

DUSTBALL GROUND RULES

WOMEN'S CATEGORY 2023

Revised June 9, 2023

1. A LEGAL TEAM

A team must have a minimum of nine (9) players to start a game. A maximum of 18 players will be allowed on the roster.

2. AGE REQUIREMENT

All players registered to play in the Dustball Tournament must be a minimum of 18 years old in the year of the tournament.

3. ADDITIONS AND DELETIONS TO A ROSTER

Changes can be made (players added or deleted) up to the start of your first game ONLY BY THE INDIVIDUAL DESIGNATED TO DO SO. After the start of your first game no changes will be permitted, except as noted in rule 5.

4. ADDITIONAL PLAYERS (INJURY ONLY)

May be picked up, but only on approval of the Tournament Director or their designate and only under the following circumstances:

- To replace a player injured during the game, if the team is going to forfeit the game because of injury.
- The pick-up player must not be on the roster of any other team participating in the tournament.

5. ILLEGAL PLAYER

All players must be listed on the team's roster that has been approved by the tournament organizing committee. An illegal player is a player that is not on the team's approved roster. Any team that is found to use an illegal player will forfeit the game.

6. LINE UP CARDS

All players eligible to play in a game must be listed on the line-up card submitted to the umpire. All substitute players eligible to play in a game must be listed on the line-up card submitted to the umpire. Failure to list a player on the line-up card submitted to the umpire results in the player being ineligible to play in the game.

7. HOME TEAM

A coin toss will be used to determine home team for all games of the tournament, except for the Division A-Side final game, where the undefeated team will be home team.

8. BATTING ORDER

A team may bat as many players as they wish - maximum of 10 players on the field at any one time. All players listed on the batting order must be at the park, in the dugout, with the team when the game starts – i.e., not when they are scheduled to bat.

9. TEAM LINEUPS – STARTING THE GAME & COMPRESSION OUT

STARTING THE GAME

- A team will legally be allowed to start a game with 9 players if no other players on the roster are available at the official start time of the game.

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- The team who starts a game with 9 players must finish the game with 9 players.
- No automatic out will be recorded where the 10th player would have batted. The penalty is considered to be playing 9 against 10.

INJURY/EJECTION

- Any team that is unable to field a tenth player at any time during the game due to injury, will be allowed to complete the game with the nine remaining players.
- The player that is removed from the game as a result of being injured is ineligible to re-enter the game at any subsequent time.
- The player's position shall be recorded as an automatic out each time that player is due to bat.
- Any team that is unable to field a tenth player at any time during the game due to an EJECTION will lose the game by forfeit.
- This rule shall not apply to teams who start with nine players.

10. ONE AND ONE FORMAT IN ALL DUSTBALL GAMES

In all Dustball games, every batter will come to the plate with a count of 1 ball and 1 strike.

11. SCORING LINE and COMMITMENT LINE

- A Scoring Line shall be used in all games.
- All baserunners attempting to score a run must do so by touching or passing the Scoring Line with one foot, in order for it to be counted as a run.
- Baserunners are out if they touch the home plate/strike mat or cross over the home plate/strike mat in fair territory, whether a play is made or not.
- There is to be no sliding at Home at any time.
- Sliding may occur at all other bases.
- A baserunner who touches the Commitment Line or makes contact with the ground past the Commitment Line with any part of the body between third base and the Scoring Line must continue on towards the Scoring Line.
- A player who has touched and/or crossed over the Commitment Line as described above and attempts to return to third base, shall be declared out. The ball is live, and all baserunners are in jeopardy.
- A baserunner may be tagged out between the Commitment Line and the Scoring Line.

12. COURTESY RUNNERS

Courtesy runners may be used (provided the batter has safely reached base) a maximum of three (3) times per game.

- Only players listed on the line-up card are eligible to be courtesy runners
- The same runner cannot be used more than once
- A courtesy runner may be used for a courtesy runner.

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- If there are no courtesy runners or substitutes available to take the place of the courtesy runner that is on base when that player is to be up to bat, an out shall be declared.

13. RUNS SCORED PER INNING

SEEDING ROUND:

- The maximum runs that a team is allowed to score in each inning shall be 5. If a team hits a home run, they shall be entitled to only 5 runs regardless if all the runners have scored. The home run will count in the home run count regardless of how many runs are actually scored.
- The last inning as called by the umpire shall be open.

- **THERE IS NOT A CATCH-UP RULE IN THE SEEDING ROUND**

ELIMINATION ROUND:

- The maximum runs that a team is allowed to score in each inning shall be 5. If a team hits a home run, they shall be entitled to only 5 runs regardless if all the runners have scored. The home run will count in the home run count regardless of how many runs are actually scored.
- The last inning as called by the umpire shall be open.
- CATCH-UP RULE: The team that is behind may score as many runs as needed to tie the score plus up to 5 additional runs that inning (tie +5).

14. HOME RUN RULE

For all games of the tournament a women's team are allowed unlimited over the fence home runs.

WALK OFF HOME RUN: On any fair-batted ball hit over the fence (touched or untouched) for a home run, the batter and all runners are credited with a score (up to the allowed runs scored per inning). The batter and any runners do not run the bases but go directly to their team area.

