

BELT OF TRUTH

October 1st, 2022

TOURNAMENT FORMAT

4 game guarantee, double elimination (subject to change based on response)

We will be playing ASA rules - straight softball rules with the following exceptions below.

The two top teams will play in the championship game.

TEAM CHECK-IN: Coaches must check in a present roster and waivers (legible, completed and signed) at least 60 minutes prior to the first game. Players without properly executed waivers will not be permitted to take the field.

PRE-GAME WARM UP: Pre-Game warm up may take place if appropriate time exists between games. All teams need to be ready to play at least 30 minutes before their scheduled start times. Games may begin earlier than scheduled if the previous game ends early.

Team Rosters

Minimum 8 (no maximum)

Managers should carry the current roster and a copy of these rules.

NO PLAYER MAY BE ADDED TO A TEAM ONCE TOURNAMENT STARTS.

Equipment

The Belt of Truth committee will supply softballs, bases and mound.

Player Age/Eligibility

ASA Age rules/ codes apply. Must be 18+ to participate in the tournament.

BAT REGULATIONS / PITCHING REGULATIONS

ASA Rules

HOME TEAM will be determined by coin flip for opening round games in Round Robin play or either a Single/Double Elimination Tournament.

The Home team will be the higher seed in the Semi Final & Championship rounds.

Game Length:

TIME LIMITS: Games will be 7 innings or 60 minutes max, whichever comes first. No new inning will start after 60 minutes.

WARMS UPS: Teams will be given roughly 5 minutes for warmup before the start of their game.

TIE GAMES: During play, if the score is tied at the end of the 6 innings, or reaches its time limit, extra innings will be played using a modified international tiebreaker rule until a winner has been determined.

Tie-Breaker rule as follows: Each half inning will start with the bases loaded and 1 out. The Championship game has no time limit. The mercy run rule is still in effect for the Championship game.

Each team will continue the batting order from the previous inning with the three previous batters occupying the bases, with the last batter occupying 1st base, the second batter occupying 2nd base, and the third batter occupying 3rd base.

TIE BREAKERS FOR FINAL SEEDINGS: To determine the spots for the final seeding, the following format will be used:

- a. Runs Scored
 - b. Win - Loss Record
 - c. Runs Allowed
 - d. Head to Head
- If any team should forfeit any game, the winning team will record a 7-0 win. The losing team will record a 0-7 loss with no exception to this calculator

MERCY RULES: Games will be called for Mercy Rulings after the specific number of complete innings, providing the home team has the certain run lead. If the Home Team has hit the Mercy Rule the Game is over. The Home team will not continue the game to add runs.

Twelve (12) Run Lead after three (3) complete innings

Ten (10) Run Lead after four (4) complete innings.

Eight (8) Run Lead after five (5) complete innings

Spectators/Dugout Areas: Any spectators will need to remain away from the netting while games are in progress. No spectators are allowed in the dugout area or on the playing field. Teams at bat or substitutes for teams on the field must remain in the dugout area (bench areas). No littering; use trash receptacles.

Umpiring:

The Belt of Truth Committee will provide one (1) official for each game. The umpire is responsible for calling all plays at all bases, for enforcing all rules of the game, and keeping the game moving. Under no circumstances will a spectator or other person be permitted to be a second umpire.

PLAYING RULES: ASA rules are in effect, with the following:

Offensive/Defensive/Baserunning/Stealing/Advancement of Runners

LINE UP/BATTING ORDER/ SUBSTITUTION:

LINE-UP: A team may bat either 9 or 10 batters or their entire lineup.

A team has the option of free substitution throughout the game even without batting the entire line up. We want to let the coach play as many players as he wants. The only information needed regarding a Starting Lineup is the number of batters. The batting order must be set prior to the game and stays the same for the game's duration. You must have 9 players in the field to start a game. Upon injury; a team may finish with a minimum of 8 players in the field.

Offensive: Teams will progress through the "official" batting order regardless of whether a the player actually plays on the field any particular inning. If a team chooses to bat the entire line up and an Injury or Injuries occur; that team will NOT have to take an OUT IN THAT BATTING ORDER until there are under 9 batters available for that team.

A team with substitutes may choose to BAT any such substitute anywhere in the lineup, but that player will then be "married" to that player in the same batting order spot and either player may bat in that batting order spot as long as each change is notified to the other manager before that at bat. A PLAYER MAY ONLY BAT IN 1 BATTING SPOT during any game.

Example: Once players are "married" in a batting spot; that substitute player MAY NOT be moved to another batting spot if INJURY occurs to other players on the team.

Defense: Any player on the roster may play in any defensive position at any time.

Substitutions can be made on the field any inning, and players may re-enter the game as fielders at any time.

Stalling will not be tolerated and may result in the game being forfeited; Umpire judgment is final.

Courtesy Runner: Teams will have the option to use a Courtesy runner for the pitcher and catcher at any time during an inning, but this rule IS MANDATORY with 2 outs for the catcher. Teams must follow all options and rules regarding Courtesy Runners listed below.

1. Option 1: If a team opts to bat their entire line up, they must use the last official batter of the previous inning as the Courtesy Runner. The second choice is to use the second last batter of the previous inning if the team needs a second courtesy runner that inning (this only occurs when the pitcher and catcher reach base in the same inning).

