



Tournament Rules for the Cranberry Cup 2008

1. The Cranberry CUP Charity Softball Tournament is played for FUN to support a worthy cause. Participants are expected to conduct themselves appropriately. The ultimate winners are the Beneficiaries and the community you represent.
2. Participation is open to all residents in your neighborhood. The neighborhood team coordinator is responsible for advertising the Cranberry Cup throughout their neighborhood, encouraging (not discouraging) any and all eligible persons to participate, determining eligibility of all players on their team and submitting all participant registration forms.
3. Eligibility. ALL participants must complete and submit a registration form. Participants must satisfy all of the following criteria: (1) 18 years or older AND (2) resident of the team neighborhood at time of registration. Participants must be prepared to provide proof of eligibility in the form of a photo driver's license and/or Cranberry Twp ID card. Failure to comply will result in forfeiture of game. Adult children who no longer live in that subdivision cannot play for that team. Two "soft players" must be on each team. A "soft player" is defined as anyone over the age of 65 and/or female players.
4. **New for 2008:** Residents who do not live in a "named subdivision" or who do not have enough participants to form a team from their subdivision can participate in the Open League (formerly known as the Business League).
5. The fields and competing teams for the first game will be drawn before the tournament starts.

Rules of the Games

6. UMPIRES decisions are FINAL! Umpires are volunteers. **COURTEOUS SPORTSMANSHIP IS EXPECTED, NOT OPTIONAL.** There is ABSOLUTELY, NO ARGUING with the UMPIRES. If unclear about this Rule, see Rule #1. Mistakes are tolerable and are part of the game for players and umpires. Conduct is not.
7. **NO PROFANITY or UNSPORTSMAN-LIKE BEHAVIOR.** Zero Tolerance is the policy with enforcement by the Umpires. Umpire decisions are Final. Player will be ejected from the game. Further disturbances by the player or team, individually or collectively, will result in forfeiture of the game. The Board has the right to determine if that team can continue to play in the tournament or future tournaments.
8. Before the start of each game, the teams will provide each other with their batting order AND the Home team will be determined by coin toss. Batting orders will identify the woman and senior batters for the opposing team's awareness.
9. The team's coach will consult with each participant to determine if that player is willing and able to participate in a game. Player must be in the batting rotation to be eligible to play in the game. Teams will have two options:
 - Coaches may split their players to participate in alternate games. Unless unable to participate, players will not be excluded for two consecutive games.
 - Coaches may split their players between innings. In this case, all players must be in the continuous batting rotation.
10. A player cannot start a game if he/she cannot stay to finish that game.
11. Ten (10) defensive players must be on the field at all times with free substitution. At least "soft players" must play in the field at all times or game is forfeited.

12. Each game will be 6 innings or time limit, whichever comes first. Time limits will be 1 ¼ hours unless otherwise identified. The time limit DOES NOT apply to the final four games or if an Umpire decides otherwise.
13. If a game ends due to the 1 ¼ time limit, the score at the end of the last completed inning will determine the winner. When reverting back to the previous inning and in case of a tie score, the umpire will continue the game (weather permitting).
14. A game is considered complete after four innings.
15. During the FIRST TWO ROUNDS of play, a count of One (1) ball and One (1) strike will apply to the batter.
16. A batter's second foul ball after two strikes results in batter out, e.g. strikeout.
17. NO LEADING OFF BASES. NO STEALING. IT IS AN AUTOMATIC OUT.
18. Sliding is permitted only by observing the "No Contact Rule." You must slide at home plate if there is a play, if not you are out. The umpire has discretion to call a runner out for a flagrant violation of this rule.
19. If a man batter is walked with a woman or senior batter on deck, then the woman or senior batter receives an **automatic walk and is awarded first base**. If the defensive team has only 10 players with no persons on their bench, then the offensive team must announce to the umpire that a woman or senior is on deck prior to the man's first pitch.

Fields

20. The distance from the Pitcher's plate to home plate is 50 feet. Slow-pitch softball with no wind-ups will be played with a 6 to 12 foot arc.
21. **CO-ED OUTFIELD LINE**. There is a line in the outfield at 120 feet. Outfielders must remain behind this line for a woman or senior batter until the woman or senior batter makes contact with the ball. Violation of this rule results in the batter awarded first base or given the option of taking the outcome of the play. Discussion of outcome permitted between batter and coach.
22. Games played at Fields 1, 2, 3 and 5 at Cranberry Park and Haine School fields will observe a "ground rule double" for balls hit over the fence. No more than 2 ground rule doubles per inning per team. If more than 2 balls are hit over the fence per inning per team, then it is recorded as an out.
23. The team at bat on all fields in Cranberry Park is responsible for providing at least 2 adults to stand beyond the outfield fence to catch balls. If play begins without 2 adults beyond the fence it will result in the first out of that inning.

Equipment

24. No metal spikes are permitted.
25. No Bunting.
26. BATS: FOR SAFETY OF ALL PLAYERS, FANS AND CHILDREN. All bats will be supplied by the Cranberry CUP. Four (4) bats will be available at each field.
27. ASA rules apply except as identified above.

Stay Safe and Have Fun!
Thank you for your participation.