

Cranberry CUP Charity Softball Tournament Rules (Updated 7/21/21)

Section A: Rules of the CUP

1. The Cranberry CUP Charity Softball Tournament is played for fun to support a worthy cause. Participants are expected to conduct themselves appropriately at all times. The ultimate winners are the beneficiaries and the community you represent.

2. Participation in the Neighborhood Division is open to all residents in your neighborhood. The neighborhood team coordinator is responsible for advertising the Cranberry CUP throughout the entire neighborhood, encouraging any and all eligible persons to participate, determining eligibility of all players on their team and making sure all have registered. A neighborhood will not be permitted to discourage or disallow interested player(s). If a team is found to have turned anyone away:

- If a neighborhood turns someone away and it is discovered before the tournament, the team rep will have the option of:
 - Allowing the individual to play, or
 - Moving to the Open Division, or
 - Team not being permitted to play
- If a neighborhood turns someone away and it is discovered during the tournament
 - Team will be forced to forfeit any remaining games AND
 - Will be forced to play in the Open Division the next year you participate

3. To participate in the Neighborhood Division, all players on the team must reside in said neighborhood with the exception below. Be prepared to provide proof of eligibility in the form of a current photo driver's license and/or Cranberry Twp. ID card. Anyone from the opposing team, the umpire, or any board member is permitted to ask for proof of eligibility. If at any time during a game it is found that a team is not in compliance with this rule, the game will end and result in forfeiture of game. If that player is found playing in another game, the team will forfeit all remaining games. If a player is not able to provide proof of eligibility when asked, they will be deemed ineligible.

- Exception to Rule 1: Children of rostered parents can participate on their parents' neighborhood team until they reach the age of 26, even if the child no longer lives in the neighborhood.

4. The Open Division is open to all players/teams that do not meet the requirements to participate in the Neighborhood Division.

5. To participate in the softball tournament, players must be at least 18 years of age at the start of the tournament. Anyone from the opposing team, the umpire, or any board member is permitted to ask for proof of eligibility. If at any time during a game it is found that a team is not in compliance with this rule, the game will end and result in forfeiture of game. If that player is found playing in another game, the team will forfeit all remaining games. If a player is not able to provide proof of eligibility when asked, they will be deemed ineligible and the team will be subject to the stated penalty.

6. No team may borrow players from another team or use players that aren't registered on your team. If at any time during a game it is found that a team is not in compliance with this rule, the game will end and result in forfeiture of game. If it happens a second time, the team will forfeit all remaining games. If a player is not able to provide proof of eligibility when asked, they will be deemed ineligible and the team will be subject to the stated penalty.

7. Only registered softball players are to be on the field during the game (i.e. coaching bases). If anyone not registered is on the field a warning will be issued. If it happens a second time during the game the team rep will be ejected from the game.

8. Soft Players:

1. **Neighborhood Division Teams:** A minimum of two "soft players" must be on each team. A "soft player" is defined as anyone over the age of 60 and/or female players. See rule B.6 for further "soft player" requirements.
2. **Open Division Teams:** A minimum of two "soft players" must be on each team. A "soft player" is defined as anyone over the age of 60 and/or female players. See rule B.6 for further "soft player" requirements.

9. Pools, field locations and times will be drawn before the tournament starts.

10. Each team must have at least 1 representative at Field Maintenance Day or your 2 games on Saturday will be counted as losses. This will be the Friday of the tournament weekend.

11. Raffle Ticket Money:

- For open division teams, \$500 raffle ticket money must be turned in by the final rep meeting or you will not be permitted to play in the tournament.
- For neighborhood teams, \$500 raffle ticket money must be turned in at the final rep meeting or you will not be permitted to play in the tournament.

12. Minimum Player Registration

- For open division teams, **at least 10 players** for your team, including **a minimum of 2 soft players**, must be registered by the final rep meeting or you will not be permitted to play in the tournament
- For neighborhood teams, **at least 10 players** for your team, including **a minimum of 2 soft players**, must be registered by the final rep meeting or will not be permitted to play in the tournament.

13. Open Division A and B Tournament.

- Open Division teams shall have the ability to declare as an A or B Tournament Team.
- The Cranberry Cup A Tournament winner will be the Cranberry Cup Open Division Champion and will be presented the Open Division Cranberry Cup.
- The Cranberry Cup B Tournament is designed as a less competitive Tournament Environment. However, all Cranberry Cup Rules will apply.
- If a minimum of 8 teams are not registered for Tournament A or Tournament B, then all teams will be placed in a single Tournament that will determine the Cranberry Cup

14. The tournament will be pool play on Saturday and then teams get seeded into a single elimination tournament on Sunday. For pool play:

- Each team is guaranteed 3 games (2 games Saturday and at least 1 game Sunday)
- Teams are put into pools of 3 or 4 teams
- Pool play tie-breakers are as follows
 1. Results of head-to-head competition
 2. Total run differential
 3. Fewest runs given up
 4. Most runs scored
 5. Coin flip

15. After your pool is done playing on Saturday

1. The last 2 teams that played must drag the field.
2. If it is needed, the field must be lined
3. Clean out the dugouts

16. Scores must be emailed or texted to the softball coordinator immediately after each game by both teams.

17. After Day 1, each pool standings will be defined as specified in Number 14 above and seeded into a single elimination tournament based on your pool ranking (i.e. those teams finishing 1 in their pool will be seeded against another pool number 3, with 2 versus 2).

