



Gasparilla Softball Classic

Florida's Oldest GLBT Softball Event

26TH GASPARILLA SOFTBALL CLASSIC RULES OF PLAY

1. Tampa does not have a limit to the number of heterosexual players, however players/fans may be ejected for not respecting the lives of others.
2. 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.
3. 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.
4. Players must wear appropriate pants or shorts. Yoga style pants or revealing shorts for men or women are not permitted. Umpires may ask offending players to change into appropriate sportswear.
5. Team line-ups must have at minimum 9 players ready to play at the start of the game. Line-ups are permitted to contain up to 12 players (two extra hitters.) Line-ups must include each player's Number, First Initial, and Last Name. **Game time is forfeit time** – Tournament Director or his proxy will determine all forfeits.
6. 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. Tournament is a rain or shine event.
7. One umpire is scheduled during pool play and a minimum of two are scheduled when bracket play begins. However, circumstances may happen during tournament play that require games to be played with only one umpire. This is at the discretion of the tournament and is non-protestable. Umpires have jurisdiction.
8. The winning teams are responsible for handing in the scorecards to the Field Director(s) at the completion of their games.
9. Run rules to stop a game: 20 runs after 3 innings, 15 runs after 4 innings and 10 runs after 5 or more innings.
10. Games may begin early if previously agreed to by both teams' managers and the umpire.
11. **ROUND ROBIN GAMES ARE 45 MINUTES IN LENGTH AND ARE DROP DEAD. PLAY WILL STOP AT 45 MINUTES AND THE SCORE WILL BE RECORDED. RUN RULES APPLY.**
12. No new innings will begin after 50 minutes in bracket games. New inning begins when the third out is recorded from the previous inning.
13. TIE BREAK RULE (In the event a new inning is required to break a tie in a bracket game): The last recorded out of the previous inning will go to second base. Teams will come to the plate with the same 1/1 count as regular play, playing complete innings until the tie is broken. All extra innings after the 1st additional will be one-pitch.
14. The Championship game (and IF game) will have no time limit. All seven innings will be played. However, the run rule will still be in place. No ratings protests will be permitted in the trophy games (those deciding 3rd place, 2nd place and 1st), as we cannot ensure there will be enough fellow participants remaining at the fields to

ensure a fair protest hearing. All players on the line-ups for the trophy games must have played a minimum of 5 full innings in non-trophy games.

15. Home team will be determined by coin toss for all Round Robin games. The higher seeded team will be the home team in all tournament and trophy 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.
16. One courtesy runner per inning is allowed. The courtesy runner can be any player on your line-up, including subs. If the courtesy runner is on base when they come up in the line-up again it is an out.
17. Batters come to the plate with a 1/1 count and are given one courtesy foul after two strikes.
18. Pitching arc will be 6-12 feet and must initiate a pitch with one foot in contact with the rubber per USA Softball.
19. NAGAAA Homerun Rules apply – 2 homeruns in the B Division, 1 homerun in the C Division. All subsequent homeruns are inning-ending outs. In the D Division, any homerun hit over the fence is an inning-ending out. Inside-the-park homeruns do not count towards these totals.
20. All legal ASA bats only (as judged by the umpire on the field) and no metal cleats. **ANY PLAYER FOUND IN VIOLATION OF THE LEGAL BAT RULE WILL BE EJECTED FROM THE TOURNAMENT AND THE BAT WILL BE CONFISCATED UNTIL THE END OF THE TOURNAMENT.**
21. At the end of Round Robin, teams will be seeded by win-loss record and then run differential. Teams playing more than 3 round robin games will only use their best 3 games for seeding.
22. 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.
23. Artificial noisemakers will not be permitted. This includes, but is not limited to money shakers, horns, cowbells, and such other 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.
24. Umpires have the power to have any offending fans ejected from the park. We are here to have fun and play ball!
25. The Tournament Director may extend any ejection as he determines appropriate based upon the severity of the player's/players' behavior(s), risk to other individuals and the reputation of the Tournament and the Suncoast Softball League.
26. Any player taking the field, including subs, must be on the line-up card prior to the start of the game.
27. The Gasparilla Softball Classic will utilize the ADA Runner Rule (Rule 4, Section 2) from USA Softball, which requires coaches to provide advance notification to the tournament director of disability and desired accommodation. Advance notice implies before the start of that team's first round robin game.
28. In the absence of anything mentioned specifically in these rules, the USA Softball rulebook will apply.

GAME PROTEST RULES (See Protest Procedures for Details)

1. Umpires shall have the authority to rule on any specific point not covered in these rules. Game may be protested for rule interpretations or player rating concerns only.
2. A protest must be declared by the team manager to the umpire at the time of the decision and not later than before the end of the game. The umpire will then stop the game clock and call the tournament director or his proxy, who will then receive the protest, which must be accompanied by the \$200 protest fee. Teams may protest one question and must be specific as to which question and which player rating they are protesting. Each subsequent protested question is an extra \$50. The protest fee must be paid at the time of the protest via cash to the Tournament Director or his proxy.