



SLOWPITCH SOFTBALL, CO-ED, MEN, WOMEN

Rules and Regulations

PRE-GAME

1. ASA rules will be used except where local rules take precedence.
2. All games will be coin-flipped to designate the home team/visitor. The home team will keep the official score. If the home team does not provide a scorekeeper, the visiting team may provide a scorekeeper with the option of now becoming the home team. Teams use their scorebooks.
3. The field will be considered closed with restrictions one hour before the first game. There shall be no infield practice or batting allowed before the games. Pregame warm-up is permitted in the outfield grass areas only.
4. No inning may start after 50 minutes.
5. No Alcohol may be brought into the complex, including the parking lot.
6. 5-minute grace period on forfeit time. 5 minutes will be part of playing time. Unless conflict occurs for players playing on other fields.

CONDUCT

1. Any physical assault upon another player spectator and/or official will result in automatic suspension for the remainder of the Tournament.
2. Obscene and/or abusive language, threats, or any other act of bad sportsmanship are grounds for player and/or coach ejection and/or suspension and/or game forfeiture.
3. Once ejected from a game a player must not only leave the playing field but the parking areas as well. The actions of the player once ejected are still the responsibility of his/her team. Teams are also responsible for their spectators' conduct.

4. Any player ejected from the game may also be suspended from their next game. A player ejected for the second time will be suspended for the remainder of the Tournament.
5. Non-playing personnel, which includes children and pets, will not be allowed to sit in the dugout area and must be supervised by non-playing adults. Each team is allowed two coaches and a scorekeeper. Consumption or possession of alcoholic beverages is prohibited by players and spectators during tournament games. Violation of this rule may result in a player's ejection, suspension, and/or game forfeiture.
6. Sports using outdoor facilities are weather-dependent. Competitions will be conducted unless the commissioners, facilities managers or Grand Canyon State Games staff determine the weather conditions to be potentially dangerous, life-threatening or if playing fields would incur significant damage. There will be no cash refunds for canceled events due to weather as it says on our website

TIE GAMES

1. When a game ends in a tie and the 55-minute limit has been exceeded, a tiebreaker will be used.
2. Tie Games - The visiting team puts their best runner on second base and their best hitter at home plate. (Coed must be a guy/girl combination). The hitting team gets one chance to score the runner and/or the batter. If the batter walks- two runs are scored. The home team then comes to bat- the same situation. If no winner, then another tries. (Same players may be used).
3. A team may make only two protests of eligibility to the Director throughout the entire tournament. The protests must be made before game time. A protest can only be made for an individual player, not an entire team.

THE GAME (Co-Ed & SlowPitch)

1. Three home run equalizer rules. Teams may hit three home runs and may not hit another until the opposing team has hit three. Then a team may go only one up at a time. Any additional hit over the fence will be an out
2. Those bats listed on the ASA not allowed list will not be allowed. Anyone using said bat will be declared out. The list of not allowed bats is on the Bat List attached. The roster will be frozen after the 2nd game. No add-on after that point. Any add-on will result in disqualification.
3. All games will use the 12-inch 44-core ball in all divisions. 18 years & older to play. SINGLE Championship Game.

4. All batters will begin each at bat with 1 ball, 1 strike count against them. All batters will be allowed one foul ball to waste with two strikes. Missed swings and called third strikes will still result in strike three elimination.
5. Eight (8) players are required to start and continue a game. If less than ten (10) players start the game, the missing player(s) will not be considered an out.
6. ANY TEAM AHEAD BY 10 RUNS AFTER (5) INNINGS WILL BE DECLARED WINNER. 15 run rules after four innings. Or 20 runs in any inning.
7. A courtesy runner will be allowed when requested. The courtesy runner must be last out or a nonplayer. One courtesy runner per inning. Coed – a male for a male & female for a female runner only. If a team bats around, a courtesy runner may be used again by the same player. The batter must reach 1st before the courtesy runner allowed /1 per gender per inning
8. Pitchers may start from the pitching rubber or no further than 5 ft. behind the pitching rubber.
9. During the first inning each pitcher is allowed 3 warm up pitches. After the first inning, no practice ball will be permitted.
10. A pitched ball landing or hitting in front of the plate will be a dead ball. The batter may not attempt to hit the ball. A pitched ball landing on the white part of the plate or mat is a strike. 6' minimum arc – 12' maximum arc.
11. Tennis shoes or rubber cleats are required. **Steel cleats are prohibited!** Shirts must be worn at all times by everyone.
12. Jewelry: Any exposed jewelry judged dangerous by the umpire may not be worn during the game. Failure to remove jewelry as requested by the umpire will cause ejection from the game. Note: Medical alert or religious medals are not considered jewelry.
13. Blood rule: A.S.A. rule applies to all games. Immediately following an injury, all bleeding must be properly covered before returning to the playing field.

COED

1. The team should consist of 8-13 players. There must be a minimum of 4 women, and a maximum of 5 men always.
2. Teams may bat with a 13-player line up continuing to field 10 players. The 13 batters may rotate among the fielding positions, always maintaining the original batting order. However, a team may finish the game with less than 13 due to a player injury or emergency. The spot in the batting order then becomes an out.

3. Men and Women must use the 12-inch softball.
4. The batting order must alternate between sexes unless women exceed men. Men may not bat consecutively or an automatic out will occur.
5. Defensive positioning with 10 players shall be 2 males/2 females in the infield or outfield positions and 1 male/1 female in pitcher and catcher positions. With 5 guys, and 4 girls, 1 girl outfield, 2 infield, 1 pitcher/catcher.
6. WALKS. Any walk to a male batter will result in a two-base award. Runners already on base move only one base if forced. The next batter (a female) must bat with less than 2 outs, if 2 outs she has the option to walk or bat. If back-to-back female batters both have options. Batting ratio – male, female, male, female/back-to-back male is auto-out!
7. When a player is injured during a game causing removal from play without a substitute to replace them, their spot in the batting order becomes an out.

ADDITIONAL INFORMATION

1. The official rule book used- Official ASA Guide and Playing Rules except where local rules take precedence.
2. The Commissioner shall be responsible for all field activities and has the authority to make any decisions that are necessary to maintain order and continuity.

PLAYERS PARTICIPATE AT THEIR OWN RISK. This is a rain-or-shine event!

For a complete listing of bats that are approved in 2023 and beyond go to the certified equipment section of www.asasoftball.com.