

Whitnall Youth Fastpitch 12th Annual Summer Slam

TOURNAMENT RULES AND REGULATIONS

1. 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
2. All games will be governed by USA Softball (ASA) rules, except where amended by these tournament rules.
3. Pitching mounds distances - 10U (35'), 12U (40'), 14U (43'), 16U (43')
4. Continuous batting order mandatory for 12U & 14U in pool play, but optional in Brackets. Batting 9 while using a DP/Flex is allowed in bracket play at 12U, 14U, but must be made known. 16U's can use the DP/Flex at any time as long as it is made known. For 10U's continuous batting order is mandatory for ALL GAMES.
5. Courtesy Runner can be used for the pitcher and catcher at any time. The Courtesy Runner will be an available bench player. If batting continuous or no bench player available, the Courtesy Runner will be the last recorded out by a non-pitcher/catcher.
6. On-deck hitter will warm up behind be the batter regardless team dugout.
7. Game time is forfeit time (unless team is finishing another game). Teams must have 8 players to start any game.
8. RUN RULE: 12 runs after 3 innings, 10 after 4 innings, and 8 after 5 innings.
Applies to ALL GAMES
9. A coin flip will determine the home team during pool play, higher seed in bracket play. The home team will be the official scorekeeper. All lineup changes must go through the plate umpire.
10. TIME LIMIT: All games (pool play and bracket play) will have a time limit of 1 hour and 15 minutes except championship games for 12U, 14U, and 16U. The Championship game will have an hour and 45 minute time limit for 12U, 14U, and 16U. 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.

11. Tie Breakers:

- Pool Play Games – After 7 innings, or time expired, will be recorded as a tie and each team will receive 1/2 of a win, and 1/2 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 USA Softball (ASA) tie-breaker rule (no outs, runner on second). Run Rules do apply.
- Championships Games – After 7 innings or time expired, teams will play until a winner is established using the USA Softball (ASA) tie-breaker rule (no outs, runner on second). Run Rules do apply.

12. No game protests.

13. BATS – All bats must be approved by USA Softball (ASA).

14. No jewelry is allowed except medical alert bracelets or necklaces.

15. Absolutely NO warm-ups allowed on infield area.

16. Team Managers will be responsible for all persons including players and coaches, as well as spectators associated with their team.

17. Special 10U rules apply and will be attached.

18. ONLY 5MPH WHILE DRIVING IN THE FACILITIES; PARK IN PAVED PARKING AREAS ONLY.

19. NO CARRY-IN COOLERS. NO ALCOHOL. NO SMOKING, 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.

Whitnall Youth Fastpitch 12th Annual Summer Slam

SPECIAL 10U RULES

1. 10U games will be played with an 11" softball.
2. The pitching rubber will be set at 35 feet.
3. All games governed by USA Softball (ASA) rules except where amended by the tournament rules and special 10U rules.
4. A 5-run limit per inning for the first two innings of the game. All remaining innings shall have no run limit.
5. 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.