



## Tournament Rules

**GOOD SPORTSMANSHIP** is expected of all players, coaches and spectators at all times

**ASA RULES** will apply except as specifically noted in these tournament rules

**EJECTIONS:** A player or coach may be removed from any game by an umpire and/or Field Director for any conduct that is perceived to be unsportsmanlike. **Umpires and tournament officials have discretion in this matter.** If the umpire and/or designated tournament official(s) deems the perceived unsportsmanlike conduct as malicious, the **ENTIRE** team will be removed from the remainder of the tournament and must leave the fields. All previous games played shall be counted; all games not played shall be forfeits.

**PLAYER EJECTION PENALTY:** Player shall be removed from the current game and the next scheduled game for his/her team. Tournament officials reserve the right to suspend and/or disqualify any ejected player for the remainder of tournament play.

**PLAYER REGISTRATION:** Every player must register with proper identification (valid government issued) before being eligible to play in any game. Players' names on rosters must match legal names as shown on photo identification presented to tournament officials.

**PLAYER ELIGIBILITY:** All players must be registered by Saturday, April 10<sup>th</sup> to be eligible to play on Sunday, April 11<sup>th</sup>.

**TEAM ELIGIBILITY:** 2009 NAGAAA/ASANA player ratings and classification guidelines will be used for teams. In addition, the 80/20 rule will be enforced where applicable. Teams not NAGAAA/ASANA registered will be considered on a case-by-case basis.

**GAME TIME:** All teams must be warmed up and ready to play each of its scheduled games 30 minutes prior to posted game times. Final game time will be determined by Umpire.

**POOL/ROUND ROBIN PLAY:** No new inning shall begin after 50 minutes of play. Pool games may end with a tie score and tie scores will be included to determine seeding.

**SEEDING:** Teams will be seeded based on overall win/loss record. Teams with the same overall win/loss record will be seeded according to overall run differential. In the event teams have the same overall win/loss record and run differential, head to head record will be used when possible. A coin toss will determine seeding of teams with the same win/loss record and run differential when not possible.

**ELIMINATION GAMES:** No new inning shall begin after 50 minutes of play

**INTERNATIONAL TIEBREAKER RULE** will be applied to all Elimination, Semi-Championship, Championship and IF games. (Last batter who completed a turn at bat in the previous inning shall be placed at second base and game continues with the next batter in the order for a complete inning.)

**MERCY (RUN) RULE** is 20 runs after 3 innings, 15 runs after 4 innings, and 10 runs after 5 innings. A minimum of three full innings must be played. Mercy rule applies in all games.

**NUMBER OF PLAYERS:** ASA rules apply

**EXTRA PLAYERS:** Up to one (1) extra player (hitter) is allowed on offense, meaning each team may bat eleven (11) players

**HOME RUN RULE (OPEN DIVISION):** The following are limits per division for out of the park home runs:

- A division has a cap of 4 home runs per team per game, progressive up to 6, with no progressive allowed in the bottom of the last inning.
- B division has a cap of 2 home runs per team per game.
- C division has a cap of 1 home run per team per game.
- D division may not hit any unassisted out of the park home runs. Any unassisted out of the park home run is an inning ending out.
- Once a team has reached their maximum out of the park home runs, any additional out of the park home run will be considered an out.

**NOTE:** After a home run is hit, the batter and all runners must touch one base and can then return to the dugout.

**COURTESY RUNNERS:** Up to one (1) player per game may have a courtesy runner. Player must be pre-designated with an asterisk on the line up card that is turned into the umpire at the start of the game. ASA substitution/re-entry rules apply for all divisions thereafter.

**HOME TEAM:** Home team will be determined by coin toss and must keep the official score book for the game. It is strongly encouraged that scores be confirmed at each half inning with the plate umpire. Both coaches should verify and sign the umpire scorecard at the end of the game.

**LINE-UP CARDS:** Each team will turn in line-up cards to umpires prior to game time. Line-up cards will include player's first and last (legal) name along with uniform/jersey number.

**COUNT:** During all games, each batter will begin with a 1 ball and 1 strike count. A foul after 2 strikes will be considered an out (none to waste). Time permitting, Championship and IF games will be full seven innings with no time limit; however, Tournament Officials and/or the UIC reserve the right to modify this rule if need be. Coaches of teams affected by any changes will be given as much advance notice as possible in this event.

**BATS:** **Only ASA approved bats will be allowed and all bats will be examined prior to game times.** Umpires will be using the current ASA non-approved bat list (found at [http://www.asasoftball.com/about/certified\\_equipment.asp](http://www.asasoftball.com/about/certified_equipment.asp)) for bat reviews. Bats dented or otherwise deemed unacceptable by any umpire are not permitted. **Any game determined to have included the use of an illegal bat will be forfeited.**

**UNIFORMS:** Players must wear uniforms identical in base color and shirts must have numbers as described by ASA rules. Exceptions will be granted on a case-by-case basis and at the discretion of the umpire.

**JEWELRY:** All exposed jewelry and loose accessories must be removed. This includes, but is not limited to: all exposed body and facial piercing, rings, necklaces (of any kind/style), bracelets, wrist watches, earrings, pagers, cell phones, tobacco tins, and unsecured sunglasses on top of ball caps. Medical alert bracelets are allowed but must be secured to the body if at all possible. Non-removable jewelry must be concealed (i.e., taped over). No clear or translucent tape may be used.

**No ALCOHOL CONSUMPTION WILL BE ALLOWED WHILE PLAYING.** Any player observed drinking by tournament officials during a game will be ejected from the game. Any player deemed intoxicated by tournament officials during a game will be ejected from the tournament.

**PROTESTS:** There will be no player protests. Tournament directors have discretion to handle any extraordinary cases. There will be no appeals or protests of umpire judgment calls.

**DISABILITY RULE:** ASA Rule 4, Section 2, Americans with Disability Act, rule applies (explained as needed by the UIC)

**PLEASE CLEAN UP AFTER YOURSELVES!** (This includes dugouts at the end of each game.)