BALL BASH
RULES AND REGULATIONS 2018

The Crested Butte Ball Bash is not sanctioned with USSSA.

Tournament Format: 4 game minimum. Format will be determined by number of teams registered.

The 2018 USSSA rulebook will govern all play with the exception of the following rules:

All players must be at least 18 years old as of August 11, 2018.

FIELD RULES:

- ALCOHOL RULE: 3.2% beer in cans is the only type of alcoholic beverages permissible in Town of Crested Butte Parks. Extra equipment, including beer cans, are not allowed on the playing field. Teams are permitted to have beer cans in the dugouts. Please crush and recycle.
- No metal cleats are allowed.
- Bicycles should be parked in provided bike racks.
- Dogs are not allowed at any park with a ball field. Owners of unattended dogs could be cited. Please leave your dogs at home.
- Players, equipment, and coaches (except base coaches and the on-deck batter) shall remain off the playing field when not playing.
- The open carry of a firearm is prohibited at any Crested Butte Park.

THE GAME:

- WARM UPS: All warm ups will be concluded in a reasonable time. Pitchers will be allowed five (5) warm ups at the beginning of each game and three (3) warm ups between innings. A new pitcher will be allowed an exception in their first inning of play with five (5) warm ups and three (3) warm ups thereafter.
- TIME RULE: All games will follow a 60 minute time limit with the final inning starting **before** 60 minutes of game time has ensued. This will be enforced by the umpires.
- INNINGS: Games will be seven innings in length. Once the 60 minute time limit has been reached the inning in play will be completed and the game will be over. In the event of weather delays, playing times will be reduced. The reduction will be averaged over all games remaining to be played. Once play begins, the Umpires make field condition decisions.
- Only USSSA and ASA approved bats will be permitted for use during the Crested Butte Ball Bash. All bats must have the USSSA or ASA stamp of approval.
  Pitsker Field - bats for Men:
    - **Only single walled bats provided by CB Parks & Rec may be used by male batters at Pitsker Field.** You may supply your own wooden bat if you prefer.

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- SCORE KEEPING: Scoresheets are provided at the fields. Be sure to provide a scorekeeper for your offensive half of the innings and pencil or pen.
  Make sure to include:
  - Players legibly written, subs written below
  - Runs per inning/Total Runs after each inning
  - **Game Total** for both teams, with your team's score first in bold and circled, with "win or loss" for your team (both sheets).
  - Umpires' and Captain's Signatures (both sheets).
- HOME TEAM: Will be determined by a coin flip for each game during pool play. During seeded bracket play the higher seeded team will be the home team.
- TO BEGIN THE GAME: A team may start with a minimum of eight (8) players, four (4) players from each gender. If the ninth (9th) and/or (10th) player arrives, he/she must be last in the batting order. A team must have ten (10) players at the start of the game to be able to use extra player(s).
- FORFEITS: Forfeit time is ten (10) minutes after scheduled game time. The game playing time will start at the scheduled game time, regardless of what time play actually begins and the game will end as scheduled. In a forfeit game the winning team will be credited with a 7-0 win.
- EXTRA PLAYERS: Teams may use an unlimited number or extra players, as long as they are all signed on the roster. Extra players must be known at the start of the game.
- BATTING ORDER: The batting order for the coed softball shall alternate sexes. No exceptions. Teams must have a complete line up (5 males – 5 females) before extra players can be used. An out will be taken for each incorrect gender rotation. A team with two consecutive male batters must take an out.
- EXTRA HITTER (EH): A maximum of four (4) extra hitters (EH) may be used in the batting order
  - EHs may be removed at any point during the game
  - You may only add extra hitters prior to your team going through the batting order the first time
- DESIGNATED HITTER (DH): One designated hitter (DH) may be allowed per team per game. The DH is a player that is only going to bat in the place of the field player.
- RUN AHEAD RULE: The game will end if one team is winning by 20 runs or more after three (3) innings, or by 15 runs after five (5) innings.
- HOME RUN RULE: Home Runs at Gothic and Pitsker Fields must clear the safety nets. All balls that hit the nets are in play; however, balls caught off the net are not an out. Balls that clear the fence at Tommy V Field are home runs; they do not need to clear the net.
  - THREE PLUS ONE UP: Mechanics are as follows: Teams shall be allowed to hit three (3) home runs. Once both teams hit their base home runs (three, 3), teams are allowed to hit **one** additional home run than their opponent. The base umpire will keep track of home runs hit. Excess home runs will be an out.
- COED LINE: No outfielders may advance inside the white line (coed line) painted in the outfield while a female is at bat until the ball is hit by the female batter.
- DEFENSE: Coed defensive positioning shall include two (2) males and two (2) females in the outfield, two (2) males and two (2) females in the infield and one (1) male and one (1) female in the pitcher-catcher positions. When a team is playing short-handed, they cannot have more than two (2) people of the same gender in the outfield or infield.
  - Infield players must be positioned <u>in the infield</u> prior to the ball being hit. This is a judgment call to be made by the umpires upon appeal from the team captain <u>prior to the hit</u>. The infield area is defined on each fields as:
    - Tommy V Field within the base paths of the 90' base plugs.
    - Gothic Field one (1) step in the grass
    - Pitsker Field In the skinned, dirt, infield area

