

## GOOFBALLZ

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| HOST:                    | Golden Heart Softball Association  |
| DATE:                    | August 2-3, 2025   |
| CLASS OF TOURNAMENT:     | COED 7/3   |
| TOURNAMENT DIRECTOR/UIC: | Allie Plachinski/Jake Theurich   |
| HOME RUN RULE:           | Determined at random at the start of each game   |
| RUN SPOT:                | Each team is assigned a unique run spot at the start of the tournament, more info below. |

### RULES:

1. The **travesty run rule** is in effect for **all games**; 20 runs after the third inning, 15 runs after the fourth inning, and 10 runs after the fifth inning.
2. Teams must have a minimum of nine (9) players for **all** tournament games.
3. Game time is forfeit time. No grace period is permitted, unless the scheduled team(s) is/are still participating in an earlier tournament game. All games will have a **60 minute** time limit. No time limit on the championship or "if" game (travesty rule is still in effect).
4. Batting orders are to be submitted to the home plate umpire before the start of the game.
5. Home team will be determined by **ONE** game of Rock, Paper, Scissors.
6. USA Softball of Alaska rules apply except where stated in this profile.
7. Teams are allowed **one** courtesy runner per inning, **per gender**. Any player on the roster may be a courtesy runner. Pitchers may have a courtesy runner at any time that will not count towards the one courtesy runner allowed each inning.
8. The tournament director will furnish game balls. Teams hitting home runs over the fence or foul balls out of the playing field must retrieve the balls or a give a suitable replacement ball immediately to avoid game delays.
9. Protest Committee consists of the Tournament Director, UIC, and a person provided by the Tournament Director.
10. Infield practice and warm-up pitches are not allowed after the first inning.
11. No soft-toss hitting into the fence.
12. No entry fee refunds will be made, unless the entire tournament is rained out.
13. In any eventuality not covered above or below, the decision of the Tournament Director will prevail.
14. **Run Spot** - Each player on a team will be assigned a number corresponding to their classification, which will be used in aggregate to determine the teams run spot. Your highest classification will be used to determine your classification, i.e., you play coed D and men's C, you are a C player. Restricted players = +3, Coed B/Men's C/Women's C = +1, Coed C/Men's D/Women's D = 0, Coed D/Coed E/Men's E/Women's E = -1. The 7 highest classified guys and 3 highest classified girls will determine your run spot. The Tournament Director reserves the right to change a team's run spot as they see fit.
15. **Unregistered Player** - A player that signs up that was not registered to play **this year OR last year** will be given a neutral classification of 0 for men, -1 for women, and -2 for minors (under 18). Players must be at least 12 to participate.
16. **Minor Safety Restrictions** - Players under the age of 16 are not permitted to pitch or play third base. Teams are responsible for ensuring that minors are placed in safe fielding positions at all times.
17. **Brutal Rule** - As in Valdez, any player that strikes out or fouls out scores a run for the opposing team.
18. **Banana Ball** - Straight from the Savannah Bananas, if a fan catches a foul ball, it's an OUT! This rule is at the umpire's discretion. If the umpire did not see the fan catch it, they cannot call an out.

**19. Pick-Up Players** - You will be allowed to pick-up players rostered to another team to avoid a forfeit, or as the result of an injury only. You cannot pick-up a player and have a rostered player sitting on your bench or acting as a coach. You also cannot pick-up a player to have them EH. Any pick-up players must be run by the Tournament Director as they will affect your run spot. You may pick-up a player mid-game as the result of an injury, however, the injured player will also have to sit out the next game. **This rule is in place to have as many teams as possible and maximize playing time for everyone. Please do not abuse this rule or it will go away.**

**20. Game Type** - The game type will be decided at random by the roll of a ten sided die at the start of the game. The winner of Rock, Paper, Scissors will roll for the game type. The loser will roll the same ten sided die to determine the home run rule.

**21. Big Ball** - Any game that is started with the big ball will see the run spot cut in half with the number being rounded up. For example, the run spot is 9, the team will now be spotted 5 runs. If the game type is changed in the third inning by the higher rated team, the run spot will revert back to the original number. For this game type, you will only play with nine fielders (three outfielders) and your outfielders cannot be in front of the commit line before the ball is hit. Females may use their glove, males cannot. Pitchers may always use their gloves regardless of gender.

**22. Walmart Special** - In this game type, you will use old or "Walmart Special" bats. These bats will be provided and are the only bats allowed to be used during this game type.

**23. Backwards Bases** - Touch the bases in reverse order going from home, to third, to second, to first, and back home. A player who has run the wrong direction (gone past the turf towards first base) must run all the way back and touch the turf before running to third base. You may not cut across the field or you will immediately be called out, a dead ball will occur, and all runners will return to their previously occupied base.

**24. Self-Pitch** - A player will get two attempts to get a hit during self pitch. The pitcher must start where they normally would if they were pitching.

