

Oviedo Babe Ruth Holiday Classic Tournament

16U Softball Division Rules

This tournament will be played by the most current version of the “Official Babe Ruth League, Inc. Softball Rules and Regulations & Official Playing Rules”. Follow “Normal Softball Rules” with a few local rule exceptions listed below.

Player Eligibility:

All players on a team’s roster must follow Babe Ruth League Age rules. Your players must be League Age appropriate to play in this division. League Age is defined as your player’s age as of January 1st of next year. As proof of your player’s eligibility, your official team roster & waivers must be filled out ONLINE prior to tournament start date.

Game and Local Softball Rules

General Rules:

- Managers and Coaches should be in team jersey and may have the same number as players on the team. Patches are **NOT** required on the uniforms. Players should be in similar uniforms and **MUST** have a unique number for identification.
- There are **NO** must play rules. We encourage all teams to give their players fair playing time, however, it is not required.
- Only rostered players, 1 Manager and 3 Assistant Coaches are permitted in the dugout. All rostered players must remain in the dugout when not in the field except for restroom breaks or injuries.
- A regulation game requires a minimum of 9 players at the start of the game and playing each inning. Less than 9 players will result in an automatic forfeit. The score for a forfeit will be 6-0. (Borrowing of players will not be allowed). Please keep this rule in mind when deciding on using EH or Subs.
- Games may begin up to 15 minutes prior to the scheduled start time to help keep games moving. Outfield Areas and Batting Cages may be used for warm-up **if time permits**.
- Line-up sheets must be turned in to the umpire at least 5 minutes prior to the start of your game. A copy must be given to the opposing team’s scorekeeper, as well. Line-ups will become official once home plate meeting begins. Any changes to line-up must be presented to the umpire and opposing team scorekeeper. **Line-up sheets must have player jersey number, last name, first initial and starting positions recorded on it in order for it to be complete.**
- Any player(s) arriving after the game officially begins (when home plate meeting begins) will be added to the bottom of the batting line-up unless already noted as a Sub.
- **During Pool Play**, the Home Team will be determined by a coin flip during the home plate meeting. **During Elimination Games**, the Home Team will be determined by higher seed.
- **The Home Team will be responsible for providing the official scorekeeper.** An official scorebook provided by the host league will be kept at the score table behind home plate. This is the official scorebook and must be used for all games (GameChanger or iScore will not be accepted as an official record). Both teams should sign the official scorebook at the end of each game. Unsigned scorebooks turned in will be assumed accurate and final.
- The **Visiting Team** will be responsible for operating the scoreboard (if applicable).

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- Advancement to elimination games will be seeded based on how you finish in your Pool Play. Your record dictates your placement. The following will prevail in this order when 2 or more teams are tied:
 - Head-2-Head
 - Runs Allowed
 - Runs Scored
 - Coin Toss
- After pool play, teams will advance to single elimination play. At this point, if you win then you move on; if you lose then you are eliminated.

16U Specific Rules:

- **Only Babe Ruth League approved bats will be allowed.** (Marked as "Official Softball Bat" or "Official Fast pitch Bat")
- Bases will be set at 60 feet.
- Softballs: approved Babe Ruth 12-inch softballs
- Pitching distance is 43 ft.
- **Line-Up/Substitutions/Re-Entry Options;**
 - **9 Player Lineup:** Teams may bat a nine (9) player line-up and have substitutes per normal Babe Ruth softball rules.
 - **10 Player Lineup with EH:** Teams may bat a ten (10) player line-up using an Extra Hitter (EH). When playing with a ten (10) player line-up, the player in the Extra Hitter position, while not actually playing a defensive position, will be treated as such for substitution purposes. When using the Extra Hitter, all players in the line-up may move freely in defensive positions.
 - Example: Baker is the Extra Hitter and batting 2nd, Charles is the catcher and batting 3rd. Baker can become the catcher and Charles the Extra Hitter. Both players would remain in their original batting position in the batting order.
 - **Continuous Lineup:** Teams may use a continuous line-up of all present uniformed players. When playing with a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions.
 - **For Non-Continuous lineups:** Starting players may re-enter once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game.
 - Such line-ups must be declared before the start of the game and used the entire game.
 - **Injury, Illness, Ejected Player:** If a team chooses to use the EP and has additional subs and a player becomes injured, ill or ejected, then a sub can replace that player. If using a continuous line-up and a player cannot play further due to illness, injury or ejection, an automatic out will be given at their position in the line-up. Once any player is removed from a game due to sickness, injury, or ejection, they cannot re-enter back into that game at all regardless of the situation.
- **Pool Play Game Time Limits:** Games are scheduled for 6 innings subject to time limits. The time limit is that no new inning can be started after one hour and fifteen minutes (1:15) from the start time of the game noted by the umpire at the home plate meeting. This time should be provided to the official scorekeeper (home team scorer) who should mark it in the official scorebook. The umpire or his designee will keep the official time. Once a new inning is started (when last out is declared from previous inning), that inning should be completed. If the home team is leading, they do not need to bat in the bottom of the

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last inning. When the time limit for starting a new inning is reached, the umpire should inform both Managers that this is now the last inning*. Games can end in a tie.

