

**Lambda Theta Alpha Latin Sorority, Inc. - Over the Moon for St. Jude**  
**California South Area 2 and Alpha Eta Graduate Chapter**  
**Co-Ed Softball Tournament**  
**El Dorado West Park in Long Beach: Saturday, October 6, 2012**  
**Rules and Regulations**

The Softball Tournament rules will be based on the rules elaborated by the National Collegiate Athletic Association (NCAA), with modifications deemed necessary for time and facility restraints. Any rules not covered by this supplement shall be governed by the NCAA Softball 2010 and 2011 Rules and Interpretations.

**Registration**

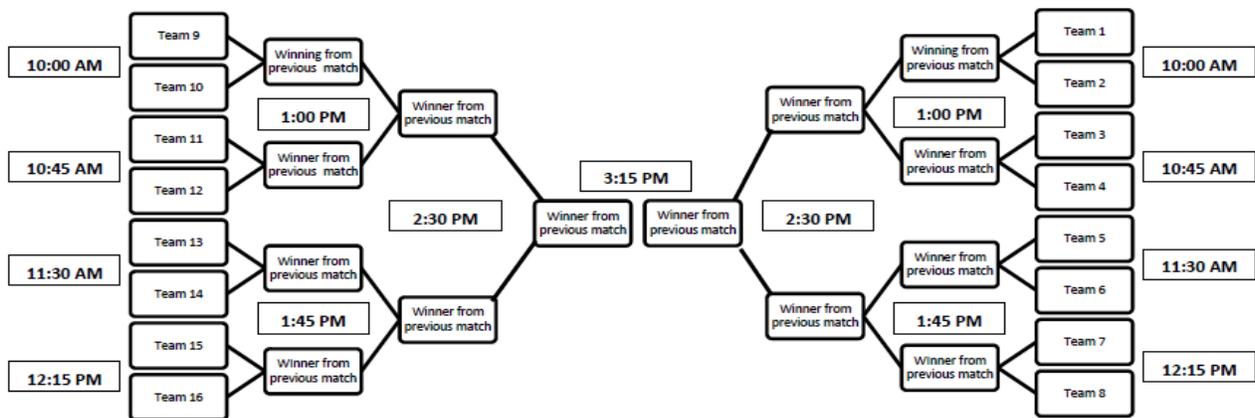
All teams need to register by Thursday, October 04, 2012. Additionally, all teams' participants must sign Lambda Theta Alpha's and St. Jude Children's Research Hospital Waivers of Liability prior to the date of the event. Each team member is responsible for paying ten dollars (\$10), which includes the cover charge and lunch for the day of the event.

**Teams and Uniform**

Each team will consist of ten (10) players each, but no more than twelve (12). There needs to be at least two (2) members of the opposite gender on each time. Teams are encouraged to create a team name and uniform. The team with the most creative uniform, will be awarded a small prize. **Disrespectful language on uniforms will not be permitted.**

**Tournament Format**

The tournament will consist of sixteen (16) teams. The tournament format shall consist in advancing by brackets. Teams will be randomly assigned in home/away position and against competitors in each level. The tournament will consist of four (4) levels: regular, play-offs, semi-finals, and final game. During the regular level all 16 teams will participate. The 8 teams that win will advance into the play offs, and the 4 remaining winning teams will advance into the final game. Each game will be 30 minutes long. The team with the most runs after 30 minutes will advance to the next level. In the event that there is a tie after the 30 minutes, we will move into one full inning. The team with the most runs after the additional inning wins the game.



**Prize:**

The first place winning team shall receive a price of \$500.

**Equipment**

Please ensure all equipment is approved by the Amateur Softball Association. Game balls will be provided the day of the event. Illegal or enhancing equipment will not be allowed. Players found to be using illegal equipment will be issued a warning. Continued use of illegal equipment will result in disqualification.

### **Team Lineup**

A total of 10 players are active on a team at a given time, either on offense or defense.

**On offense:** Ten batters and one offensive pitcher.

**On defense:** Defensive pitcher (stand behind offensive pitcher), catcher, first base, second base, shortstop, third base, and up to four outfielders

### **Game Rules**

1. All players must wear athletic shoes or rubber cleats. Metal cleats ARE NOT allowed.
2. Game times are set. If you do not have a minimum of 9 players at time, your team forfeits.
3. Each batter gets a maximum of THREE pitches. Pitches will not be called balls/strikes. If the batter does not hit a playing ball after three pitches, then he/she is out.
4. The team's pitcher will pitch to his/her own team from the pitching mount closes to the home plate.
5. Defensive changes are unlimited provided that the game is not delayed. Once a player leaves the game on defense, they are unavailable for the remainder of the game on both offense and defense. If a player is injured or physically disabled, they may leave and return when they are once again able to play.
6. Players may take a lead once the pitch is in the air. **NO STEALING!**
7. Bunting is NOT allowed.
8. Each team may score up to FIVE runs per inning. Once FIVE runs have been scored, the first half of the inning is over. There is no run cap in the final inning of the game.
9. "Happy Gilmore" swings, or swings in which a batter takes a running start to the ball are not allowed and will result in an automatic out.
10. Runners may not slide legs up or with the intent to take out the defender. Interference will be called and the runner will be out.
11. Only softball bats are allowed. If personal bats are used, they must be available to all players in that game.
12. The infield fly rule will be enforced.

### **Player/Team Conduct**

- An official who is in absolute control of the game will do the officiating.
- Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in ejection or forfeiture of the game. Spectators must also remain in the designated area.
- The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules. Only a protest of player eligibility or rules interpretation will be accepted. Official's judgment is not arguable.
- Individual and team sportsmanship is of the utmost importance to the Intramural program and all of its participants.
- Certain behaviors will not be tolerated before, during, or after intramural activities:
  - a) Actions meant to cause harm to any person.
  - b) Verbally abusive or threatening language towards players, spectators, or officials.
  - c) Arguing with the umpire, officials or field supervisor.
  - d) Lack of control by individuals or the team.
  - e) Swinging or throwing the bat in a dangerous manner.
  - f) Intentionally throwing the ball at any player.

g) Any behavior deemed unsportsmanlike and/or inappropriate by the umpire, officials or field supervisor. Consequences of these actions will result in ejection from the game or suspension from intramural events and/or forfeiture of the game/season. Consequences will be given out as seen fit by the Officials and field Supervisors. **If a player has been ejected he/she will not be allowed a replacement and must leave the field of play and/or any other area deemed inappropriate by the Field Supervisor.**