

**Dawn's Ray of Hope
Dusk to Dawn Softball Tournament 2018**

General Rules

First and foremost, this is a charity event. Although each game is an athletic competition, all participants are expected to comport themselves in a manner consistent with the event's objectives – that is, to have fun and raise money for charity.

The tournament is an overnight softball marathon starting at 5:30pm on Friday (September 7, 2018) and ending at (approximately) 8:00am on Saturday (September 8, 2018). Each registered team will play a game of 7 innings or 1 hour (whichever comes first) against the house (*i.e.*, Dawn's Team). In all games, Dawn's Team will be the home team. Registered teams will be randomly assigned their game slot. (If fewer than 15 teams register, the game time limit may be extended.)

Unless otherwise specified herein, games will follow ASA rules.

Games are 7-innings or 1 hour, whichever comes first. If the latter, the game will end at that 1 hour mark – *even in the middle of an inning or at bat.* No inning will start after 50 minutes.

Pitching will be arc, 6-12 feet.

Sliding is at the discretion of the umpire which will be announced prior to each game.

Three strike rule will be in effect; ball must be hit fair on third strike or the batter is out.

No more than 10 players can play the field at any one time. A player must be in the team's batting order in order to play the field.

A team must include at least 10 players in its batting order (except for teams playing with fewer than 10 players, in which case all players available must bat). Teams may bat everyone on their roster (*i.e.*, more than 10) in a continuous batting order. The manager will designate prior to the start of the game the number of batters to be used in the batting order. Additions can be made to the end of the batting order until all players in the original batting order have batted once. The players in the original batting order (including those added to the end as permitted above) are the “starters” (for the purposes of the rule below). Where the batting order contains more than 10 players, the players in the batting order can freely substitute in the field.

If a player is injured and you cannot replace him/her the team *will not* be assessed an out each time the spot in the batting order comes up. If a player leaves voluntarily or is ejected and a substitute is unavailable you will be given an out each time the spot comes up in the batting order.

Any starter (including the pitcher) may be substituted once and re-enter the game. The re-entered player must come to bat in the position of who replaced him/her. When a player re-enters he/she must go back into his/her original batting position.

Courtesy runners will be allowed for injured players. All courtesy runners must be the last player to have made an out. *In coed play, the courtesy runner must be of the last out from the same gender if available.*

Runners must avoid excessive contact with any/all fielders. In order to avoid excessive contact, the runner can slide, jump over the top of the defender holding the ball, go around the defender (if outside the three foot lane, the runner would be called out), or return to the previous base touched. Excessive contact (which shall mean any contact other than incidental contact) is in the sole discretion of the umpire. If the act is determined to be flagrant, the offender will be ejected.

Games will be played with a 16" Chicago style softball and wooden bats.

No metal spikes will be allowed.

Decision of the umpire is final. There are no appeals.

In case of excessive rain where playing would result in damage to wet or muddy fields, please consider your entry fee a donation to Dawn's Ray of Hope.

All participants shall sign a waiver releasing Dawn's Ray of Hope, the tournament, and its organizers, and the Town of New Castle from any liability.

The tournament winner will be the team with the greatest run differential (runs scored minus runs given up) in a game against Dawn's Team that the team has won. In the event of a tie, the team (of the tied teams) with the highest runs scored will be the tournament winner. If still tied, the tournament director will flip a coin to determine the winner. But in any event, as this is a charity event, we are all winners - aren't we?

Co-Ed Rules.

While we encourage all teams to be co-ed, that is not a requirement this year. Accordingly, there are no specific rules for co-ed play at this time.

Additional Fundraiser Rules:

And to give all challenging teams a little help, we've added two opportunities for the participating teams (*but not Dawn's Team*)::

1. Buy Extra Outs: Teams can purchase up to four (4) extra outs that can be used in any inning. But there's a catch: only one extra out can be used in a given inning. If purchased *in advance* of the game, Extra Outs cost \$50.00 each; or you can buy the maximum of four Extra Outs for the discounted price

of \$175.00. If purchased during the game, Extra Outs cost \$65.00 each, or the maximum of four for the discounted price of \$230.00.

2. The Golden Ball: *Once* during the game, in any inning for any batter, a team can purchase a “Golden Ball.” The Golden Ball is simply a regular softball (instead of the Chicago style softball) that will be used for the *one* batter in the *one* at bat for which it is purchased. The team can choose its own pitcher for that at bat, or can allow the Dawn’s Team pitcher to pitch. If the team chooses its own pitcher, the pitcher will not be permitted to throw a “flat” pitch (*i.e.*, a pitch with an arc of less than 6’). The determination of whether a pitch is a “flat” pitch will be at the umpire’s sole discretion. The “flat” pitch will result in the pitch being called a ball, and will be a dead ball even if hit by the batter. The Golden Ball costs \$100.00 and can be purchased during the game – even during the at bat in which it is used.



DAWN’S RAY OF HOPE, INC.