2. Option 2: If a team opts to bat nine (9) or ten (10) batters, the courtesy runner must be someone not in the current batting order of the game. (Example: Starter who is now on the bench or player who just arrived or someone who has not been in the game at all.) The exception to this rule is if there are no additional players on the bench; refer back to Option 1 for Courtesy Runners

Passed Balls- A runner may advance on a passed ball to 2nd & 3rd base, but there is NO advancement to HOME on a passed ball.

Base On Balls – There will be no advancing to second after a base on balls. Once the batter reaches first base, the play is dead until the pitcher addresses the rubber for the next pitch. All base-runners will be allowed to advance ONLY 1 base on a walk. Any defensive throw including the catcher to ANY BASE to throw out any runner may result in ANY such runners advancing to ANY BASE including HOME PLATE on the throw. This includes 1st & 3rd Situations.

Any overthrown ball from a defensive player may result in numerous bases being taken by the offensive team.

SLIDING: All divisions are permitted to slide head first and baserunners must avoid contact AT ALL TIMES! Head First sliding is permitted going back to any base. Any said runner sliding head first will NOT BE CALLED OUT, but if said player repeatedly is sliding head first a warning and or OUT may be called for their own safety.

Speed Up Rules:

PITCHER WARM UP: The starting pitcher and any new pitcher inserted into the game will be allowed (six) warm-up pitches and 3 warm up pitches the following innings.

Only one throw is permitted after an out. If the out is a strike-out, the catcher must throw the ball back to the pitcher. If the out is made by an outfielder, the ball must be returned to an infielder, and then directly to the pitcher. No time outs allowed by the batter, unless for an emergency.

INTENTIONAL WALK: The Head Coach or Catcher of the defensive team will announce to the Home Plate Umpire that they would like to intentionally walk a batter. No pitches are thrown, and the batter will be awarded first base.

HOME RUNS: Home runs would be limited to one up one down.

Keeping the Game moving

Teams and Coaches should be ready to move into the playing field 30 minutes prior to the start of their scheduled game time.

Home Team will always be seated on the first base dugout.

The Home Team catcher should already be geared up! As soon as the play clock expires from the previous game, teams should advance to the field and put their bags outside a dugout.

Once the dugout is clear, put the gear in it. The home team should immediately take the field.

The visiting Team will always be seated on the third base dugout.

The visiting team should immediately send a batter to the on deck circle and then step to the plate when the pitcher has completed the designated number of warm-up pitches.

After each game, coaching staff & teams must clear the field as quickly as possible after each game – PLEASE DON'T Hold post-game meetings on the PLAYING FIELD OR DUGOUT AREA.

Coaching – Bench & Field Conduct

Only one Head Coach and one Assistant Coach is allowed on the playing field while their teams are on offense. NO coaches may be on the field during their teams defensive series of play.

Teams may have more than two coaches in the dugout area, and in the warm-up/practice areas, along with the rostered players. Everyone else must sit in the designated spectator area. No protests will be allowed – feedback is welcome and can be sent to the Liberty Arena league commissioner about game issues.

Please do not try to warm-up on the field unless instructed to do so. Please hustle on and off the field to keep the game moving.

Batting cages are available for rental before or after your games.

EJECTIONS:

(Players and Coaches): Any player or coach ejected from a game for any reason will be required to sit out the remainder of the game they were ejected from as well as their next game. If a coach or player is ejected a second time anytime throughout the remainder of the event, the offender will be permanently removed from the remainder of the tournament and must leave the premises for the remainder of the event. This applies for ALL games (including pool, semi-finals and finals). NO EXCEPTIONS! Any player or coach not abiding to this rule will cause their team to forfeit from the event.

Field of Play: Batted balls that hit ANY PART OF THE CEILING NETTING shall IMMEDIATELY be called "DEAD BALLS" and considered a FOUL BALL. Batted Balls hitting off any Outfield Netting on the ground are playable. Batted Balls hitting any Bleachers on the ground are considered to be an automatic double.

Batted balls that hit the 'Outfield Netting' in Left Field, Center Field or Right Field on the fly are considered HOME RUNS! Balls that go through in any way, any part of the outfield netting or get

through a spot in the right field curtain area will be ruled as a double. The defensive player should raise both hands above his/her head to signal this.

Throwing equipment, offensive language, arguments and fighting are prohibited. Players, coaches, managers and spectators who engage in unsportsmanlike behavior may be ejected from games and face suspension from future play.

Absolutely NO GUM, SEEDS, or TOBACCO PRODUCTS ON THE TURF or DUGOUT AREA!

ZERO TOLERANCE POLICY – The Belt Of Truth Committee and Hagerman Sports Complex does not tolerate unprofessional or unsportsmanlike conduct by coaches, players or parents. The umpires have complete and final authority on the field and may remove anyone – coach, player or parent – who acts in an unprofessional or unsportsmanlike manner toward another coach, player, parent or umpire. The manager is responsible for the behavior of his team's coaches, players and parents of players. Any coach who is removed from a game will be suspended pending the findings of a League inquiry. Any team who has someone (player, parent, and/or fan) from their side removed from the game may be subject to disciplinary action by the League.

The Belt Of Truth Committee and Hagerman Sports Complex Reserves the right to establish guidelines for any and all rules or infractions not covered in the tournament rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.

COMMENTS OF THE RULES: These rules are intended to create a balance of play; to create an atmosphere of sportsmanship and fair play; and to emphasize cleverness and skill without limiting freedom of individuals or team play. It is important to know the intent and purpose of a rule so that it may be intelligently applied in each play situation. A player or team should not be permitted an advantage which is not intended by a rule. Play will not be permitted to develop which may lead to placing a player at a disadvantage not intended by a rule.

