



Dublin Dirty “Irish Softball” Official 2020 Rules:

ALL WORLD Standard Rules with the following exceptions:

VERY IMPORTANT!!!! MUST READ

This tournament is packed! ALL GAMES WILL START ON TIME. We did our best to keep Coed and Men’s from conflicting, but at some point, it will - especially if games run behind. The Men’s and Coed divisions will be treated as separate tournaments. We will NOT hold one division to wait for another game in the other division to finish. Games go on as scheduled. If you can’t field a legal lineup at original game time the game will be considered an immediate forfeit.

Must SPIN WHEEL 20 MINUTES BEFORE GAME TIME! If you don’t you will lose your homeruns for that game. Time will be kept by universal iPhone time. Games can begin up to 15 minutes early. See rules below for further explanation.

ALL PROTESTS WILL BE \$100 CASH PER PLAYER or \$500 CASH PER FULL ROSTER. Full Roster is only refunded \$250. If you lose your protest, you lose the cash. All roster protests must take place prior to the conclusion of the 2nd inning, or immediately after the player enters the game.

FINALLY, this tournament has ridiculous rules. The Arseway Wheel has several new rules and we can’t wait for you to see them. They will be revealed when you spin. It is a blast! Have fun!

BASIC RULES

1. No new inning after 50 minutes. IF any games begin at the 11pm hour they will automatically revert to 1-pitch rules.
2. Men start with a 1-1 count with **no** foul to give.
3. Women start with a 1-1 count with a foul to give.
4. Each team will be allowed 2 homeruns per game- women’s homeruns will not count toward the homerun count.
5. Before each game your team will designate a player as the “Unlimited Homerun Hitter”. That player may hit as many homeruns without penalty and it will not count against your team’s homerun total. Your designated HR hitter is a non-transferrable designation for that game no matter the circumstance (i.e. injury, substitution, etc.). If your homerun hitter is walked, then the next male batter in your lineup may hit a homerun without penalty in their next at-bat. In Coed games, no matter how many outs, the girl has the option to walk if the designated homerun hitter is walked.
6. **!!IMPORTANT!! GET PINCHED RULE! HIT A DEAD BALL OUT (DBO) OVER THE FENCE AFTER YOUR TEAM’S HOMERUNS ARE USED UP, AN OUT WILL BE RECORDED, THE OPPOSING TEAM WILL RECEIVE ONE RUN AND THE BASES WILL CLEAR ... PINCH ... OUCH! HOWEVER, IF THE MAD HATTER RULE IS IN EFFECT AND THE MAD HATTER HITS A DBO, THE OPPOSING TEAM WILL RECEIVE 2 RUNS PLUS DOUBLE THE # OF RUNNERS ON BASE...DOUBLE PINCH....DOUBLE OUCH!! DON’T HIT A DBO.**
7. Mercy Rule- 20 after 3 - 15 after 4 - 10 after 5 - NO FLIP FLOPS
8. Any player caught using a modified bat will be ejected from the tournament, and subject to all future Boneyard Blast events.
9. One courtesy runner per inning- per gender – can be anyone in the lineup – gender specific.
10. ONLY CURRENT ASA BATS WILL BE ALLOWED – Can be dual-stamped.
11. **COED ROSTER RANKINGS** based on the following point system: **Total of 4 points max per valid team ROSTER** - Women Players = 0 points ; E or below = 0 points ; D or D+ = 1 point each ; C = 2 points each ; NO B or higher male players
12. **MEN’S ROSTER RANKINGS** based on the following point system: **Total of 6 points max per valid team ROSTER** - E or below = 0 points ; D or D+ = 1 point each ; C = 2 points each ; NO B or higher players allowed
13. Roster ranking information is taken from All World Sports lists. - <http://allworldsoftball.com/Pages/display/Re-Class>



