

Whitnall Youth Fastpitch

9th Annual Summer Slam Tournament

2017

TOURNAMENT RULES AND REGULATIONS

- All teams must register and check-in with the tournament director 1 hour prior to playing their first game. Teams must provide the following at check-in:
 - Final team roster w/ names, numbers, DOB
 - Evidence of Insurance
 - Copies of player birth certificates; these will not be collected but Must be available upon request
- All games will be governed by ASA rules, except where amended by these tournament rules.
- Pitching mounds distances - U10 (35'), U12 (40'), U14 (43'), U16 (43')
- Continuous batting order mandatory for U12 & U14 in pool play, but optional in Brackets. Batting 10 with an Extra Player (EP) is allowed in bracket play at U12, U14, but must be made known. U16's can use the EP at any time as long as it is made known. For U10's continuous batting order is mandatory for ALL GAMES.
- Courtesy Runner can be used for the pitcher and catcher at any time.
- On-deck hitter will warm up behind be the batter regardless team dugout.
- Game time is forfeit time (unless team is finishing another game). Must have 8 players to start any game.
- RUN RULE:** 15 runs after 3 innings, 12 after 4 innings, and 8 after 5 innings. Applies to ALL GAMES
- A coin flip will determine home team during pool play. The home team will be the official scorekeeper. All lineup changes must go through the plate umpire.
- TIME LIMIT:** All games (pool play and bracket play) will have a time limit of 1 hour and 15 minutes except championship games. The Championship game will have no time limit. Official game time begins with the first pitch, and it will be the responsibility of the home team to note the starting time – per the umpire – in the scorebook. **The umpire shall have the official timepiece.** The Game Clock will be stopped ONLY for a serious injury.
- Tie Breakers:
 - Pool Play Games – After 7 innings, or time expired, teams will play 1 inning using ASA tie-breaker rule (no outs, runner on Second). If the game is still tied, it will be recorded as a tie and each team will receive ½ of a win, and ½ a loss. Run Rules do apply.
 - Bracket Games (except Championship) - After 7 innings, or time expired, teams will play until a winner is established using the ASA tie-breaker rule (no outs, runner on second). Run Rules do apply.
 - Championships Games – NO TIME LIMIT, After 7 innings, teams will play until a winner is established using the ASA tie-breaker rule (no outs, runner on second). Run Rules do apply.
- No game protests.
- BATS – All bats must be approved by ASA.
- No jewelry is allowed except medical alert bracelets or necklaces.
- Absolutely NO warm-ups allowed on infield area.
- Team Managers will be responsible for all persons including players and coaches, as well as spectators associated with their team.
- Special U10 rules apply and will be attached.
- ONLY 5MPH WHILE DRIVING IN THE FACILITIES; PARK IN PAVED PARKING AREAS ONLY.
- 19. NO CARRY-IN COOLERS. NO ALCOHOL IS ALLOWED. NO PETS!**

In the unlikely event of rain, every effort will be made to continue and complete the Tournament. However, any reasonable formats may be instituted at the discretion of the Tournament Director to give the teams a fair tournament. Teams must be prepared to play at ANYTIME! In the event of extreme conditions, the safety and welfare of the players will be a primary concern of the Tournament Staff.

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SPECIAL U10 RULES

1. 10U games will be played with an 11" ASA Approved softball.
2. The pitching rubber will be set at 35 feet.
3. All games governed by ASA rules except where amended by the tournament rules and special U10 rules.
4. Tournament Rule Adaptations:
 - Every team will use a continuous batting order, batting all players present for all games. Teams will be allowed to make free defensive substitutions at any time during a game.
 - There will be no penalty for a player who leaves the game due to injury and is removed from the batting order. Once a player leaves the batting order, she cannot return during that game.

