

Amatuer Coed Softball Benefit Tournament



August 21 & 22

Livermore
Ball Diamond

Please register by 8/17/09

\$150 Entry Fee

Teams must consist of
5 men & 5 women

Contact info: info@lgbchurch.com or www.lgbchurch.com

Karri Bobo 929-5626

Tim Hendricks 314-0685

Jarrold Moss 314-4337

Chad Roberson 991-0346

This is a benefit tournament for a family in need. We ask that you do not load your team with experienced players. Any team that we feel is “loaded” or shows unsportsmanlike attitudes will be disqualified and forfeit the entry fee.

Alcohol is prohibited—if we see it or smell it on a player—they will be disqualified.

RULES FOR LIVERMORE GENERAL BAPTIST COED SOFTBALL TOURNAMENT

**Entry fee is \$150 – make payable to Livermore General Baptist Church
Please turn in at start of first game with lineup.**

- Unsportsmanlike conduct will not be tolerated – keep in mind our umpires are not professionals, but men & women who are volunteering their time to help the cause.
- Hit your own 44 core softball
- Balls hit back at the pitcher within certain range, the batter will automatically be out, and be treated as a dead ball. This call will be at the umpire's discretion.
- No alcoholic beverages allowed on premises - if we see it or smell it on a player - they will be disqualified.
- No smoking on the playing field or in the dugouts by players or coaches
- No members of the offensive team are to be out of the dugout except the batter, on deck batter, and 2 base coaches.
- Coin toss will determine home team
- Starting lineup to be turned in no less than 10 minutes before scheduled game time (teams must be ready to take the field at their scheduled time or chance forfeiting game)
- If using a EH (Extra Hitter) – team MUST follow with a EH of the opposite sex
- If a man walks, the woman has a choice to walk or bat
- If the man walks and woman bats, the man gets only one base
- Bats will be ASA approved
- Run Rule – 15 after 3 or 10 after 5 – the inning in progress will be completed

*Rules subject to change