

2024 Gasparilla Softball Classic: Softball Format and Rules

FORMAT

Tournament Management: The Tournament Director is listed on the home page of the Gasparilla Softball Classic Website. Field Directors are in charge of managing a field complex.

Player Registration: Players will receive a QR code once they have registered for the tournament online. All players must then check in with their QR code and a Government ID before taking the field. Players must register and check in before the end of pool play in their specific division of play to be eligible for the remainder of the tournament. Exceptions may only be made by the Tournament Director. Players must be at least 18 years of age to register and participate in the tournament. No player may be on the roster of more than one team. All team managers will sign roster at time of sign in.

Team Eligibility/Player Ratings: All players must have a current rating in the NAGAAA Database In order to participate. For Open divisions, current NAGAAA ratings based on 2023 guidelines will be in effect as follows:

Division	Team Ratings Thresholds	Individual Ratings Thresholds
Open E	Up to 75	Up to 8
Open D and Legends D	Up to 110	Up to 12
Open C and Legends C	Up to 140	Up to 15
Open B	Up to 180	Up to 20
Open A	No less than 170	Not applicable

Team ratings will be calculated by adding the top 10 rated players.

*Anyone 50 or older, or who turns 50 in the **2024** calendar year is eligible to play on a Legends team.*

Non-LGBT Players: There is no limit to the number of non-LGBT players on a roster or line up cards.

Roster and Ratings Submission: No player may be on the roster of more than one team. Team rosters must have a minimum of ten (10) and a maximum of twenty (20) players and a maximum of two (2) non-playing members. Managers must submit a roster filling in the full 28-question NAGAAA rating for each player. Each player's rating must match the rating for that player in the NAGAAA database. If you believe that the rating in the NAGAAA database is incorrect, you should consult your league's Commissioner who has access to the ratings for players in their league.

Protests Regarding Ratings/Eligibility: Each protest costs \$50 a question and must be paid in exact cash amount at the time the protest is made. The umpire will then stop the game clock and call the Field Director, who will then receive the protest. Protest cards will be on bright orange cards only. The Field Director will validate the protest card and the team can fix any errors. Teams may protest unlimited number of questions per player, and must be specific as to which questions and which player rating they are protesting. Protests must be made prior to the final pitch. Protests will not be allowed in the trophy games (anything that determines, first, second, and third place). If a protest is deemed to be valid, the protest fee will be refunded. Only the team manager of the opposing team can protest a player.

Pool Play: A coin flip will determine the home team for all pool games. After pool play, each team will have a seeding within their pool. Once you know your pool seed, you will be able to find your place in the double elimination bracket. Seeding will be determined by team records.

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RULES

ALL USA SOFTBALL RULES SHALL APPLY EXCEPT AS MODIFIED HEREIN

Game Time: Game time will be considered forfeit time. Forfeit time will be extended if either team's prior game finished after the scheduled game time. Both managers and their teams must be ready with a completed line-up sheet 10 minutes prior to game time for a coin toss when called by the umpire. Teams must have at least nine (9) players at game start time. The umpire will record the game start time and will be the sole official in charge of the game start and finish time. Games may begin early if previously agreed to by both teams' managers and the umpire. A game will stop (and time paused) for any player bleeding. Up to five minutes will be permitted for the player to get properly bandaged. After five minutes have elapsed, a substitution must be made.

Home Team: The home team will be determined by coin toss for all pool play games. At the end of pool play, teams will be seeded by win-loss record. Teams with the same win-loss records will be drawn out of a hat for their seeds. The higher seeded team will be the home team in the double elimination games. The home team for the Championship Game will be the team emerging from the Winners Bracket. The "If Game" home team will be determined by coin toss.

Scorekeeper: The home team is the official scorekeeper. Scores should be confirmed at each half inning with the plate umpire. It is each manager's responsibility to initial and confirm the umpire's scorecard and that the correct winning team is indicated at the conclusion of every game. Upon leaving the field, the Umpire's scorecard becomes official. Scorecards will be picked up by the Field Coordinators at the completion of each game.

Player Line-ups: Line-ups must include each player's Number, First Initial, and Last Name and match the names on the official team roster. Any player taking the field, including subs, must be on the line-up card prior to the start of the game. Teams must begin and finish with at least nine (9) players to avoid a forfeit. An out will be recorded every time the vacant 10th batting position has a turn to bat. If a 10th player arrives, the player must be immediately entered into the game. Teams may bat up to 12, using two (2) extra hitters. If a team starting with 10 or more players on the line up loses a player during the game and has no one to substitute, then an out will be assessed whenever that player would have come up to bat.

Game Rules: Batters start with 1-1 count and are given one courtesy foul after two strikes. For pool play games, all games are drop dead at 45 minutes and may end in a tie. For double elimination games, no new inning will begin after 50 minutes. A new inning begins when the third out is recorded from the previous inning. If a double elimination game ends up in a tie, the following will be applied:

- The last batter of the previous inning shall be placed on 2nd base.
- Each batter gets ONE PITCH.
 - Foul ball, caught or dropped = OUT
 - Strike, swinging or called = OUT
 - Ball = Batter is awarded a walk
 - Batted Ball = Outcome of play

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Pitch Height: A legal pitch is between 6 and 12 feet high, and the pitcher must initiate a pitch with one foot in contact with the rubber.

