I. By registering your team, each player is agreeing that each and every player does so at their own risk. Zearing, Zearing Days, or any other entity hold absolutely no liability for any injuries or damage that may occur while on the grounds or during competition.

II. Playing Field
   1a. Umpire will designate a field suitable for play in accordance with the following provisions which equal the dimensions of a softball field:
      a. The softball diamond is a square with equal sides of 60-70 feet.
      b. The pitching strip is in the center of the diamond, 46-50 feet or just over 15 paces from home plate, and directly aligned with the first base/third base diagonal.

III. Equipment/Attire
   2a. Athletic shoes or soft/hard rubber cleats are required. Metal cleats are not allowed.
   2b. Each team shall furnish all team equipment necessary for each game.
   2c. Players are required to wear same-color jerseys/shirts.
   2d. 14-inch game balls for men, 12-inch game balls for women will be supplied. Only the balls supplied and designated by the Umpire will be allowed. Teams will be responsible for retrieving home run and foul balls. Teams will incur a $10 replacement fee for any un-returned balls.

IV. Officials
   3a. The first game of the Tourney and all championship games will have umpires provided. All other games — the previous winning team will provide 1 base umpire for the next game in the tournament. The home plate umpire will be provided by the tournament.
   3b. No player may argue with or insult the umpires.
      1) First offense, a warning will be issued to the team captain.
      2) Second offense, player will be ejected from play for the remainder of the tournament.
      3) Third offense, the entire team will be disqualified from the tournament.
   3c. Games must be officiated by at least two umpires, one behind the plate and one base umpire. The Head Umpire governs all game play and issues all final decisions.
   3d. Tournament Director may be consulted regarding rules and game play.
   3e. Tournament Director has jurisdiction over play and may call off a game due to darkness, rain or other cause at the tournament director’s discretion.

V. Player Eligibility
   4b. All participants must be on the team roster.

VI. Team Rosters
   5a. Each team roster must contain a minimum of 10 and no more than 15 players.
   5b. Each team shall have one Captain; the captain will be responsible for the team. The Team Captains must ensure that:
      a. All team players must bat in the same order.
      b. Only the Captain may request a conference with the umpire to dispute calls.
      c. Each Team is responsible to pick up their dugout after each game.

VII. Line-ups/Game Time
6a. Teams will occupy the dugouts on a first come basis.
6b. Home team will be decided by a coin toss prior to game.
6c. Line-ups: Teams must field at least 8 players and no more than 10. Everyone on the roster must bat. Teams can field 10 players (minimum 4 females), 9 players (minimum 3 females), or 8 players (minimum 2 females).
   a. If there are only 2 females on the team, the team will take an out for the missing female when the next female would have batted.
6d. Batting order: Everyone on the roster must bat, alternating male and female or female and male.
   a. If a player is removed from play due to injury, ejection, or illness, there is no penalty if the batting order rule is followed.
      1. EXCEPTION, If the player removed is the female and their removal leaves the team with only two females, the team will take an out when the female would have batted.
6e. All team players must bat in the same order each time through the line-up.
6f. A team having eight (8) players present at game time prior to the first pitch must begin play immediately or the umpire, after a two-minute fair warning, will forfeit the game. Teams may start with 8 players (minimum 3 females) without charged out penalties for missing players. Teams having 8 players with only 2 females can still play, but must take an out for the missing 3rd female.
6g. The game time is indicated on the schedule. Incomplete innings and tie-games are to be played to completion; otherwise no new innings shall be started after 55 minutes of playing time. The umpire’s watch shall be the official time. Teams may ask the umpire the start time.
      EXCEPTION: If both captains agree, game may be started before scheduled game time.
6h. Mercy Rule: If five (5) innings have been played and one team is leading by ten (10) runs or more the game shall be called; also 15 runs after 4 innings, and 20 runs after 3 innings.
6i. A team failing to place at least eight (8) eligible players on the field at game time will forfeit the game. Late players may enter the game at the bottom of the line-up as long as batting order rules are still followed.
6j. All batters shall assume a one ball, one strike count when beginning their at bat.

XII. **Defensive Positions**
7a. Males and females do not have to alternate defensively in the infield, outfield, or at pitcher/catcher. However, there must be at least one (1) female in the outfield and at least one (1) female in the infield (pitcher and catcher count as infield in regards to this rule)
7b. All infielders must remain in the infield and all outfielders must remain in the outfield until the ball is hit.

XIII. **Substitutions**

8a. A female may only substitute for a female in the batting order, male for male.
8b. Teams may substitute freely on defense each inning.
XIV. **Regulations Games**

9a. Regulation games last 7 full innings or 55 minutes (see rule 6g) whichever comes first.

9b. A game that is called off by the umpire for darkness or other safety reason after 4 full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner.

9c. In the event of a tie score at the end of the 7th inning or 55 minutes (whichever comes first), extra innings shall commence until a winner is determined. In the event a game goes into extra innings; each team will begin their half inning with a runner on second. This runner must be the last person who batted in the prior inning.

9d. A team Captain may raise protest with the Umpire for blatant rule infraction but will accept the umpire’s final ruling.

XX. **Running**

10a. Runners must stay within the base line. Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base but must lean out of the baseline. Runners hindered by any fielder within the base line shall be safe at the base to which they were running.

10b. Leading off base and stealing are not allowed. A runner off his/her base when the ball is pitched is out.

10c. After a batted ball is caught; runners must tag their originating base before running to the next base. Runners may overrun first base only.

10d. In the case of a batter hitting an over-the-fence home run, drawing a walk, or advancing freely on a teammate’s over-the-fence home run or walk, all bases must be touched in order. If not, the opposing team may appeal to the umpire that the player missed a base and the player will be declared out. If that player scored on the play, that players run will not count. If that is the third out of the inning, all other runs scored by players touching all bases in order will still count.

10e. Each team is allowed only two over the fence home runs per inning regardless of gender. Any over the fence homerun after the two allowed becomes an automatic out, runners on base may not advance.

10f. No blocking the plate (runner gets priority)

XXI. **Fouls**

11a. A foul counts as a strike
11b. A foul on third strike is an out. **No courtesy foul.**

XXII. **Outs**

12a. A count of three outs by a team completes that teams’ half of the inning.

12b. An out is:

1. A runner tagged by the ball in fielder’s hand of glove at ANY time while not on base.
2. Any batted ball (fair or foul) that is caught.
3. A fielder catching the ball with their foot on the base to which a runner is forced to run.
4. A runner off his/her base when the ball is pitched.
5. A ball hit when the batter steps out of the batter’s box.
6. An intentionally bunted ball.

XXIII. **Ball in Play**

13a. Ball is in play until the umpire declares the play is dead and will call a time out.

XXIV. **Designated Runner/Player Positions**

14a. In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same batting order position previously held.

14b. If a player is ejected, injured, or becomes ill and cannot continue, and a substitute is not available, the lineup will continue in the same formation, less the removed player (see rule 6d for applicable penalties).

14c. The pitcher may be replaced on the mound once per inning.

14d. There is no courtesy runner.

XXV. **Pitch**

15a. Pitches must be a lob pitch. Meaning, it has an arc. The arc of the pitch must reach at least three feet upon its release, but it should not rise any higher than 10 feet at any point during the pitch.

15b. A 14-inch ball will be used when pitching to a male player. A 12-inch ball will be used when pitching to a female player.

XXX. **Strikes**

16a. A strike is called anytime for:

1. Any time that the batter swings but does not make contact with the ball.
2. On any foul ball (see sec XXI)
3. Any time that the ball lands within the strike zone plate.