



2011 Rules & Regulations

1. All games will be played under 2011 A.S.A. Rules, except where modified in these rules.
2. To be eligible for this tournament, (an approved team roster approved by the governing A.S.A. Commissioner or Junior Olympic Commissioner is not required per ASA Tournament Rules) a Release of Liability Waiver and or Insurance Certificate must specifically be included in the submitted registration package.
3. Verification of birth date for each player must be presented upon request by the Field Marshal or Tournament Director (i.e. student ID, birth certificate, and/or a hospital certificate may be used). Legible photocopies are acceptable. If not adhered to, player will be removed from rosters per 2011 A.S.A. Code.
4. The Tournament Rules Committee will make all decisions on player eligibility with appeal rights to the Tournament Director. The Tournament Director's decision is final.
5. All catchers and players warming up a pitcher must wear a mask with a throat protector, approved helmet with earflaps, shin guards with protection to the kneecaps, and a body protector. A catchers mask with an extended wire protector or goalie style mask may be worn in-lieu of a throat protector attached to the mask.
Note: It is required that all batters/runners wear a face guard/helmet approved by NOCSAE. A NOCSAE sticker must be affixed to the face guard and helmet!
6. Game time is forfeit time. No grace period unless the delay is determined to be excusable by the Tournament Director.
7. Game line-up cards must be submitted to the Home Plate Umpire prior to the scheduled game time. **The Home team will be the official scorekeeper for each game and will report the final score to the Field Marshall at the end of the game.**
8. No infield practice will be allowed on the playing field.
9. **Time limit** - No new inning after 1:10. At the end of the **1:20 time limit** the game will be declared over by the umpire regardless of the state of the game. At the time the umpire calls the game for time if the home team is behind and the current inning is not completed the score for the game will revert to the last completed inning. The umpire is the official timekeeper. **All games can end in a tie on Saturday.**
10. **On Sunday**, No new inning will start after 1:10 except for the Championship Game which will be a seven inning game. The 1:20 time limit will be waived on a tie score until one team is victorious.
11. **Game Tiebreaker – On Sunday only**, If after completion of seven (7) innings of play or the One hour twenty minute (1:20) time limit has expired and the score is tied the offensive team shall begin its turn at bat with the player who is scheduled to bat ninth in that respective half inning placed on second base. Should the game continue to the next inning (and any subsequent inning), the offensive team shall begin its turn at bat with the player who is scheduled to bat ninth in that respective half inning placed on third base.
12. **Run Ahead Rule** – A ten (10) run rule after three (3) innings and a seven (7) run rule after four (4) innings will be in effect for all games except the Championship game. In the Championship game the run rule shall be eight (8) runs after five (5) innings.
13. **Home team** will be determined by coin toss prior to each game (see #7 above). Team listed first or on the upper portion of the Sunday tournament bracket will use third base dugout.

14. **Protests** – When a protest is made play will be halted. The two team managers concerned along with the umpires will meet with the Tournament Director or Umpire-in-Chief. The specific rule interpretation and umpire decision being protested will be presented to the Director. The Director will make a ruling at that time and said ruling will be final with regard to the Tournament.
- A. Rule interpretation protests shall only be considered prior to the next pitch.
 - B. Illegal re-entry, illegal use of DP and illegal substitution protests shall only be considered during the game.
 - C. There shall be a \$30.00 cash protest fee (does not include age eligibility for which there is no protest fee) paid to the Tournament Director. If the protest is upheld, the fee shall be returned.
14. Managers are responsible for the conduct of their respective team and fans. Any player, coach or fan that conducts themselves in an unsportsmanlike manner on or off the field or causes any incident or action unfavorable to the Tournament may be removed from the area. Additionally, destruction of property or abuse of Hotel/Motel guests could subject the team to suspension or other appropriate action.
15. **10 and Under games** will follow the typical A.S.A. rules regarding stealing bases and a team will be limited to scoring seven (7) runs per inning with exception of the last inning as determined by the umpire. **10U Teams can field and bat 10 players.**
16. **Please Note:** Umpires (during Games) and/or the Tournament Director (or his/her representative) shall have the authority to eject coaches, players or spectators for abusive language or other acts that are contrary to the objectives and purposes of A.S.A. A warning for the first offense MAY be issued at the umpire's/official's discretion. The second offense by coaches or players shall result in ejection of the responsible individual(s). Second and subsequent offenses by a spectator shall result in the ejection of the (1) head coach, (2) coaching staff, (3) players in that order.
17. Two (2) umpires will be provided for each game (unless circumstances prevent it).
18. **Scoring:** Teams will earn 7 points for each win and up to 7 points for each run scored above your opponents score. 5 points will be awarded for a shutout. Teams will receive 5 points for a tie and no points for runs. The maximum points for one game are 19 if the game is a shut out and the score is 7-0 or more.
19. **Tiebreaker procedure for placement** – If two or more teams have the same total points after pool play, the tie will be broken as follows:
- A. Head to Head
 - B. Fewest runs allowed
 - C. Most runs scored
 - D. Coin flip
- In the event of a 3-way tie, the process will not revert back to a prior step at any time (i.e. jumping from runs scored to head to head).
20. Teams will not be allowed to have optic colored uniforms (for example yellow, green or pink uniforms) that could disguise the pitch by a pitcher. The decision of whether a uniform causes a disguise of a pitch will be made by the Tournament Director and/or Chief Umpire whose decision is final.

Rules are subject to change by Tournament Director prior to first game time

