



Special Tournament rules

- A single team should have a minimum of 12 members (No adding or switching players in between games/Roster will be set at start of first game for remainder of night). Please pick your players wisely
- teams should have 10 players on the field at all times
- Four women must play the field & be in the batting order
 - Two in the infield/two in the outfield
- The lineup is open and you may bat in any order you choose
- Best of One Rock, paper, scissors will determine home field advantage (Winner can choose home or away)
- One courtesy runner per inning must use same gender to swap
- One home run per game any additional home runs will be counted as an out
 - Unlimited Home Run Hitters Option
 - \$5/player per game
 - Two players max

Allows two team members to hit unlimited home runs throughout game

****ALL UNLIMITED Home Run hitter funds will be donated to Covenant House of Florida****

<https://www.covenanthouse.org/homeless-shelters/orlando-florida>

Good Call Sports Softball Rules and Regulations

Regulations

1. Each team coach/manager must submit a complete and signed team roster (waiver) with all the required information. No player may play with any team until he/she has filled out the team roster (waiver) and it has been filed with Good Call Sports Staff.

Upon the request

of the league staff, a player's ID MUST BE PROVIDED or that player in question will be disqualified and additional

discipline may be applied. All players must be eighteen (18) years of age or older to participate and be on the field. NO PERSON UNDER THE AGE OF 18 ALLOWED ON THE FIELD/DUGOUTS

2. The ASA Coed Softball shall govern league play when Good Call Sports rule is not in effect.



Managers Duties:

1. Make sure you have a full team and a reserve for every game
2. You as the manager is responsible for your team and any disputes that may arise. Up to and including the team's spectator's conduct. Abusive language, drinking, drugs and other irresponsible acts will not be tolerated.
3. Any schedule information, changes in league information will be sent to you to distribute to your team.
4. Know the rules and express to your team for games to run smoothly.

General Rules

1. Metal spikes are not allowed.
2. All games will be 7 innings unless stopped by inclement weather, run rule or time limit
3. All games will run 60 minutes in length
 - b. Any game that has played 4 complete innings will be considered a complete game
 1. Unless run ruled: if home team is leading into the bottom of the 4th inning the game would be complete
- c. A new inning shall not start after 60 minutes has commenced.
- d. Score/time keeper will be the umpire
 1. In the event clock is not available umpire will keep time
 2. 60 Minutes will start as soon as home field is called out onto the field
 3. Cones/markers will be placed in the outfield. Each outfielder must stay behind the imaginary boundary until the ball crosses home plate.

Mercy Rule: Game ends

- One Team up 20 runs ANYTIME after 3 complete innings
- One team up 15 runs after the 4th inning
- One team up 10 runs after the 5th inning

Batting Lineup

1. Batting order is open and you may choose your lineup accordingly.
2. Count will start at 1 ball and 1 strike
3. NO COURTESY FOUL
 1. Out would be scored as strikeout if batter reaches a two strike count and fouls the ball
4. When a male batters receives three straight balls or an international walk, he will be awarded two bases (first and second) IF A FEMALE FOLLOWS in the batting order. She then has the option to walk OR bat. Regardless of her decision the male will be allowed two bases.
 1. If it's not three straight balls the male is only allowed one base (first) and the female that follows must bat.
5. Only one courtesy runner allowed per inning. Regardless of gender the pinch runner must be the last player who made the last out
6. No bunting, leading off or base stealing allowed.
 1. The base runner(s) must remain in contact with the base until bat makes contact with ball



7. Sliding is allowed but a “take-out” slide will be viewed as flagrant, an automatic ejection and a minimum one game suspension. Additional action may be deemed necessary.
8. No player should lower shoulder or take down a defensive player holding the ball while waiting to apply a tag.

Tie Breaker

1. In the event of a tie the last scheduled hitter will be placed at second base.
 1. You will receive a 3 ball and 2 strike count
 2. One pitch will be thrown
 3. a Foul is an out
 4. No ties will exceed more then two innings

Sportsmanship

1. Profanity and personal berating of opponents by players or spectators will not be permitted. The umpire or organization representative shall eject anyone for violating this rule The spectator or player has two minutes to leave the premises. If a player or spectator does not leave, the game will be an automatic forfeit and the opposing team will win.
2. Any incident of the described nature above must be reported by the umpire and team manager. They will be required to submit a written descriptions of the event to the league director for possible disciplinary action
 1. Additional game suspensions or other penalties may be issued at the discretion of the Program Supervisor (rainout or postponed games do not count towards game suspensions)
3. Good Call Sports will only notify the captain of any suspensions that may occur.
 1. All penalties are minimum and if deemed necessary, the league official with impose a great penalty.
 2. If a player commits an infraction of rules while on probation, he/she will be placed on suspension for the appropriate length of time.

Pitching

1. We will be playing a pitch to hit style technique
2. High-arc and windmilling is not allowed. The ball will not rise above the pitcher's shoulders during the windup.
3. Arc should go from 6 to 10
 1. Pitcher has the option to wear protective catching gear if they deem necessary
 1. EX: Full chest protector, Full cage face mask/helmet, protective cup, shin/knee guards
4. Slow-pitch only
5. The pitcher will have one foot in contact with the rubber on release of the ball.
6. Net will be placed in front of the pitchers mound
7. All parts of pitcher should be behind net after release of pitch



1. If the batter hits a fly ball, line drive or grounder and hits the net or frame it will be considered a foul ball
2. If the batter does not have a foul ball left in their at bat they will be considered out
3. If the batter hits the net or frame second time in the same at bat the batter is considered a strike out and runners can NOT advance
8. If a fielder makes a play from either the outfield or infield and hits the net, the ball will still be considered live until the umpire calls the play dead.
9. If a player touches, moves or pushes the net down during play to avoid the ball making contact the umpire will signal an obstruction; play will continue until dead and the umpires will award the appropriate base(s)
10. Players may go around the net to catch a fly ball; any contact with the net is considered a foul ball
11. Players are not authorized to move the net. If net needs to be adjusted the umpires will do so accordingly

Equipment

1. All teams must use an official 12in ASA slow-pitch ball .52 core with a 300 compression
2. Two balls must be used to start the game
 1. GCS will supply home team with one new game ball. Home team will provide one "good" used ball
 2. In the event home team cannot supply game ball(s) Good Call Sports will sell softballs at teams' expense
 1. \$10 new
 2. \$5 used (if available)
3. All softball bats must be ASA slow pitch approved
 1. Any bats that are not on the approved list will follow rule 3b
 2. Any bats that are shaved or altered will be will follow rule 3b

B. Any batter using an illegal bat, they and the owner of the bat will be ejected from the game.
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5. Pitchers may wear protective gear when deemed necessary
 1. example: protect face/headgear. or chest protector
6. No warm up weights or doughnuts allowed