1. **League Rules**
   - All participants must have their Spartan IDs.
   - No jewelry will be allowed during the event.
   - $20.00 forfeit deposit will be required of each team.
   - Participants must be dressed in athletic wear.
   - Players may not wear metal cleats.
   - Standard forfeit procedure applies. If a team does not have enough players to start at game time, one run will be awarded to the other team per minute. After ten minutes, the game will be declared a forfeit and the final score will be 10-0.

2. **Game Rules**
   - **Playing Area**
     - The playing area will be the roof the UT softball diamond.
     - The pitching mound will be 40 feet from home plate.
     - The bases will be 60 feet apart.
   - **Teams**
     - Teams will be limited to 24 Players.
     - Games will be played with 10. You need at least 8 to start. Teams can field the playing area with the following combinations:
       - a. Single gender: 10 men or 10 women
       - b. CoRec: max of 5 men and 5 women, 5 men and 4 women, 5 women and 4 men or minimum of 4 men and 4 women.
     - Each team under penalty of forfeiture must have eight players on the playing field at the designated time of the game and must maintain minimum six players on the field throughout the game. (4 men and 4 women).
     - Any organization with multiple teams entered will be subject to the “25% Rule.” This states that no more than 25% of the original roster may be altered.
     - No jewelry or jeans. Players cannot wear open-toed or open-heeled shoes or any non-athletic shoes or clothing. No metal cleats. Metal cleats = Automatic Ejection!
   - **Game Play**
     - Coin toss to determine home and visitor.
- A regulation game = 6 innings or 30 minutes, home team must have last at bat. No new inning will begin after 30-minute mark in a game.
- Co-Rec. must kick male-female-male-female or female-male-female-male. Two consecutive males or females in the batting order are an out.
- Teams will pitch to the opposing teams. There are no balls or strikes. The pitcher will roll the ball towards home plate. The ball cannot be bounced towards home plate. This is an illegal pitch.
- The kicker must wait until the ball is within three feet of home plate to kick it. They will have two attempts. If the kicker does not like the pitch they should not make an attempt. A missed kick or foul counts as an attempt. After two attempts a kicker will be called out if the ball is not kicked into fair territory.
- A player is out if a fly ball is caught, they are tagged out, or thrown out.
- Stealing, hit batters or leading: if you leave base before the ball is hit you are automatically called out. There will be no infield fly rule. To determine bunts, it will be the official’s judgment to decide whether or not a complete follow-through occurred.
- No charging home plate or any of the other bases. Players must slide around somebody trying to make a tag. (No malicious sliding.) Dislodged base rule: do not chase the base; stay where you are/where you think the base should be.
- No fake tags -A player must have possession of the ball to attempt a tag.
- You CANNOT throw the ball at any player at any time.
- You must provide a catcher. A catcher may catch a foul tip for an out only if it goes over the kicker’s waist. Anything lower than that is considered a foul ball.
- Any line-up change must be reported to the umpire every half inning. You can add from the roster to the bottom of the line-up. Additions to rosters must be made before a game; no one will be added to a roster once a game has begun. Each team’s roster will be set for the rest of the tournament at the beginning of the first tournament game being played.
- Mercy Rule: If a team is winning by the following: 20 (twenty) runs after 3 innings, 15 (fifteen) runs after 4 innings, or 10 (ten) runs any inning after the 5th inning.