

# SCMAF GENERAL TOURNAMENT RULES (MENS' DIVISIONS)

Nothing contained herein shall prohibit the Softball Committee from interpreting and ruling on all the conditions and regulations set forth for tournament play. **(Updated 02-03-2025)**

1. Each agency which is a member of the SOUTHERN CALIFORNIA -MUNICIPAL ATHLETIC FEDERATION in good standing will be permitted to enter teams in the SCMAF Men's Softball Tournaments.
2. SCMAF rules will govern all play as outlined in this book, with the following exceptions:
  - a. All games will be seven (7) innings or no new innings after 60 minutes of play (or determined by the tournament director) whichever occurs first for all games except final championship games which have no time limit. Any inning started will be completed. Tie games will continue until there is a winner.
  - b. Forfeit time is 5 minutes. Forfeit time shall apply to each team's first scheduled game only. Game time shall be forfeit time for all other games. Eight players are needed to start and/or play a game.
  - c. All batters will start with a 1-1 count. When after having two strikes, the batter hits a foul ball, said batter shall be declared out. (Rule 6, Section 9(C) does not apply). NOTE: If such a batted ball is caught on the fly and the fielder remains in live ball territory, the ball is alive and in play.
  - d. A game will end when one team is ahead by twenty (20) runs after four (4) innings (3 1/2 innings if the home team is ahead), fifteen (15) runs after five (5) innings (4 1/2 innings if home team is ahead), or twelve (12) runs after six (6) innings (5 1/2 innings if home team is ahead). Complete innings must be played unless the home team attains the designated lead in its half of the inning. When the visiting team achieves the designated lead in the top half of the inning, the home team must have their opportunity to bat in the bottom of the inning.
  - e. If a player is ejected from tournament play, when no legal substitute is available, the batting order spot for the ejected player shall be an out each time said spot comes up in the batting order.
  - f. For championship games during double-elimination tournaments, the undefeated team is automatically the home team, but if the home team then loses the game, forcing an "IF" game, the home team will be determined by a coin toss.
  - g. For single-elimination tournaments, where seeding has taken place, the higher-seeded team shall automatically be the home team.
  - h. If a game is tied at the end of time or 7 innings, subsequent innings shall begin with the last out of the previous inning for the team at-bat being placed on 2nd base. A courtesy runner MAY NOT be used for this runner until the conclusion of at least one at-bat in the inning.
  - i. Home Run Rule. Over-The-Fence Home Run Rule for Men's and COED Tournaments with fences a minimum of 275 Feet: UPPER Division - "One up" Home Run, Batter Out. LOWER Division - No Home Runs, Batter Out. In the case that a fly ball contacts a fielder, then proceeds over the home run fence in fair territory, this does NOT count as a home run for the purposes of interpreting the "one-up" home run rule. In this case, the batter is awarded 4 bases and all other base runners score.

**NOTE:** "One-up" Home Run Rule provides that each team may hit up to one more home run than their opponent has hit at any time during the ballgame. In the event that Team A has already hit one more home run than their opponent (i.e. - Team A is "one-up"), Team A may not hit another home run until Team B has hit a home run to even the total. If a team hits a home run when they are already "one-up", the listed penalty shall apply. **EXAMPLE:** If Team A is "one-up", Team B may hit two home runs (Team B is now "one-up"), however now Team B may not hit another home run until Team A hits at least one home run.

**NOTE:** For home runs hit over a home run fence, the batter need only advance to and touch first base, and all baserunners must advance to and touch one base.

j. Pitching Arc - In LOWER Division Tournaments or Pool Play in Qualifying Tournaments, the upper pitching arc limit shall be 16-feet. For UPPER divisions, the upper pitching arc limit shall be 12-feet, or 16-feet, as determined by the hosting agency.

### 3. Protest of Tournament Games

- a. Protest on the rules of play will not be considered unless the umpire is notified at the time of the incident and prior to the next pitch, and shall be ruled upon immediately by the Tournament Committee.
- b. The Tournament Committee will rule on all matters of eligibility.
- c. The Tournament Director shall rule on all matters not specifically covered in the tournament rules.

### 4. Team Eligibility

- a. League teams must be registered with SCMAF in order for a team to enter tournament play.
- b. Each team may not exceed 15 players plus a playing manager. Only those listed on the Official Roster will be allowed in dugout.

### 5. Player Eligibility

- a. The age requirement for tournament play is 18 years of age or older.
- b. Any player playing or attempting to play under an assumed name will be ejected from the tournament; and the last game in which he participated before such deception is discovered, shall be declared forfeited and his team shall be suspended from further play.
- c. All players must check in with the Tournament Director before their first game each day, sign waiver form and present positive means of identification (driver's license, selective service card or other positive means of identification). Any player not furnishing positive identification acceptable to the Tournament Director will not be permitted to play. **NO EXCEPTIONS.**
- d. An illegal player signing the game card, prior to or after the start of the game, will cause a forfeit to be declared against the team on which he is attempting to play.
- e. Any player that rolls the ball to a base to put a runner out to show up the runner or batter/runner, will be ejected from the game for Player Unsportsmanship Conduct. No exceptions.
- f. The minimum penalty for all other ejected players is suspension from the game ejected and the following game. Suspension could be for the remainder of the tournament as deemed by the Tournament Director.

- g. If a player's name appears on more than one roster in the tournament, the first team he plays for shall commit him to that team. (Penalty: If an individual plays on more than one team in any of the tournaments, the second team will forfeit the last game in which said player participated).
- h. If a player's name appears on more than one roster in the tournament, the first team he plays for shall commit him to that team. (Penalty: If an individual plays on more than one team in any of the tournaments, the second team will forfeit the last game in which said player participated).
- i. No player shall be guilty of inciting an incident which can lead to a physical attack upon any player, official or spectator. The degree of infraction of this tenet of good sportsmanship shall be a penalty of removal from the game.

