 2 bases.)
18. The dugouts are considered “out of play”. A ball that enters the dugout will be considered a dead ball. If the fielding team is responsible for the ball entering the dugout, all runners will advance one base. Any equipment left out of the dugout can only hurt the team that left it out (umpires ruling). If a ball “in play” hits the batting teams equipment, the ball is ruled dead and the runners are halted and do not advance. If a ball “in play” hits the fielding teams equipment, the ball is ruled dead and all runners advance 1 base. The teams playing are responsible for ensuring their bats/equipment are inside the dugouts unless used by the batter at the plate or the on-deck batter.
19. All outfield light poles that are in fair territory are considered “in play”. If a ball hits an obstacle in the field of play, it is considered “live”. The exception is if a ball is caught after hitting an obstacle and before touching the ground it is not an out, but is still considered live.

20. Metal cleats are not allowed and shoes and shirts must be worn at all times.
21. If a ball hits any part of a tree that is extending over the fence into fair territory, it will be the umpire's decision as to the ruling on that particular field. For example, if the tree is over the fence in the outfield and a batter hits a ball that would normally be a home run, but the tree prevented the ball from going out of the park, the hit would be ruled a home run. Umpires have final ruling at the time of the incident.
22. The batters "box" will be enforced. If a batter steps out of the box before making contact with the ball, it will be ruled an out. If a batter steps on home plate prior to contact, it will be ruled an out.
23. If a batter brings an illegal bat to the batters box, as soon as the pitcher throws the first pitch to the batter, the Umpire will rule the pitch a dead ball and the batter will be called out. Only G & H provided bats are allowed.
24. No game can end in a tie. Guns & Hoses Softball "Do or Die" rules will apply. The next batter that is "due up in the order" for the visiting team will be up. The batting team will load the bases (unlimited runners). The batting team will start the inning with "2" outs. The batting team will continue to bat until the third out of the inning is made. Same scenario applies to the home team.
25. Any player ejected from a game will be prohibited from playing the remainder of that game and must leave the dugout and bleacher area immediately. The next time (only) that player comes up to bat in the batting order will be considered an out for the ejected players team. The ejected player must immediately head to the registration table and be cleared to play by a Tournament Director for that teams next scheduled game. The sub for the ejected player will have to wait for the batting order to come around again before being able to bat.

26. All calls made by the umpire are final. If there is a specific rule in question, time can be called and the tournament director will make the final decision.
27. Any foul ball hit into any **street, parking lot, or children's play area** upon any of the facilities used by Guns & Hoses Softball, will be ruled an "out".
28. At the Huntington Beach SportsPlex, "**ANY**" foul ball hit onto the street (specifically fields #1, #4, #6, #7 & #8) will be ruled an out. On field #7, if the ball is hit foul into any children's playground area this will also be ruled an out. For field #4, any ball hit into the parking lot will also be ruled an out.
29. Game time is "forfeit time". If you do not have enough players to start the game at the scheduled game time (when ump says its Start time) then your team will forfeit that game. Ensure your team is ready to go at game time, to avoid this ruling.
30. No Tournament entrance fees "refunds" will be made once the tournament pools have been drawn. No exceptions!
31. Once pool play is completed, seeding for playoffs will be determined by:
  - a. Record
  - 2) Head to Head
  - 3) Fewest Runs allowed.
  - 4) Run Differential
32. If a player touches in any way physically (including person to person or by using any equipment, dirt, water, food, etc) or "cusses out" any umpire that player must immediately leave the venue (or his team will forfeit that game). That player will also receive a lifetime ban from Guns & Hoses Tournaments!!!! Keep your tempers in check when interacting with umpires and other players!

33. Team Captains are responsible for ensuring the dugouts are cleaned out of any obvious large trash, drink containers, etc upon finishing your game.
34. The “mercy” rule will be used when a team is winning by 15 runs or more and the opposing team has had their at bat in the 5<sup>th</sup> inning (15 after 5 rule). This applies even during playoff games. Only exception is the Championship game (1 hour or 7 innings).
35. If a batter carries a bat all the way down the first base line and touches first base while still holding a bat in his/her hands, that batter will be ruled out.
36. The only bats allowed in G & H Tournaments are the Tournament provided bats.
37. Players will receive a G & H wristband upon checking in. This wristband is required at all times during play.

### G & H Co-Ed Rules

1. A defensive team shall consist of ten (10) players, with a maximum of five (5) men and five (5) women in the game defensively at all times. However, a game may be played without forfeit with eight (8) players with no less than four (4) of either sex. Or 9 players, but at least 4 must be female. Substitutions or courtesy runners is unlimited although runners must be of the same sex as the individual being replaced.
2. Batting order - The batting order of alternating men/women must be followed throughout the game.

3. A minimum of three (3) outfielders must be behind an outfield restriction line (180 foot arc from home plate) when the batter hits the pitch.
4. A male batter who is walked on three consecutive balls with no strikes thrown during his time at bat or intentionally walked prior to any pitches, shall be awarded second base. Base runners advance only if forced to vacate their bases. NOTE: After a male batter receives one (1) or more strikes and is then issued an intentional walk, he shall be awarded first base.
5. Player Leaving: If a player leaves during the game, is injured or ejected and no substitute is available to take their place (must be of same gender), an out will be recorded for the next time they are up to bat. After that there will be no penalty.
6. There are no restrictions on a player (man or women) as to which defensive position he or she may play (unless both teams agree the "rover" must be played by a female.
7. The same size ball will be used for both male and female batters.