Section B: Rules of the Softball Games

1. Umpire's 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 #A.1. The only person permitted to address any plate or base umpire at any time is the manager or designated assistant manager if the manager is not in attendance. If any player or scorekeeper, other than the manager, approaches any umpire the team will receive a warning. If it occurs a second time, the person that approached the umpire will be ejected from the game.
2. No profanity or unsportsmanlike behavior. Zero tolerance is the policy with enforcement by the umpires or any board member. Umpire's 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 whether a team can continue to play in the tournament or future tournaments.
3. Before the start of each game, the team coordinator is responsible for providing the opposing team with their batting order. Each team needs to keep their own scorebook. All females must be listed on the roster with the prefix "LADY". For example, Mary Smith must be listed as "LADY Mary Smith" and male players over 60 will be identified in the roster with the prefix "SIR". Thus, the batting orders will clearly identify the "soft players" for the opposing team's awareness.
4. Home team will be determined by coin toss. The team that wins the coin toss gets to decide if they want to be the Home team or Visiting team.
5. The team's coordinator will consult with each participant to determine if that player is willing and able to participate in a game. Teams have the option of batting everyone in a continuous batting order OR use substitutions. If using subs, all players that will be subs are to be listed on the lineup as subs prior to the game. If using subs, all players must be in the batting order for at least **3 consecutive innings**. The only time a player does not have to be in a batting order for 3 consecutive innings is if the game ends in less than 6 innings. ASA substitution rules apply. A player may re-enter the game 1 time but, they must re-enter the lineup in the same position of the batting order as when they left.
6. If a player is unable to finish a game and the substitution rules as defined in Item 5 cannot be met, an out must be taken for them in their next at bat, after which that spot is closed in the lineup. If a "soft player" is unable to continue to play for any reason (such as injury, ejection, etc.), and this leaves less than 2 soft players on the field and/or in the batting order, this will result in a forfeit. If a player leaves due to injury and has not completed 3 consecutive innings, an eligible player may be substituted in this position, however, an out must be taken for the next at bat for that spot in the lineup.
7. Ten (10) defensive players must be on the field at all times with free substitution. At least 2 "soft players" must play in the field at all times or game is forfeited.
8. Each game will be 6 innings or time limit, whichever comes first. Time limits will be 1 and ¼ hours unless otherwise identified. If time runs out and the inning is not complete, it will revert back to the last complete inning OR if the visitors have completed their at bats, and the home team is ahead, the game is complete (you do not revert back to the previous inning). The time limit does NOT apply to the semi-final and final games or if an umpire decides otherwise.
9. In the event of a tie game, weather permitting, the international tie breaker rule will be used for the remainder of the game. The last scheduled batter in the inning for the offensive team will start as a runner on second base. For example, if the number 5 batter is to bat first this inning, the number 4 batter would start on second base. At the discretion of the umpire, if the weather does not permit game continuation when a tie exists at the end of the 1 ¼ hour time limit, the score at the end of the last inning in which the score was not tied will determine the winner.
10. A game is considered complete after four innings. The "mercy rule" or "run ahead" rule will be used according to ASA slow pitch regulations where one team is ahead of the other by 15 or more runs after 4 full innings or 10 runs after 5 full innings, the game will be considered complete.
11. A count of One (1) ball and One (1) strike will apply to the batter and a batter's second foul ball after two strikes results in batter out, e.g. **strikeout except for the Championship games. In the Championship Games each batter will start with the traditional 0-0 count and regular ASA rules will apply regarding foul balls.**
12. No leading off bases. No stealing. It is an automatic out. Base runners must keep in contact with their base and may leave it only when a pitched ball is batted. If any runner is off the base on a swinging strike, they will be called out. If the ball reaches the plate and the batter swings and misses, it is a dead ball.

13. Courtesy Runner: The player who made the last out may be used for an injured player remaining in the game provided that the manager of the opposing team agrees to the substitution. This can be discussed between managers before the game for prior injuries; however, for injuries that occur during a game, the opposing team needs to agree to the substitution.

Players deemed as needing a courtesy runner, as agreed to between managers prior to game start or for injuries that occur during the game and agreed to between managers, will be held to a single for any ball hit in play and that they reach base safely. Any ball hit over the fence would be considered a HR unless otherwise stated in Section C, #3.