14. If a player is caught playing for a team without being listed on their roster, the team will forfeit the game in question. A 2nd offense on a player will result in that player being eliminated from tournament play. A 2nd offense on a team will result in the team being eliminated from tournament play.
15. If a player is caught being rostered on more than one team in the same division, that player will be ejected from tournament play.
16. ALL PLAYERS MUST HAVE VALID PHOTO I.D. in any instance where an I.D. is required during play. If valid photo I.D. is not presented, it will result in automatic disqualification from tournament play.
17. **VERY IMPORTANT!** After you turn in your roster and registration fee before your first game, you will be given a receipt. This receipt **MUST** be presented to the umpire before your **FIRST** game. If you do not have your receipt, your game will not begin and it will be considered a forfeit. **YOU MUST HAVE FULL PAYMENT IN BEFORE YOUR FIRST GAME.**
18. Must spin Arseway Wheel before each game. If Arseway Wheel is not spun, penalty will occur (see Arseway Rules)
19. Men's & Coed teams may bat up to 12 players. Coed may not bat 11. Coed bats 9, 10, or 12.
20. COED Defensive alignment: Must have max of 5 women or max of 5 men... can play ANYWHERE.
21. Teams must be ready to play 15 minutes early as Umpires have the right to start 15 minutes early. If a game can start early, 1 Run will be awarded to the team that is ready per five minutes that your team can't field a legal lineup. If a team can't field a legal lineup at the original start time (as determined by the umpire), the games will be considered an immediate forfeit.
22. The Tournament has the right to modify game start times and rules pending on weather or any miscellaneous incidents whatsoever.
23. Base Coaches **MUST** be a legal rostered player or coach. No exceptions.
24. Pitching is All World rules with **NO JUKING!** Pitch height is 4' from the ground up to 10' height max.
25. Do not bring in any outside alcohol. Violations with City Officials may result in being eliminated from the tournament.

THE ARSEWAY WHEEL

- a. Before each game, each team spins the big Irish wheel for luck. Could be prizes, advantages, disadvantages- You'll see...it's a surprise. (examples include: extra homeruns, defensive players, etc.)
- b. You will receive the benefits or non-benefits for that game only.
- c. The last team to spin will receive the game card from tourney staff that will then be handed to the umpire before the game begins.
- d. **Each team's representative, spinning the wheel, must be at the wheel no later than 20 minutes prior to game time on bracket** (remember, games can begin 15 minutes early...BASIC RULES #20). **WE ADVISE completing the spin 30 minutes prior to bracket scheduled game time.**
- e. **IMPORTANT-** if a team representative is not present to spin the wheel 20 minutes before game time, that team will get **ZERO HOMERUNS FOR THAT NEXT GAME.** Tournament staff will then walk game card up to field and hand to Umpire. **AGAIN, WE ADVISE completing the spin 30 minutes prior to bracket scheduled game time. Time kept at Arseway Wheel via universal iPhone time.**
- f. Arseway Wheel rules are **NO LONGER VALID/IN-EFFECT** when games begin under 1-pitch rules due to time constraints.

LAG RULE! Before each game, teams unite with Ump to Lag for home or visitor. If a team's Lag is touching the pitching mound rubber (white), that team will be rewarded 2 RUNS automatically- **BOOM! Zero coin-flips allowed** regardless of if all parties agree...**100% LAG RULE.**



