END OF SEASON TOURNAMENT 2018 RULES OF PLAY

May 12th, 2018

Single Elimination Bracket Play:

- 1) ASA rules apply with the following exceptions:
- 2) Strict rules of conduct will be enforced. Players, parents and coaches will be ejected from the game for inappropriate language, abuse to players or umpires. If coach is ejected he or she cannot coach the next game but can coach the following game. Umpires need to document any ejections. Any fighting is automatic suspension from the Tournament. An ejection means the coach must leave school property. **No coaches on fields for all teams on defense**.
- 3) Seeding is based on win/loss, head to head, runs allowed, runs earned, then if still a tie the dreaded coin flip.
- 4) Higher seed will be Home team and will occupy 3rd base dugout.
- 5) Roster players from your team only, absolutely no pickups. Minimum 8 players per team to start a game. 10 players per team on the field. Entire team will be continuous batting order. Late player needs to be listed on official lineup at the bottom and late player may not play once entire team has batted. Games will start on time, no grace period.
- 6) <u>Pitchers in PT and D1 can pitch 4 innings maximum per game</u>. No maximum innings pitched for D2 & 3.
- 7) International tiebreaker will be used; ALL divisions: Time limit will be 1 hour and 20 mins, finish the inning. If tied after 7 innings or time limit has expired, game will then go into international tiebreaker.
- 8) **5 runs** per inning for ALL divisions. Championship game there will be no run limit except for PonyTail which will be **5 runs per inning**.
- 9) Championship game will be 7 innings no time limit except for PonyTail which is 5 innings no time limit.
- 10) A mercy rule applies if a team has a 15 run lead after 3 innings, 12 run lead after 4 innings or an 8 run lead after 5 innings then the game will be stopped.
- 11) The umpire's decision is final. NO protests

AWARDS: 1ST and 2nd place trophies will be awarded to teams in PT, Div. 1, 2, & 3! GOOD LUCK!