

Moonlight Tournament Rules

DRINKING POLICY

- a. *Coaches must cover this drinking policy with every player. This will be strictly enforced. There will not be any warnings.*
 - i. *Any player or spectator that is drinking will be written up and immediately evicted from the premises. If the person does not leave immediately the sheriff will be called. The person will not be allowed back in the sports complex until the fine set forth in iii has been paid."*
 - ii. *The player or spectator will still be responsible for any fines assessed by the Michigan Liquor Control Commission or the Sheriff's Department. The maximum fine from the LCC would be \$300. This payment would be made to the Michigan Liquor Control Commission or the Sheriff's Department.*
 - iii. *Three strikes you're out policy*
 1. *Strike 1: The player or spectator is immediately ejected. There will also be a \$50 fine. The player is not eligible to play until the fine is paid.*
 2. *Strike 2: The player or spectator is immediately ejected. There will also be a \$100 fine. The player is not eligible to play until the fine is paid.*
 3. *Strike 3: The player or spectator is immediately ejected. The player will be suspended for the remainder of the season.*

Rec Sports will not receive one cent of this money. The money will be donated to Mothers Against Drunk Drivers.

Pitching

- 3-10 feet from ground. There must be an eight inch perceptible arc.
- 5 seconds to release the ball after presentation.
- No motion restrictions

Time Out

- Will be called when an infielder has secured possession and the runners have stopped advancing.

Courtesy Runners - Teams will be allowed one courtesy runner per inning. The runner will be the first previous batter who is not on base. If the same injured runner gets on twice in the same inning, a courtesy runner will be allowed both times. Teams cannot use a base burglar twice in the same inning.

No Steal Cleats; This will result in an automatic out as soon as the player steps in the batters box or is detected while running the bases.

Number of Hitters - Teams have the option of going with any number of hitters they choose. If teams choose to go with more than ten hitters, they can freely substitute those players in the field. If an injury, player ejection, sickness, work schedule or other reason results in a player having to leave the game, the player is skipped over in the lineup without an out occurring.

Run Ahead Rule (Home team bats)

- 20 runs after 3 innings
- 15 runs after 4 innings
- 10 runs after 5 innings

Extra Innings: Will be played according to standard rules. No runners will be put on base.

Count: Batters start with a 1-1 count. They will be given one grace foul.

Player Substitutions

- Managers are required to notify umpires immediately
- If this doesn't happen and the player is found to be legal, it is assumed that his/her entering is legal.

Fielding a Team

- Must have 7 players minimum to begin
- No out penalty for missing starting player
- Players that arrive late may take the field upon arrival, and entered at the end of the batting lineup.

Home Run Rule - One with the one-up rule. The first home run will count as a home run. Additional home runs will be outs unless there is a one-home run differential. Teams cannot go one up in the bottom of the seventh inning.

Bat Rule: Bats must be USSSA approved.

ROUND ROBIN PLAYOFF INFORMATION

PLAYOFF FORMAT FOR TOURNAMENTS ARE DOUBLE ELIMINATION: Teams with one loss will come back and play other teams within their division without a loss.

1. If there are two teams with one loss, they will play each other. The winner must then play the undefeated team and beat them twice in order to win the tournament.
2. If there is one loss, they will play the undefeated team and must win twice in order to win the tournament.
3. If there are three teams with one loss, there will be a coin toss and the odd man will get the bye. The other two teams will play each other. The winner will then play the team with the bye for the tournament championship.
4. If there are two undefeated teams left, we recommend they play one regulation to determine the champion.
5. If two teams are undefeated and one team has one loss, then the two undefeated teams will play each other. The loser will play the team with one loss. The winner of that game plays the undefeated team and must beat them twice.