

**SAN DIEGO & IMPERIAL COUNTIES  
LABOR COUNCIL, AFL-CIO**

**2010 SOFTBALL TOURNAMENT  
RULES**

1. The maximum number of players per team is limited to fourteen (14).
2. All team members must be members of the same local union except locals with five hundred (500) or fewer members. These locals may combine members with one other local to form a team. Please provide your union identification number on the roster and bring your union card to the tournament. Players unable to provide proof of membership when requested during the tournament may be disqualified.
3. Team captains must check in with the tournament coordinator a minimum of fifteen (15) minutes prior to the start of their games. Teams having insufficient players will be required to forfeit that game.
4. The team captain is responsible for reporting all injuries and/or accidents involving team members to the Labor Council tournament coordinator immediately after the incident.
5. The home team will be determined by the flip of a coin.
6. The home team will act as the official scorekeeper for the game and will verify the score with the opposing team manager, each half inning.
7. No new innings will be started after fifty (50) minutes of play, with the start of each game ten (10) minutes after the completion of the previous game. **THERE WILL BE NO TIES.**
8. Any and all disputes arising out of the operation of this tournament will be submitted to the tournament director. **HIS RULING WILL BE FINAL!!!**
9. The count to start every at bat will be 1 ball and 1 strike.
10. When the batter has a count of two (2) strikes, on second foul ball he/she will be called out. *For scorekeepers, this ruling should be recorded as a strike out.*
11. Infield practice will only be allowed for five (5) minutes per team prior to the first game of the tournament, if time allows.
12. Pitchers may have three (3) warm up pitches in the first inning of each game and one (1) warm up pitch per inning thereafter.

13. A ten (10) run mercy rule will be in effect after five (5) innings of each game, **with the exception of the championship games.**
14. If in the opinion of the umpires, there is malicious contact (i.e., contact with intentional force) between a base runner and a fielder with the ball ready for the tag, the base runner will be out and **EJECTED FROM THE GAME**. You must slide or avoid.
15. If a player is removed from the line-up (batting order) for injury or any other reason, they will not be allowed to re-enter the line-up of that game. There will be no penalty (out) for that player; they are simply removed from the batting order. If ejected from the game, the batter is out when he/she comes to bat.
16. All appeals need to be directed to the umpire immediately after the play in question. No special procedures are necessary.
17. There will be no limitations on home runs hit.
18. A designed runner may be used in the event of injury. The runner will be the person who made the last out.
19. Metal spikes will not be allowed.
20. No jewelry or other items that, in the umpire's judgment, may cause injury to the individual (or others) will be allowed to be worn by the tournament players.
19. No touching home plate, a supplemental plate (carpet) will be placed off to the side. If a runner touches home plate they will be called out.
20. All bats must bear an ASA certification mark.
21. Any rules not covered above will follow the ASA rules.