

<div>2025 Zearing Days Slow Pitch Softball Tournament Rules</div> <div><i>**Rule change noted in Yellow highlight</i></div> <div>Disclaimer: All players participate at their own risk. City of Zearing, Zearing Days, and associated entities are not liable for injuries or damages.</div>	
<div>I. Equipment & Attire</div> <ul style="list-style-type: none">• Footwear: No metal cleats. Athletic shoes or soft/hard rubber cleats only.• Attire: Shirts and bottoms (shorts/baseball pants) are mandatory. Jerseys with buttons must remain mostly closed unless a second shirt is worn underneath.• Equipment: ASA regulation equipment required; teams furnish their own.• Game Balls: Supplied by umpires (14-inch men, 12-inch women). Teams must retrieve home runs/foul balls; \$10 fee for unreturned balls.	<ul style="list-style-type: none">• Home Team: Decided by coin toss (Rock, Paper, Scissors decides who calls flip).• Line-ups (8-10 players): Everyone on roster bats.<ul style="list-style-type: none">◦ 10 players: Min 4 females.◦ 9 players: Min 3 females.◦ 8 players: Min 2 females (if only 2, an out is taken when 3rd female would bat).◦ Batting Order: Must alternate male/female. Order remains the same.◦ Injury/Ejection: No penalty if removed player breaks batting order, UNLESS a female is removed, leaving only 2 females on an 8-player team (then an out is taken for the missing female).• Game Start: Teams with 8 players must start immediately or forfeit after a 2-minute warning. Forfeit for failure to field 8 eligible players.• Game Duration: 7 full innings or 55 minutes, whichever comes first. No new innings after 55 mins. Umpire's watch is official.• Mercy Rule: Game ends if leading by:<ul style="list-style-type: none">◦ 20 runs after 3 innings.◦ 15 runs after 4 innings.◦ 10 runs after 5 innings.• Ties: Extra innings until a winner. Begin extra innings with the last prior batter on 2nd base.• Protests: Captains may protest blatant rule infractions; umpire's ruling is final.
<div>II. Officials & Conduct</div> <ul style="list-style-type: none">• Umpires: The Head Umpire makes all final decisions. Championship game will consist of two umpires.• Player Conduct: No arguing with other teams or insulting umpires.<ul style="list-style-type: none">◦ 1st Offense: Warning to captain.◦ 2nd Offense: Player ejected from tournament.◦ 3rd Offense: Team disqualified.• Tournament Director: May call off games due to darkness, rain, etc.	
<div>III. Teams & Rosters</div> <ul style="list-style-type: none">• Eligibility: All participants must be on the team roster.• Roster Size: Min 10, Max 14 players.• Team Captain: Responsible for team, disputes with umpire (captain only), and dugout cleanup.	<div>V. Defense & Substitutions</div> <ul style="list-style-type: none">• Defensive Positions: Min 1 female in outfield, 1 female in infield (pitcher/catcher count as infield).• Starting Position: Infielders must be on infield, outfielders behind the designated line, until the ball hit.
<div>IV. Game Play</div>	

<ul style="list-style-type: none">• Substitutions: Female for female, male for male mid-inning. Free defensive subs between innings (maintaining female count).• Player Removal: Injured/ill players may be replaced (same sex); if they return, they must be in their original batting order spot. If no sub, the lineup continues without a removed player.• Pitcher: May be replaced once per inning.	<ul style="list-style-type: none">• Infield Fly Rule: Umpire declares for fair fly ball (not line drive) caught by infielder with ordinary effort (runners on 1st/2nd or 1st/2nd/3rd, less than 2 outs). Batter is out; base runners cannot be forced out or advance.• Ball in Play: Until the umpire declares "TIME."
VI. Running <ul style="list-style-type: none">• Baselines: Runners stay in, fielders stay out. Hinderance = safe.• No Leading Off or Stealing: Runner off base when the ball is pitched is out.• Tagging Up: Must tag originating base after a caught ball.• Overrunning: Only 1st base can be overrun.• Homeruns: All runners on base and batter count as runs scored immediately.• Commitment Line (between 3rd & Home): Once crossed, runner cannot return to 3rd. Catcher must secure ball AND touch home plate before runner crosses for an out; otherwise, run is safe.	VIII. Special Bands <ul style="list-style-type: none">• Frequent Flyer (\$25, 1 per team): Designated runner for any player. Unlimited runs per inning. If the Frequent Flyer's bat turn comes while on base, they are removed from base (out) and must bat.• Slugger Band (25\$ per band, 2 bands per team, 1 per sex): Unlimited home runs for banded players. * If walked, the banded player is awarded 2nd base; players in front advance 1 base.
VII. Fouls & Outs <ul style="list-style-type: none">• Foul Ball: Counts as a strike. With 2 strikes, a foul ball is an out (no courtesy foul).• Three Outs: Completes a team's half-inning.• Outs Include:<ul style="list-style-type: none">◦ Runner tagged off base.◦ Any batted ball (fair/foul) caught.◦ Fielder with foot on forced base catches ball.◦ Runner off base when the ball is pitched.◦ Ball hits while the batter is out of the batter's box.◦ Intentionally bunted ball.	IX. Pitching & Batting <ul style="list-style-type: none">• Pitching:<ul style="list-style-type: none">◦ Lob pitch with an arc of 6-12 feet.◦ 14-inch ball for males, 12-inch ball for females.◦ Pitchers can stand behind the pitcher's plate / mound up to 6 ft. but must be centered. Umpire or opposing captain can call time if concerns arise. Umpire will address the issue and correct it if needed.• Batting: Starts with 1-1 count (1 ball and 1 strike)• Strikes called for: Swings and misses, foul balls, or pitches landing in the strike zone/on plate.