- **Elimination Round Game Time Limits:** During elimination rounds, games are scheduled for 6 innings or 1 hour and 30 minutes (1:30) and will follow time guidelines until the Semi-Finals and Championship Game. These games will have no time limit and played until 6 innings OR the run rule has been met.
- **Runs Per Inning – There is no limit to runs per inning. Defense must get 3 outs.**
- **10 Run Rule Limit:** A game will be considered complete and shall end after 4 or more complete innings have been played and either team is ahead by 10 or more runs, regardless of time left (3 ½ innings if the home team is in the lead).
- **Elimination Rounds (not including Championship Game) Texas Tiebreaker Rule:** The Texas Tiebreaker rule will be used if a game is tied after an elimination game is tied after the required number of innings or time has expired. Rules are:
 - Batters start with 1-1 count
 - Last recorded out will start at 2nd base, (pitcher or catcher can have a courtesy runner)
 - Play continues until a team leads at the end of an inning

Batting:

- Dropped 3rd strike is in effect.
- Speed up rule will be in place for the Pitcher and Catcher of record only. If you plan on switching a Pitcher or Catcher in the next inning, the speed up rule does not apply. Runners must be last batted out.
- The batter is out if the catcher catches a tipped third strike.
- Bunting: **Bunting and slashing are allowed.**

Base Running:

- Leading off is **NOT** permitted.
- Stealing is allowed upon the release of the pitch. Any player leaving before the release of the pitch will be called out. In the 10U division, batters are NOT allowed to advance on a dropped third strike. Runners would be allowed to steal on a dropped third strike, but the batter would always be out. A batter that becomes a base runner as a result of a walk may touch first base and continue on to second base at their own risk.
- Sliding **IS** permitted. The runner is not required to slide into home plate. The rule is that the runner is required to attempt to avoid intended malicious contact at any base. If, in the umpire's judgment, intended malicious contact did occur, the runner will be called out (ie: you cannot barrel over the player with the ball to try to knock it loose). Sliding is considered an attempt to avoid intended malicious contact. On the other hand, the defensive fielder is not allowed to block the base without the ball in hand or in the process of receiving the ball. Blocking the base would result in interference and the runner would be awarded that base safely (this is an umpires judgment call). The intent of this is to try to keep the kids from hurting each other by contact and also keep players from getting hurt by having to slide. If you are called out for malicious contact, this could also result in an ejection from that game (umpires judgment).

Fielding:

- Infield Fly Rule **IS** in effect.

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Pitching:

- Pitching limits are at the Managers discretion. Oviedo Babe Ruth considers the safety and health of our players to be a high priority and we ask that coaches and parents be mindful of the number of innings a player throws throughout the tournament.
- Any pitcher, including the starting pitcher, can re-enter the game as a pitcher one time only as long as he has not been removed from the game previously due to 2nd trip to the mound.

Umpires and Miscellaneous Rules:

- The Manager is the **ONLY PERSON** who may communicate with umpires. There is a **ZERO TOLERANCE POLICY** regarding any abusive interactions with all umpires by anyone (including but not limited to): Managers, Coaches, Players, Parents and Spectators. Such infractions will result in immediate ejection from our complex.
 - Anyone with concerns regarding umpires must be reported to the tournament director immediately to address.
- Profanity will **NOT** be tolerated in the dugout or on the field at any time by **ANYONE!**
- Any unsportsmanlike conduct (throwing bats, helmets, etc.), use of profanity, fighting, arguing or nasty comments to the umpire will result in ejection from that game.
- Dugouts and bleachers must be cleaned up after each practice and/or game.
- Do not debate judgment calls with the umpire. It is permissible for the **MANAGER** to ask the umpire to explain the technical aspects of a ruling, but do not debate the issue during play if you do not agree (this slows down play, does not project a positive example, and has the potential to ignite into an argument).
- In the event of a suspected rule violation (not a judgment call), the process is to protest the game. The protest must be done at the time of the incident to the umpire and per proper softball rules. All protests must be filed with the Tournament Director immediately. Play will be stopped until the Tournament Director gives a ruling. Only the manager may make a protest. The decision of the Tournament Director is final.
- Appeals may be requested however it is up to the umpire who made the call to grant it or not. Appeals are not automatic. (No requests for an Appeal should be made with only 1 umpire on the field)
 - Note: The appeal of a missed base is not automatic. The umpire will not rule on a missed base unless the team in the field properly makes the appeal.

Please remember that this tournament is for the kids to compete and have fun!

Show Sportsmanship and Holiday Spirit at ALL TIMES!