THE MULLIGAN

- a. Mulligans need to be purchased at the main tournament registration booth at either Golden Eagle Park or Shadow Mountain. However, the “Weekend Mulligan” is only an option to purchase pre-event through www.DublinDirty.com and will not be an option to purchase during the tournament.
- b. Every team can use (one) 1 pre-purchased \$15 Mulligan Chip per game. Once a team calls to use their Mulligan, that Mulligan will need to be handed over to the Umpire. With the NEW \$50 “Weekend Mulligan”, teams are still only allowed 1 Mulligan per game, and must show the Umpire their “Weekend Mulligan” chip (team names written in Sharpie) at the time of calling for a “Mulligan”. ONLY the NEW mulligan chips are in play for the 2020 Dublin Dirty. Any prior year’s mulligan chips are no longer valid.
- c. On offense, if you are dissatisfied with your at-bat, you may use your mulligan chip to hit again... you hand over your single chip to the Umpire and the Ump will hole-punch the chip and hand it to the opposing team on defense. Or, if you have a Weekend Mulligan Chip, present proof of team name on said chip to exercise your mulligan, the Umpire will then hand the opposing team a green shamrock raffle ticket.
- d. On defense, if you are dissatisfied with the outcome of the previous play, you may use your mulligan chip to make their batter hit again you hand over your chip to the Umpire and the Ump will hole-punch the chip and hand it to the opposing team on offense. Or, if you have a Weekend Mulligan Chip, present proof of team name on said chip to exercise your mulligan, the Umpire will then hand the opposing team a green shamrock raffle ticket.
- e. In both cases (c & d above) the play will reset & any base runner will return to their previous position & the pitch count will start over.
- f. You must use/present your mulligan chip immediately following the play/before the next pitch. Mulligan chip must be pre-purchased.
- g. **YOU MAY NOT TRUMP A MULLIGAN CHIP.** Mulligan chips may not be used to erase a previous mulligan chip. For example, if the offense uses a mulligan chip and improves their at-bat, the defense may NOT use a mulligan chip to make the batter hit for a third time or visa- versa.
- h. If you do not use your single-game mulligan chip, you may return at the main booth for a \$5 refund, or keep for use in your next game if still in the tournament. There are no refunds on Weekend Mulligan purchases.
- i. Mulligans May NOT be used for any Strikeouts/Foul-outs PERIOD!
- j. **REDEMPTION:** Once you have received a used/‘hole-punched’ Mulligan chip OR a ‘green shamrock raffle ticket’ from the Umpire since your opponent “mulligan-ed” a play during the previous game, you can take that chip or raffle ticket and redeem it upstairs at Red’s Golden Eagle Grill for a FREE 16oz. Coors Light, or redeem at the Shadow Mountain Concession Stand (Goodi’s) for a FREE 16oz. Coors Light.

THE IRISH INNING (MAD HATTER)

- a. The Irish inning is the 3rd inning.
- b. After the second out is recorded, the very next batter (Mad Hatter) will count as two runs if they score. If the batter is the Mad Hatter and he/she hits a legal homerun over the fence, all base runners (including the batter) will count as double.
- c. The “Mad Hatter” MUST wear a visibly noticeable **Irish themed Hat** for the rule to count. Each team will receive one (1) free Irish Hat at check-in. You do not need to use the tournament-provided Irish hat, but it MUST be **Irish-themed**.
- d. Mulligan chips MAY be used for this at bat.
- e. Mad Hatter (if he/she reaches base) **MAY** use a courtesy runner if still available. Courtesy runner must wear the Mad Hatter hat.
- f. DBO Mad Hatter Rule applies if Mad Hatter hits DBO. (see Basic Rules #6 for these implications to the game)



THE BRUTAL RULE

- a. If the batter, male or female, strikes out or fouls out, the opposing team will receive one run.
- b. If the foul out is caught... it will not count as a strike out ... ball must hit the ground.
- c. If the Mad Hatter is the batter that strikes out, the opposing team receives 2 runs (vs. 1 for any other batter).
- d. **A MULLIGAN CHIP MAY NOT BE USED FOR ANY STRIKEOUTS/FOUL-OUTS PERIOD!!**

EXTRA INNINGS

- a. Extra-inning games will be played **after time has expired** (or the end of the 7th inning, of course).
- b. Extra innings will be played with only 1 pitch per batter with NO foul to give. The strike out rule (Brutal rule) will NOT be in effect. Ball = a walk. Strike = out. You will start each inning off with a player on second base (the last BATTER from previous inning – courtesy runner rule applies).
- c. International Tie-breaker Rules (with the exception of other unique tourney rules).
- d. A maximum of ten runs per half inning will be allowed in extra innings. (if the away team scores 10 runs in the top of the inning, the half inning will stop and home team will have a chance to match.)