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    - Defensive shifts are allowed, as long as the shift is constrained to the aforementioned guidelines.
- WALKS: On any walk to a male batter (intentional or not) the ball is immediately dead. The male batter will be awarded two (2) bases. Runners are advanced only if forced to advance. The next batter (a female) will bat. EXCEPTION: With two outs, the female batter has the option to walk or bat. The female batter may not change her mind once the first pitch, legal or illegal, has been pitched.
- BALLS: All games will be played with 12" softballs supplied by CB Parks and Rec.
- PITCH HEIGHT: The underhand slow-pitch softball pitch must arc in the air between six (6) and twelve (12) feet. Any pitch out of this zone will be deemed "illegal" and called as such by the umpire before the ball crosses the plate. "Illegal" pitches will be scored as a ball regardless of where they land. If an "illegal" pitch is swung on, it is a live ball; if missed, it is a strike.
- PITCHER'S MOUND: The pitcher may release the ball from the pitching rubber, or anywhere within an imaginary 2'W x 6'L box extending directly behind the rubber toward second base.
- STRIKE ZONE: The ball must hit any part of the black mat and/or home plate to be ruled a strike.
- FORCE PLAY: A runner who has been forced out at a bag **must** get out of the way of a defensive player attempting to make a double play, or the runner closest to home will be called out.
- SAFE BASE (1ST BASE): The white bag (left side) is the fielder's bag. During play at first the first baseperson **must** use this side of the bag for the tag for the force. The orange bag (right side) is the runner's bag. The runner must tag this bag in order to be safe. Fielder may use the orange bag to make a play from foul territory; in this case the runner may use the white bag. Once runner reaches first base, the safe base no longer exists.
- SAFTEY LINE: Once the runner has passed the "20ft commitment line" from home plate, the runner cannot return to 3rd base and must <u>touch a body part across</u> the "safety line" in order to be "safe at home". The safety line is an extension of the 1st base line past home plate to the backstop. Only defensive players can touch home plate. Base runners may only cross the safety line, which does not include the plate. If the runner touches home plate, the runner will be out and the ball will remain live. *Situations in which the runner may touch home plate: out-of-the-park homeruns, and if there is a play at the plate and the runner needs to touch home plate in order to avoid contact and/or a collision during the play.* If the runner has passed the commitment line, continues to run on the original foul line, and interferes with the fielder taking the throw, a dead ball shall be declared and the runner is out.
- BATTER'S COUNT: All batters will start with a one (1) ball, one (1) strike count.
- COURTESY FOUL: If a batter takes their third strike as a foul, the count will remain at two strikes and they will get one more chance on their third strike. If their next strike is a taken strike, or a foul ball the batter is out. You only get one courtesy foul.
- COURTESY RUNNER: Courtesy runners shall be allowed if a player is injured or upon prior agreement by both team captains after the player has made it to first base and only first base. The courtesy runner must be the last recorded out and of the same gender (or the player scheduled to bat last and of the same gender, if in the first inning with no outs of that gender) and must be entered prior to the first pitch to the next batter. The courtesy runner is officially in the game when "play ball" has been declared by the umpire.
- EXTRA INNINGS: After seven complete innings, or once time expires, if the score is tied, all batters start a three (3) ball two (2) strike (full) count. The last person out from the previous inning starts the inning as a base runner at second (2nd) base. The inning begins with no outs. There is no courtesy foul allowed during extra innings.

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