



RULES

Please check in 30 minutes prior to your first game. **Teams will need to provide their roster, show proof of insurance and have on hand copies of birth certificates for any challenges.**

We are using ASA rules for this tournament for all ages with the following exceptions included in this document.

There will be no pre-game warm-up allowed on infields in front of the baselines. Pitchers may use the foul line between first and third.

Please arrive to all games 15 minutes prior to game time and be prepared to start play.

Metal cleats are not permitted at any age, except 16U and 18u levels.

Tournament Format

3 game pool play to determine seeding for single elimination

Time Limit & International Tiebreaker (ITB)

Pool play (Friday/Saturday) - No new inning will begin after 1:20. Ties are allowed in pool play.

International Tiebreaker is possible in Pool games if the last inning is played and time remains on the game clock. ITB will begin after the 7th inning for 12U – 18U, and the 6th inning for 10U

Single elimination games (Sunday) – For all games leading to the semi-finals - No new inning will begin after 1:30. Mercy rules apply for all games.

All timed play-off games must go to International Tie Breaker rule (ITB) after the 7th inning (6th inning for 10U) or at the discretion of the umpire, as in the case if time is running out

The umpire will keep the game clock. It is the umpire's responsibility to record the start time and to announce it to both teams. Failure of the umpire to make such announcement, however, does not change the games official start time.

**Semi-finals and finals – There is no time limit (10u – six innings, 12-18u is seven innings).
Mercy rules and ITB rules still apply.**

Home Field

For all pool games a flip of a coin determine the option of home or away – Farthest traveling team calls it. For all elimination games, Home Team may choose home or away.

Pitching Distances

10U – 35 feet

12U – 40 feet

14U, 16U, and 18U – 43 feet

Run Ahead Rules

AS FOLLOWS WILL BE IN PLACE FOR ALL GAMES:

15 run after 3 innings, 12 runs after 4 innings, and 8 runs after 5.

5 run rule 10u division - Can only score 5 runs per inning, any inning, including the last.

Fielding

12U - 18U: 9 players in the field

10U: 10 players may be allowed (only if agreed by both teams)

All ages can play w/ a minimum of 8 players

Batting

Following options are all acceptable:

1) Teams can choose to bat their entire line-up. If batting entire line-up, then all players must bat. Any late arriving players may be inserted into the end of the batting order, up until the top of the lineup has had a second plate appearance. If a player leaves the game early or is injured and can't continue, then her spot in the batting order is an out.

2) Other options are: Teams may elect to bat 9 players (with option of using DP/Flex). Or teams may bat 10 players by utilizing an EH.

Before the game starts Coaches tell the umpire on the field which batting option they will be using. The umpire makes the final decision on rules.

10U - NO fake bunting and swinging away. Once, you offer a bunt you only have (2) options, to bunt or pull back the bunt. Warnings and possible ejection of players and coaches will be issued for swinging away on fake bunts.

Fake bunting and swinging away is allowed **12U - 18U**.

Stealing and Base Running

12u - 18u - All bases can be stolen. Plus, batters can advance to first on dropped third strike.

10u - Only 3rd base can be stolen. If the runner does advance to 2nd or home, then the umpire sends back the runner. No advancing to next base on pick off attempts from catcher. No advancing to first on dropped third strike.

Leading – base runners may leave the base once the ball is released from the pitcher's hand in **all divisions**

Infield fly rule is not in effect for 10u

Courtesy Runners

- Courtesy runners are allowed for pitchers and catchers at any time.
- The courtesy runner is a substitute not in the game (if not batting entire line-up), or the last batted out (if batting entire line-up). Or an injured player that has been identified and agreed to by both coaches and umpires
- The pitcher and catcher are identified as the last players who physically played that position.

Weather and refunds

Inclement Weather – in the event of inclement weather it may be necessary to play shortened games or to adopt an alternate format for the tournament. Information will be provided via e-mail, so **please, check your e-mails**. We reserve the right to change the tournament format as needed.

We respectfully reserve the right to adjust the rules, schedules, brackets, and field locations if necessary, in order to complete the tournament. Every attempt will be made to honor the game minimum – however, if a situation develops where a team forfeits or the weather does not cooperate, every attempt possible will be made to reschedule games, shorten games, or cancel games, in order to complete the tournament.

In the event of a total rainout, registration fees will be refunded less a \$75 admin fee per team to cover fixed costs. Teams playing one game will receive a refund of \$330. Teams playing two games will receive a refund of \$165. Teams forfeiting or withdrawing from tournament are not eligible for refunds.

Speed up Rules and Rules encouraging fair play WILL APPLY

- In an attempt to get in a full 6 or 7 innings of play, a pitcher will receive 5 warm ups the first inning, 3 every inning or 1-minute thereafter. A new pitcher will receive 5 warm ups.
- Infield/Outfield balls will be permitted the 1st inning only. One minute between innings or 3 warm up pitches.
- Only one trip to the mound is allowed per inning, per pitcher, all subsequent trips in the inning must be to remove the pitcher from pitching.
- Stalling will not be tolerated as determined by the umpire – if so determined; the umpire may override the time limit if a team is determined to be intentionally stalling.

Score Reporting

UMPIRES will report the scores to the registration table attendant, who will then record the games results. Managers are encouraged to confirm final scores at end of games and at the registration table at the end of the day. NO CHALLENGES will be considered once seedings have been compiled.

The Umpire/UIC has the final say on all disputes.

Seedings

Sunday seedings will be determined by overall record (2 points for a win, 1 point for a tie)

Tiebreaker rules:

- **Head to head (only applicable if it is a two team tie and teams have played each other)**
- **Fewest runs against**
- **Greater run differential**
- **Coin flip**

Sunday seedings and pairings will be made available as soon as humanly possible... please be patient and wait for the e-mail. Request for updates, even though well-intended, slows down the process.

The Sunday game schedule is part of the master schedule.

MISCELLANEOUS INFORMATION:

Game time is forfeit time – to be enforced by the game official (umpire) and/or at the tournament director's discretion. In rain situation's, please do not leave the fields as the schedule may be adjusted without prior notice.

Umpires decisions are final. There are no protests allowed.

Please do not impede the progress of the game – any signs of poor sportsmanship, actions that demean opposing players, fans, or the umpire may be grounds for the offender(s) to be removed permanently from the game and premises . . . and, if serious, the possibility of their team even forfeiting the game. **Any coach/player ejected from a ball game by an official, will also be suspended from the team's next game (at the least) – with further penalty if warranted.**

Alcohol is forbidden at ALL complexes.

There is no smoking allowed at any park.

Teams are responsible for CLEANING out their dugout! PLEASE DO NOT LEAVE ANYTHING BEHIND and put all trash in the proper containers or bag. WE WILL NOT BE RESPONSIBLE FOR LOST OR STOLEN PROPERTY! **Please have the girls, coaches and parents clean up after themselves.**

All teams are to present a copy of their lineup to the umpire and opposing coach at least 5-minutes prior to their scheduled start time.

The best addresses for Google maps:

- North Bridge1 & 2 - 1357 Prince Rodgers Ave, Bridgewater NJ 08807

- North Bridge 3 - 962 Sussex St, Bridgewater, NJ 08807

- Chimney Rock - 748 Chimney Rock Rd, Martinsville, NJ 08836

- Commons Way – 600 Somerset Corporate Blvd., Bridgewater, NJ 08807

Division Directors:

10U, 12U and 14U - Rob Morrison 908-377-3105

16U and 18U - Dominick Mazzagatti 908-625-8322