# ISA Softhall Tournament Wachine Pitch <br> UPDATED (4/19/2023) 

## Roster Rules

- No limit to number of players on team roster
- Players can only be included on one team roster for the tournament
- 10 players on the field (4 outfielders - start behind white line)
- All players must play at least one inning in the field
- Catchers with gear are required on defense
- Roster bat - All players on the roster will bat in lineup
- Unlimited defensive substitutions


## Time Limits

- No new inning will start after 1 hour and 15 minutes
- Each game will be 6 innings (if time allows)
- Run Rule
- 15 runs after 3 innings
- 10 runs after 4 innings
- 8 runs after 5 innings
- No extra innings in pool play games -games can result in a tie
- Maximum 5 runs per inning, not including the final inning.
- Umpire will determine the final inning of the game and notify each team.
- Both teams must have opportunity for last half inning to have runs uncapped.
- Championship game will not have time limit, but run-rule will be in effect
- Home team for pool play is decided by a coin flip by umpire
- Home team in bracket play has first choice of home or away


## Pitching Rules

- Machine Pitch only - no tees.
- Back of machine 40' from back of home plate.
- Players can strike out
- Players CANNOT walk on machine pitch


## Additional Rules

- Overthrow at a base OR any overthrow back to pitchers circle from a fielder will allow runners to advance one base from where they were at time of overthrow.
- They may not advance from 1st to 3rd base on an infield hit
- For balls hit to outfield, once the ball is secured by an infielder within the basepath and facing home, runners can't advance to next base. We will use umpire's discretion.
- No stealing is allowed
- Lead offs - Runners may leave base only after the ball has crossed the plate
- Dropped 3rd Strike is not in effect
- No bunting, fake bunting or slug bunting allowed
- No Infield fly rule
- On Deck batter: Always on the back side of batter
- The following tie breakers will be used to determine seeding:
- Record in pool
- Head-to-head competition (in 2-way tie only)
- Total runs allowed in pool games (Max of 15 runs per game to be used)
- Total runs scored in pool games (Max of 15 runs per game to be used)
- A coin flip


## Indoor Rules

- Balls off the ceiling net will be dead ball and replayed with same count/situation
- No Metal cleats
- Plastic Spikes/Tennis shoes/Turf shoes ONLY)
- No gum/seeds allowed
- No tobacco/alcohol/drugs
- Grounds for Instant Removal and Banishment from Facility
- Abuse of umpires/ISA Staff/opposing coaches/fans will not be tolerated
- Grounds for Removal
- Weight room area is off limits
- Do not warm-up outside on grass or parking lot
- Cages available inside ISA
- See ISA staff member for designated warm up area
- Park on south side of ISA (the bigger of the two parking lots)
- Day of event questions can be directed to ISA staff member

If not mentioned above, follow ASA Rules.
Final team roster must be turned into director $1 / 2$ hour before 1st game. No changes will be made to roster after that time. Proof of age needs to be available should someone question it.

The tournament director reserves the right to change any of the rules previously listed.