14. Sliding is permitted only by observing the "No Contact Rule." The "No Contact Rule" is in effect for base runners. It is everyone's responsibility to avoid contact, but the primary responsibility is placed on the runner. Runners do not have to slide, they just have to avoid contact. Keep yourself under control so if the situation arises you can avoid contact. Fielders are not permitted to block the base path without the ball in hand and may not simulate a fake tag without the ball. Runners that initiate contact are out. If there is contact, it is the "umpire's judgment" of who initiated contact. A player that initiates contact during a play, is subject to ejection from the game if, in the umpire's opinion, that player could have easily avoided contact. For example, a runner that is forced out while more than 10 feet from the base has ample time to avoid contact. A fielder may not simulate the making of a play if they don't have the ball.

15. Sliding is not permitted on 2nd and 3rd base on fields that have grass infields (Graham J, Graham I and North Boundary)

16. If a male batter is walked with a "soft player" on deck, then the female or senior batter receives the option for an automatic walk and is awarded first base. Since the rosters will clearly identify the "soft players" with "LADY" or "SIR" in advance, it will be the responsibility of the scorekeeper for the defensive team to announce to his/her own pitcher/team in the field that "soft player" is on deck. Failure by a team to identify their soft players on the provided Cranberry CUP roster as outlined above will result in the soft player having to bat.

17. Bunting is not permitted. If the umpire deems that a ball was bunted, that batter will be called out and no base runners will advance.

18. If a player is ejected from a game for any reason, their spot in the lineup will remain open for the entire game and an out will be recorded every time they are due up to bat.

19. There is to be NO alcohol in the dugouts or on the field of play at any time and players are NOT to be drinking during a game. If at any time during a game it is found that a team is not in compliance with this rule, the game will end and result in forfeiture of game. If it happens a second time, the team will forfeit all remaining games.

20. In the event of a rain delay, the softball coordinator reserves the right to change the playing format to 1 pitch at-bats to get the tournament back on schedule. If this occurs, every pitch will be strike 3, ball 4, foul ball or a batted ball in play.

21. ASA rules are used with the exception of the rules set forth within the "Cranberry CUP Charity Softball Tournament" rules.

Section C: Rules for Event Fields

1. 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.
2. Co-ed outfield line. There is a line in the outfield at 175 feet on large fields. The line on fields shorter than 175 feet will be 5 feet from the fence. 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 being awarded first base or given the option of taking the outcome of the play. Discussion of outcome permitted between batter and coach.
3. For any batted balls that go over the outfield fence, the following apply:
 - Fields 1, 2, and 3 at Cranberry Park are considered short fields. For the safety of all CUP attendees and supporters (which is of highest priority), a ball hit over the fence at any of these fields will constitute an automatic out.
 - Haine School Field, Field 5 at Cranberry Park, Field L and Field H at Graham Park will observe a "ground rule double" for balls hit over the fence in fair territory. No more than two ground rule doubles are permitted per inning per team. Beyond the two permitted, each ball hit over the fence at these fields will constitute an out.
 - For all other fields (Field 4, Veteran's Field, Seven Fields, Graham I and J, North Boundary, Rowan 1, Rowan 2, etc.) a ball hit over the outfield fence will be considered a home run. No more than three home runs are permitted per team per game. Beyond the three permitted, each ball hit over the fence will be considered an out. NOTE: Any ball hit over the fence on these fields by a female does NOT count towards the home run total.
4. For the safety of children and all spectators, the team at bat on all fields where a batted ball over the outfield fence is not considered a home run, is responsible for providing at least 2 adults (min. 18 years of age) to stand beyond the outfield fence to catch balls and warn spectators. If play begins without 2 adults beyond the fence it will result in the first out of that inning. This rule can be enforced by the game's umpire, any Cranberry CUP board member, as well as an umpire who witnesses a violation.
5. For safety reasons on Fields 1, 2, 3 and 5 at Cranberry Park, Haine School Field, and Fields L and H at Graham Park, outfielders are not permitted to attempt to throw runners that are running from Home to First Base, out at first base. If this occurs the runner will be safe and the outfielder will be warned. If it happens a second time, the outfielder will be ejected from the game.
6. The CTAA allows the CUP to use the fields for the tournament. However, the CTAA is responsible for the fields and therefore we need to listen to the CTAA. If they deem a field is unplayable, or close a field for any reason, game times/locations will be changed accordingly. There is to be no arguing with any CTAA member as they are volunteers as well and allowing us to use their fields. Any Cranberry CUP board member has the right to rule a forfeit for any team(s) arguing with any CTAA member, if it is deemed to be appropriate.

Section D: Rules for Equipment

1. No metal spikes are permitted. If a player is caught with metal spikes, they will be ejected from the game.
2. For the safety of all players, fans and children, all bats will be supplied by the Cranberry CUP. If a player uses a bat that was not supplied by the CUP, the batter will be called out and no runners will advance.
3. ASA rules apply except as identified above.
4. Green Worth Amp bats are supplied for, and only to be used by FEMALE players.
5. Field dry and shovels are not to be used on any field!!! Use rakes instead.