USA Softball Run Rule:

- 20 runs ahead after 3 innings or 2 ½ if the home team is ahead.
- 15 runs ahead after 4 innings or 3 ½ if the home team is ahead.
- 10 runs ahead after 5 innings or 4 ½ if the home team is ahead.

Bases: If there are two bags at first base, the **USA Softball** double bag rule is in effect.

Home Run Limits:

For the Open E, Open D, and Legends D Divisions, any ball hit over the fence is an inning-ending out.

For all other divisions, anything over the I stated limits will be an out.

Open A – Four (4) over the fence home runs per game, per team.

Open B – Three (3) over the fence home runs per game, per team.

Open C – One (1) over the fence home run per game, per team.

Open D – Zero (0) over the fence home runs.

Open E – Zero (0) over the fence home runs.

Legends C – One (1) over the fence home run per game, per team.

Legends D – Zero (0) over the fence home runs.

NOTE: When a ball is hit over the fence, the batter and all base runners may go directly to the dugout. In this case, appeals for runners missing a base are not allowed.

Courtesy Runners: One courtesy runner* may be used per inning. Any eligible player on the lineup sheet, to include subs, may be used and will not be considered a substitution. For eligible players under ADA, the courtesy runner must be the last out and will not count as the courtesy runner for the inning. If the last out is on base or coming to bat, the previous out can be used without penalty.

** For Legends C and Legends D ONLY, two (2) courtesy runners may be used per inning. A player cannot be a courtesy runner more than one (1) time per inning.*

Player Ejection Penalty: The player shall be removed from the current game only. Tournament officials reserve the right to suspend and/or disqualify any ejected player for futures games of the tournament if the ejection is deemed to be morally offensive or threatening in nature to another player, umpire, spectator, tournament staff member or park patron. If there is no substitute available to replace the ejected player, an out will be recorded each time the ejected player was due to come up to bat. If more than one player is ejected from the same team for the same game, the result is a forfeit for that team. If the ejection results in a team falling below 9 eligible players on the line-up sheet, the result will be a forfeit.

Illegal Bats: Only **USA Softball** approved bats will be allowed for use. Any illegal bat or suspected altered bat discovered during a game will be removed from play and returned at the end of the tournament. The Umpire will report and give the bat to the Field Director for holding until the team has completed tournament play. **ANY PLAYER FOUND IN VIOLATION OF THE LEGAL BAT RULE WILL BE EJECTED FROM THE TOURNAMENT.**

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Uniforms: Teams are not required to have like-colored uniforms; however, up to two-digit numbers (0-99) of contrasting color, at least 6 inches high, must be worn and visible on the back of all jerseys. No players on the same team may wear identical numbers (0 and 00 or 3 and 03 are examples of identical numbers). In the event two players have the same number one must alter or change jerseys or be replaced with a substitute. Players without numbers will not be permitted to play. Hats may be worn in whatever manner.

Protective Equipment: The Gasparilla Softball Classic Tournament recommends that infielders, including but not limited to pitchers and catchers, consider wearing safety equipment to play those positions. This equipment includes face masks, mouth guards, chest protectors, shin guards, and athletic cups as appropriate. Use of net for pitcher is allowed if the field has a net available. Pitchers must stand behind the net after the pitch until the hit ball has passed the net. If the batter hits the net, it is considered a foul ball. If they hit the net a second time, it is considered an out.

Jewelry and Loose Accessories: Exposed jewelry or accessories that are judged by the umpire to be dangerous to others must be removed and may not be worn during the game. Examples of items that may be required to be removed are body and facial piercings, rings, necklaces, bracelets, wrist watches, earrings, pagers, cell phones, tobacco tins, and unsecured sunglasses. Medical alert bracelets must be taped to the body. Non-removable jewelry must be concealed with tape or bandage.

Tournament Integrity: The Tournament Directors reserve the right to adjust the tournament rules and format if deemed necessary for the best interest of the tournament. In the event of inclement weather, the tournament may revert to a one-pitch format at the discretion of the Tournament Director or his proxy.

Inappropriate Behaviors: Umpires have the power to have any offending fans ejected from the park. We are here to have fun and play ball. Artificial noisemakers will not be permitted. This includes money shakers, horns, cowbells, and other such devices. Offending fans (either with offensive comments or noisemakers) will be asked to stop, and teams may be subject to forfeit if fans are not kept under control. The Tournament Director may extend any ejection determine appropriate based upon the severity of the player behavior(s), risk to other individuals, and the reputation of the Tournament and the Suncoast Softball League. Additionally, the Tournament Directors reserve the right to remove a player or team for violating tournament rules.