

## DACSL Tournament Rules 2019

1. All church teams are eligible to enter. Two pickup players are allowed. A pickup is a player who is not eligible to be on your team roster. For most teams, any “non-church” player is a pickup. If your league allows unchurched players on your roster, you may bring all of them but if you are playing two or more such players, then they count as your pickup players. Combination teams from two or more church teams are allowed but must be approved by the tournament in advance. These teams are also allowed two “non-church” pickups.
2. ASA slow-pitch softball rules will prevail except as changed by these rules and the DACSL bylaws.
3. The relevant DACSL bylaw rules are:
  - a. Players, male or female, must be at least 12 years old.
  - b. All bat types allowed, including composite, but must have the official ASA stamp. Check ASA website.
  - c. A forfeit is recorded if a team cannot field at least eight players within five minutes of start time. A team playing with eight players must maintain nine slots in the batting order and take an out when the open slot bats. Teams may build to ten players during a game but may not add EPs after the game has started.
  - d. Home team leads in prayer at the plate before each game.
  - e. Mercy rule of 10 runs after five innings or 15 runs after 4 innings--must be at the end of an inning except when the home team is ahead.
  - f. An unlimited number of EPs and/or one DH are allowed. Use of any such players should be announced to the umpire and opposing team before the game starts. See bylaws for details.
  - g. No player may play for more than one team during the tournament.
  - h. Batters start with a 1 ball, 1 strike count, no courtesy foul. Pitching arc is 6 to 12 feet. Pitcher may pitch from a rectangle as wide as the mound and up to five feet behind the mound.
  - i. No base stealing. No metal cleats. No jewelry except for wedding bands.
  - j. No profanity, tobacco, or alcohol allowed. Christian conduct required.
  - k. A courtesy runner may be used once per inning per team. If a batter for whom a courtesy runner was substituted reaches base safely a second time in the same inning, a courtesy runner may again be used. The courtesy runner must report and enter immediately after the batter-runner reaches base. The player closest in the lineup, working backward from the batter, for whom an out is recorded becomes the courtesy runner, or you may use a player from the bench, if available. See league bylaws for details.
4. Any game that starts one hour or more later than the published starting time will be played with a two-two pitch count and a courtesy foul. The plate umpire's clock is official for determining the start time of each game. This rule does not apply to the semifinal or championship games.
5. Limit on over-the-fence home runs: Limit of three home runs followed by the “one up” rule. After the limit is reached, balls over the fence count as an out. (Example: Once the Home team reaches three HRs they may not hit more until the Away team catches up to three HRs or goes ahead with four.) Inside-the-park HRs or any fence shot where defense touches the ball do not count in the total.
6. Balls will be provided, Dudley .52 cor, 300 compression, in optic yellow.
7. Plate umpires are in charge of enforcing these rules within games. They will decide the penalties for infractions (exception: see illegal bat rule below). Appeals may be made outside a game to the tournament director.
8. Penalty for discovery of an illegal bat in use by a team. (“In use” means that the bat has appeared in the batter’s box. The discovery must take place before the next batter receives a pitch.) First offense; batter is out, baserunners return to original positions. Second occurrence by same team, even if in a subsequent game; game is immediately forfeited, player is ejected and serves a one-game suspension.
9. Ranking strategy for the playoff is according to the following criteria in the order listed.
  - a. Win/Loss record
  - b. Head to head
  - c. Sum of run differentials for all games played.
  - d. Coin toss
10. In pool games, winner of a coin toss gets choice of home or away team. In the playoff, higher rank gets choice. When equal seeds play, use the coin toss.
11. Tournament headquarters will be at Armstrong 1 field (Marietta).
12. When your pool has finished all its games, please phone or text the scores to John Grosh at 717-799-9550.
13. Teams are required to supply base umpires as assigned in the playing schedule. The director will collect \$10 for each missed assignment and pass the fine along to the plate umpire for that game.