15. TIEBREAKER RULE FOR GAMES

SEEDING ROUND:

Ties shall be recorded as Ties in the Seeding Round.

ELIMINATION ROUND:

- Each game in the Elimination Round must declare a winner. In the event of a tie the following tiebreaker rule will be used:

The tiebreaker starts in the top of the eighth inning or first-time limited inning and continues each inning thereafter. The offensive (at bat) team shall begin its half inning with one out and with the player whose names precedes the next legal batter in the batting order starting as a runner at second base. Regular substitution rule will apply to this runner or a Courtesy Runner may be used if one is available.

16. MERCY RULE

- The mercy rule (12 runs) is in effect after five or more complete innings (or 4 1/2 innings, if the home team has scored the 12 runs to mercy).
- A team that is behind by 12 or more runs in the 4th or subsequent innings, where the Mercy Rule would apply, and the time limit has not been called, may score as many runs as necessary, to come under the 12 run Mercy Rule).

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17. GAME TIME

Games will start exactly on time or as close to the scheduled time as possible in the event of games extending past the anticipated completion time. Make sure your team is there and ready to play at the scheduled time.

IMPORTANT: THERE WILL BE A ONE HOUR AND FIFTEEN MINUTE TIME LIMIT, FOR ALL GAMES EXCEPT: THE GUARANTEED FINAL IN WHICH THERE WILL BE NO TIME LIMIT.

After one hour from the start of the game, no new inning will be started (except in the case of ties).

GAME TIME IS GAME TIME: NO GRACE PERIOD IS PERMITTED!

18. RESCHEDULED GAMES

If for any reason games must be rescheduled the tournament committee will do so, there will be no protest allowed for the rescheduling of games.

19. BATS

Softball Yukon will use the Slo-Pitch National approved bat list. The up-to-date Bat Policy can be found on the SPN website. www.slo-pitch.com. See the last page of these rules for the marks that describe "legal" and "illegal" bats. The simple rule of thumb to follow is that if your bat has the USSSA 1.20 BPF "thumbprint" on the bat and has no other issues (dent, tape missing etc.) to be legal. Umpires will inspect all bats. Any bat deemed "illegal" shall be put away for the duration of the tournament.

20. UNIFORMS and SHOES

- Teams should make every effort to wear uniforms of similar color and design.
- Hats must be worn correctly when stepping into the batter's box.
- The use of shoes with metal cleats, exposed metal, or toe pieces is PROHIBITED.

21. PROFANITY OUT RULE

The batter directs or utters profanities at an umpire, another player or participant, and/or utters profanities whereby the spectators can hear it; OR if he is the first batter up after a member of his team when playing defensively, was guilty of an infraction under the profanity rule, after both teams have received a mutual warning for the first occurrence of profanity by either team.

- The first occurrence of profanity by any coach and/or player of either team will result in a warning to both teams.
- A second occurrence will result in the offending player being called out if he is the batter, batter- base runner, or base runner, OR the next batter on the offending team will be called out if the infraction was by a coach, defensive player or by a non-participating player on the bench.
- This is a delayed dead ball call. If the batter is put out as a result of the play, the out will be enforced with the following batter in the batting order. If the batter reaches base safely then he alone will be called out for the use of profanity when the umpire calls 'Time'.
- If the violation occurs in the bottom of the last inning, where the defensive team may not bat again, the ejection rule will apply. If a team has an eligible substitute, the game can continue.

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22. SCOREKEEPING

No official scorekeepers will be provided. It is the responsibility of each team to be aware of the game score. The home team scorekeeper is designated the official scorekeeper for all games.

The umpire will verify the game score with each team several times during the game.

23. GAME FORFEITURE

In the case of a double forfeit by the scheduled teams in preliminary play and the elimination round, the winner will be decided by a coin toss. **If a team forfeits two games it will be disqualified from further participation in the tournament.**

24. TIEBREAKER SEEDING ROUND

At the conclusion of the seeding round, the following criteria will be used to break ties between teams with the same win-loss or win-loss-tie record:

- Win-loss-tie record between tied teams (if all tied teams have played each other);
- If necessary, plus/minus (+7-7) for all seeding round games;
- If necessary, actual score plus/minus differential for all seeding round games;
- if necessary, total runs scored;
- If necessary, total runs allowed, if still tied;
- Coin toss.

25. PROTESTS

- All protests will be handled by the Protest Committee or their appointees at the time of the protest.
- Protests are allowed on rule interpretation only. Judgment calls cannot be protested.
- The protest must be given to the plate umpire before the next pitch. The Umpire will consult the Protest Committee for a ruling.
- At the Robert Service and Takhini ballparks, where the Protest Committee cannot be contacted in a timely manner at the time of the protest, the Umpire on an adjacent field will be the Protest Committee – in this scenario, the decision of the Protest Committee (adjacent umpire) shall be final.
- Any situations or procedures not covered by the above will be clarified and ruled upon by the Tournament Protest Committee in close co-operation with the organizing committee. In this context any decision rendered by the Protest Committee is final and cannot be appealed.

26. OTHER

In the case of a double forfeit by the scheduled teams in Seeding Round and the Elimination Round, the winner will be decided by a coin toss.