

01 May 2023

ANGIE FREEDMAN

NAS KEY WEST MWR

SPORTS COORDINATOR

SUBJ:  19 May 2023 Softball Tournament Rules

Participant,

1. The 2023 Captain’s Cup Softball tournament will commence on Friday 19 May and Saturday 20 May, 2023, at the Sigsbee Softball field. Games will begin Friday at 1800 and Saturday at 0900.
2. The following “house” rules will apply in addition to USA softball rules:
	1. The strike count will begin at 1-1.
	2. Each batter will be given one courtesy foul with two strikes. An additional foul will result in an out.
	3. Each game will be played with a 60 minute clock.
	4. No new inning will begin after 55 minutes. Scorekeepers will keep time and notify the umpires when the time limit has been reached.
	5. Mercy run rule will apply with a 10 run lead after five innings, 15 runs after four innings or 20 after three innings.
	6. Teams may start the game with eight or nine players; however, with eight players, the ninth batter will be an out. No out will be charged if a team has 9 players.
	7. A forfeit will be awarded if the opposing team is not ready to play at game time or fails to produce the minimum number of players after the scheduled start time.
	8. There will be no USSSA or illegal bats used. Due to the increased risk of injury to players, we have outlawed the use of USSSA bats. We will have the ASA Illegal Bat List at every game and we will enforce it. Any players using USSSA or illegally shaved bats will be subject to removal from the league and further command action as necessary. Using illegal bats or illegally modifying approved bats will not be tolerated. Any injuries resulting from the use of illegal equipment shall be investigated and the player(s) found using the equipment shall face the appropriate consequences.
	9. Teams are coed in the sense that anyone may play. There is no requirement for a minimum number of women to be on the team or roster.
	10. ALL PLAYERS MUST BE ABLE TO PRESENT THEIR VALID ID AT EVERY GAME. NO EXCEPTIONS. Eligible players who cannot provide a valid ID card will not be allowed to participate.
	11. Teams are to police their area and place any trash/cigarette butts in the receptacles provided.
	12. The Sports Coordinator reserves the right to amend all league rules at any time, without consultation. In the event of a rule change, all officials and coaches shall be notified immediately.
3. Rosters:
	1. There is no maximum of players per roster. However, the majority of players must be from the same command.
	2. Team rosters for the Captain’s Cup Soccer league must be comprised of at least 60% active-duty personnel for the team to be eligible to receive Captain’s Cup points.
	3. Team rosters shall be compromised with most players being active duty or ready reservists.
	4. Players on a team must be from the same unit, department, organization, or company within their attached command. A MAXIMUM OF 5 non-code players will be allowed on team rosters.
	5. Each command may have multiple teams. If a command enters more than one team, members of each team must play for only their respective team.
	6. Once an individual is entered on a roster, that person will not be eligible to participate with another team during the tournament.
	7. If an individual does not want to play for their command’s team (provided there is one), they must obtain written release from the team captain. He/she will be assigned to a team by the Sports Coordinator.
	8. If a player is not on the roster prior to the game, they will not be allowed to play.
	9. Rosters are due to the Sports Coordinator no later than 10 May.
4. Tied Score:
	1. If after regulation time the game is tied, the offensive team will start with a runner on second base. The runner must be the last player out.
5. Proper Attire:
	1. A player shall not wear anything that may be dangerous to another player.
	2. Metal/spiked cleats are not permitted.
6. Sportsmanship:
	1. Outstanding sportsmanship is always mandatory.
	2. Umpires are instructed to report any unsportsmanlike conduct to the Sports Coordinator immediately following the occurrence. This includes the conduct of the team’s spectators.
7. Ejection from the Game:
	1. A player may be cautioned for violating the rules of the game, for unsportsmanlike conduct, for incidental foul language or if by word or action a player shows unnecessary dissent to the umpire.
	2. A player shall be ejected from a game for violent conduct, serious foul play, using abusive language, or if he/she persists in misconduct after having received a warning.
	3. A player may also be ejected without prior warning at the discretion of the umpire in command or MWR Staff.
	4. When a player is ejected from the game, he/she will automatically be suspended from further play until a scheduled meeting with the suspended player and Sports Coordinator occurs.
	5. The ejected player will need to leave the field and surrounding areas immediately.
8. Protests:
9. Any protested rulings or decisions will be settled on the field at the time of the occurrence. The Umpire’s decisions will be final, with the exception of misapplication of the rules or the use of an eligible player.
10. Protests on judgment calls will not be honored.
11. Protests regarding interpretation of the rules are the only rules regarding officiating that can be made.

Best regards,

Angie Freedman

Sports Coordinator

Morale Welfare & Recreation