



## 2021 TNMT Annual Wood Bat Tournament

### \*Rules for Play\*

Rev 5-14-2019

**The tournament plays under the current ASA/USA Official Senior Softball Rulebook with the following modifications or exceptions.**

1. BATS Only unaltered bats that have been manufactured from one piece of wood with a diameter of 2.25 inches are allowed. Fungo, composite, metal, and bamboo bats are considered illegal.

Players 80 years old or older are allowed to use any legal wooden, bamboo, metal or composite bat except fungoes and baseball bats. Fungo and baseball bats are considered illegal.

**2. PITCHERS ARE REQUIRED TO USE AND PROPERLY WEAR AN APPROVED PROTECTIVE FACE MASK WHILE PITCHING.**

3. PITCHING BOX. The pitcher may deliver the ball from anywhere within a box that is the width of the pitching rubber and extending 6 feet behind the front edge of the pitching rubber towards second base.

4. PITCHING DISTANCE. The front edge of the pitching rubber shall be 50 feet from the back point of the regular home plate.

5. DISTANCE BETWEEN BASES. The distance between bases shall be 60 feet.

6. COMMITMENT LINE. The commitment line shall be placed perpendicular to the third base line and 30 feet from the scoring plate or scoring line.

7. PINCH RUNNER. A batter may request a pinch runner from home plate, but the pinch runner must be the player who made the last out. The runner may go no further than first base on a hit. If the hitter and/or pinch runner is over 80, Rule 15 is not applicable and the double play is in effect regardless of the player's age.

8. COURTESY RUNNERS. After a batter has reached base safely, they may have a courtesy runner continue for them at any time. The courtesy runner cannot have a courtesy runner run for them, unless there is an injury. Any player on the roster may be a courtesy runner, but is limited to a maximum of two (2) times per game that they are allowed run. If a courtesy runner is on base when their place in the batting order is due to bat, they will be called out on base and take their scheduled turn at bat.

The Official Scorekeeper shall track Courtesy Runners and the number of times they have been a Courtesy Runner. Possible violation of the rule must be brought to the attention of the Umpire by the opposing team and verified by the Official Scorekeeper before the first pitch after the substitution is made. If a player runs as a courtesy runner more than two (2) times in a game, they will be called out. However, once a pitch has been made, the Courtesy Runner is allowed to continue without penalty.

9. ROSTERS. Teams may only use players in their lineup that are listed as players on their roster. A team is not allowed to “pick up” any players to fill their lineup in order to play a game.

10. MINIMUM PLAYING TIME. All able players must play a minimum of three innings on defense. All players in the game must bat and in the same batting order throughout the game. Changes to or substitutions into the batting order may not be made.

**10a.)** 80+ aged players have the option to play OFFENSE ONLY at any time. They are not required to play a minimum of three (3) innings per game. This is the player's choice and NOT THE MANAGER'S.

11. PLAYER LEAVING GAME. If a player leaves the game, the batting order will be consolidated, unless the player is ejected. An ejected player’s place in the batting order will be an out for each at bat for the remainder of the game. If a player leaves the game for any reason other than ejection, they will be out only on their next scheduled at bat. If a team is playing with only eight players, then the ninth position in the batting order is an out.

12. DEFENSIVE PLAYER CONFIGURATION. Teams may play with any configuration of players but, must play the entire game with the starting configuration (i.e. 3, 4 or 5 outfielders, etc.), unless the lineup is reduced during the game to 8 or 9 players. Then the configuration may be changed.

13. DEFENSIVE PLAYER POSITIONING. There will be an ARC marked in the outfield 150 feet from home plate. The outfielders must stay entirely beyond the ARC until the ball is hit. If a fielder encroaches across the line before the ball is hit, the batter is awarded first base.

Infielders must be positioned entirely on the dirt portion of the infield until the ball is hit. If an infielder encroaches into the outfield grass before the ball is hit, the batter is awarded first base.

14. PLAYS AT FIRST BASE. If a ball is hit through or over the infield untouched and is not caught on the fly, the batter is awarded first base. A player may not be thrown out at first base by an outfielder, unless the ball was previously touched by an infielder or the runner has safely made it to first base and makes an obvious turn towards second base. An infielder may throw a runner out at first base from the outfield grass.

15. No player 80 years old or older may be called out at first base as the final out in a multiple out play, such as a double or triple play situation, unless they have previously reached first base safely.

16. INFIELD FLY. Umpire calls “Infield fly. Batter is out. Dead ball.” and runners cannot advance.

17. HOME RUN LIMIT. Each team is allowed two over the fence home runs per game. Each ball hit over the fence after that will be considered a walk. Base runners may advance one base, but only if in a forced play situation.

18. GAME DURATION. Games in pool play are complete after 7 innings or after 1 hour and 10 minutes have elapsed from the start of the game. If the game is tied at the end of 7 innings, the game will continue per ASA/USA Senior Softball Rule 5.4(2) International Tie-Breaker Rule, until a winner is determined.

19. FORFEITS. A team may play with eight players, any less will constitute a forfeit. Any game forfeited will not continue to be played. A forfeited game shall have the final score entered into the official scorebook as 7 to 0 with the winning team having 7 (seven) runs and the forfeiting team having 0 (zero) runs.

20. POOL PLAY. In preliminary pool play games, points will be awarded as follows to determine seeding for elimination play.

Win = 3 points; Loss = 0 points

Seeding will be according to the total number of points awarded to a team during pool play. The team with the most points will be the Number 1 Seed; the second most points will be the Number 2 Seed, etc. and continue in descending order.

In the event that teams are tied in total points, the tie breaking criteria will be used.

21. TIE BREAKING CRITERIA. The following tie breaking criteria will be used in the following order until the tie(s) is (are) broken.

1. Head to head play. Winner of the game will be the higher seed.
2. Total runs scored against. Fewest number of runs allowed will be the higher seed.
3. Total runs differential. (Total runs scored MINUS Total runs scored against.)  
Greatest difference will be the higher seed.
4. Total runs scored. Greatest number of runs scored will be the higher seed.
5. Coin toss. Winner will be the higher seed.

The Tom Nicholson Tournament Committee reserves the right to suspend anyone we feel would be a detriment to the tournament by exhibiting unsportsmanlike conduct. Unsportsmanlike conduct is defined in the **Code of Ethics** in the **Senior Softball - USA Rulebook** and includes the following:

- 1. Abide by the current "Official Senior Softball Guide and Playing Rules" to the best of my ability.
- 2. Accept the decision of the umpires and my team manager in good sportsmanship.
- 3. Neither taunt nor degrade my opponent or teammate.
- 4. Avoid bodily contact that may cause injury to others or myself.
- 5. Never direct abusive or profane language at officials or opponents.

- 6. Exercise control over my family members and friends to the extent to articles 3 and 5 above.
- 7. Not commit any act that could be considered unsportsmanlike conduct.