**25. Game Changer** - At the start of the third inning each team will draw a card to get a random advantage or disadvantage for the remainder of the game or inning.

**26. \*NEW\* Fair Territory** - Any ball that lands in the grass is considered a fair ball, regardless of its position relative to the foul lines. To accommodate this expanded fair territory, teams may field up to five outfielders (11 players total on defense, the 11th **must** be in the grass) if they have an additional player available.

**27. Designated Hitter (DH)** - If a team draws this, they will select one person to hit for everyone that inning and the person who should be up will run. We will have a starting line designated on the field for them to run from. Once it is the DH's turn in the lineup, they will choose someone to hit for them. The DH may not use a courtesy runner to immediately resume batting. The DH must either score or get out before hitting again.

**28. Team Pitch** - A player from your own team will pitch you the ball for the inning. A batter may not walk and is limited to three pitches. The pitcher for the defensive team may play anywhere in the field without restriction. The pitcher may not interfere with the defense. If, in the umpire's judgment, the pitcher interferes, it will be a dead ball. The batter will be out and all runners will return to their base they were at prior to the pitch.

**29. Missing Player** - The team who draws this card shall lose a player for the inning. The player may not be the pitcher or catcher and shall not bring the total number of women on the field to less than three.

**30. Walking** - Typical walking rules apply here. A male only receives two bases on a walk if there is a female behind him. If a male walks with two outs and there is a female behind him, the female may choose to walk as well.

- **(Game type specific) Batting Opposite Handed** - If a player batting normal is walked, they will receive two bases regardless of gender. If there are two outs, the batter batting opposite handed

may also choose to walk, again, regardless of gender. Thus, bringing up someone who is again batting regularly.

**\$\$\$ 31. Mulligan** - A mulligan can be purchased for \$10 per game. It must be turned in to the umpire before the Rock, Paper, Scissors match each game. Each team is allowed to use one mulligan per game (unless you win a mulligan as a game changer). Unused mulligans do not carry over. If not used by the end of the game, it is forfeited. Use is simple: on offense, if you are unhappy with the at bat use it to redo the at bat. On defense, if you are unhappy with how the at bat turned out, use it to make the hitter hit again. You must use the mulligan immediately before the next pitch is thrown or before the defensive team exits the field of play. Lastly, **you cannot mulligan a mulligan!**

**\$\$\$ 32. Money Ball** - A money ball can be purchased for \$5 per game. It must be turned in to the home plate umpire before the match of Rock, Paper, Scissors. Each team is allowed to use one money ball per game. Unused money balls do not carry over. If not used by the end of the game, it is forfeited. The use is simple, prior to an at bat you tell the umpire you would like to use your moneyball. This doubles the runs scored during that at bat. For example, bases are loaded and the batter hits a homerun, it is now worth 8 runs. For the moneyball, the batter can strikeout, but a walk is a triple and if there are two outs, the person behind them can choose to take a double or hit. Lastly, **you cannot mulligan a moneyball!**

#### **Power or Speed?**

**\$\$\$ 33. VIP Band** - A VIP band can be purchased for \$20 at the start of the tournament and it is good for the whole tournament. Each team can purchase one home run band and it is transferable between players on a game by game basis. The player wearing the home run band is exempt from the home run rule. None of their home runs will count towards the rule in that game. If this player walks, they get a double and if there is a female behind them she can also walk regardless of how many outs there are. Additionally, if this player is walked, the next batter can hit the VIP's home run and have it not count against the team's total. The VIP walk rule does not apply to this next batter, just the home run rule. This player must be identified before the game starts. They will be wearing a gold VIP wristband and we would also like coaches to circle this player on their lineup card.

**\$\$\$ 34. \*NEW\* Flyer Band** - A flyer band can be purchased for \$20 at the start of the tournament and it is good for the whole tournament. The player wearing the flyer band may serve as a courtesy runner for any teammate at any time, regardless of gender. Only one flyer band is permitted per team, and it may be transferred to a different player on a game-by-game basis. The designated flyer must be listed in the starting lineup and is not eligible to act as a courtesy runner if they are a substitute. This player must be identified before the game starts. They will be wearing a silver wristband and we would also like coaches to circle this player on their lineup card. All standard courtesy runner rules remain in effect unless otherwise specified.

#### **Want the best of both worlds?**

Teams may purchase **both** the VIP Band and the Flyer Band. However, **only one band may be active per game**. Teams must declare which band they will be using before any dice are rolled. The selected player must be identified, wearing the appropriate wristband, and circled on the lineup card. **If a team that possesses both bands does not declare which one they are using before the specified time, they forfeit both bands for that game.**

#### **GHSA COMPLEX RULES:**

**NO** animals

**NO** glass containers

**NO** riding bikes, scooters, etc. Please park your bikes at the bike rack.

**NO** metal cleats

**NO** grills/barbecue

