

Clairemont Girls Fastpitch

Kyrstin Gemar Memorial Day Tournament 2010

Tournament Rules

The Current ASA Official Rules of Softball will be in effect unless otherwise noted.

1. Check-In

- All teams must check in at the registration table a minimum of thirty (30) minutes prior to your 1st game. **Check in will be available at CLAIRMONT MAIN FIELDS ONLY. NO EXCEPTIONS.** Check-in at our Main Site (**Clairemont Girls Fastpitch Fields 3401 Mount Acadia Blvd. San Diego, CA**).
- Registration booth will be open on **Friday May 28, 2010 (4:00 p.m. to 7:30 p.m.)** and Saturday May 29, 2010 (7:00 a.m. to 5:00 p.m.)
- Bring your completed Rosters and your proof of age (Birth Certificate) and proof of insurance (ASA regular season registration card) or your ASA photo ID cards. No Player will be allowed to play without appropriate proof of age. Proof of age may be challenged at any time during the tournament. Any team using an ineligible player will forfeit all games, tournament fees, and will be disqualified from the tournament.
- Rosters are limited to 15 players. No player may be added after the start of your first game.
- Each team is to supply their own insurance and agrees to hold harmless any and all individuals, organizations, and governmental bodies for any injury that may occur due to their participation in our tournament.

2. Game Time

- Game time is forfeit time. A team may start play with 8 players present.
- If a team forfeits a game they will be charged with 10 runs allowed and no runs scored.
- During pool and Bracket play, games will be one hour and twenty minutes (1:20) or seven innings for 10U, 12U and 14U and six innings for 8U, whichever comes first. No new inning shall commence after the time limit has been reached. (Starting time for a new inning begins when last out is made of previous inning.)
- Sliding is allowed in all divisions and is required to avoid all collisions.
- Championship games will not have a time limit.
- During pool play, games may end in a tie and will count in standings. During bracket play, "international tie-breaker" rules will apply.
- Mercy Rule (Run Ahead Rule) shall be used in all games at 15 runs after third innings, 12 after four innings or 8 runs after five innings.
- Run limits: During pool play and elimination play run limits will be as follows for the first 4 innings: 8U (4 runs), 10U and 12U (6 runs), 14U (8 runs). From the 5th inning on there will be no run limit. No run limits during championship games for 10U, 12U and 14U. 8U will have a 4 run limit in first 4 innings. 5th inning on will be no run limit in the championship game.

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3. Ground Rules

- No practice on infield dirt and no practice before 8:30 a.m. beyond field 1 in the grass area.
- All pre-game practice should be conducted on grass area inside the baseball field or grass area in front of the playground.
- During pool play, the team listed last on the schedule shall occupy the third base dugouts.
- During pool play, the home team will be determined by coin toss at the pregame meeting with the umpires and coaches.
- During playoffs and/or bracket play the higher seed is home team and will occupy the third base dugout.
- Home team is responsible for an official scorekeeper. The official scorekeeper will not be allowed to announce “out of order” batters. It is recommended that each team have their own scorekeeper in addition to the official scorekeeper.
- Each team is responsible for cleaning their dugout after each game.
- Umpire will record the ending score on the scorecard. Both team managers and the umpire will then be required to sign the scorecard. The umpire must turn in the signed scorecard to the Tournament Director Site at the end of each game.
- Game balls will be provided and will be the only balls used. Worth “RIF” 10” for 8U, “RIF” 11” for 10U, and the Worth “Dream Seam” 12” for 12U and 14U.
- No artificial noisemakers please.
- No alcoholic beverages allowed in the park.
- RV’s will not be allowed in our parking lots. The lot is small and there is not ample parking for them. RV’s may be parked on local streets where parking is permitted.
- Please refrain from smoking at our ball fields. Your cooperation is appreciated
- Team managers have full responsibility for control of their players, coaches, and spectators.

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4. Protests

- All protests will be finalized on the field at the time of the protest by the Home Plate umpire and a Tournament Official. There will be no protests during pool play.
- Protests are limited to misapplication of rules. Judgment calls by the umpires cannot be protested. The manager asserting the protest must be able to cite the rule he/she believes was violated.
- A \$100.00 cash protest fee is due at the time of the protest (fee will be refunded if the protest is upheld)

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5. Special Playing Rules

- A. Teams have the option of batting their entire line-up and having free defensive substitutions. Team choosing that option may use the “last out” as a courtesy runner for the pitcher or catcher. Teams not choosing the “bat around” option must then abide by the ASA rules on substitutions.
- B. If a player leaves a game for any reason other than ejection, the team will not be required to take an out in that players spot.
- C. Late additions (late arrivals) may be added at the end of the official batting order.
- 8U Division:
 - A. Stealing is allowed. One base per pitch, runner at third cannot steal home; a play at another base does not release a runner.
 - B. Home plate is “FROZEN” and runners can only advance home on batted balls, base on balls (with the bases loaded), or an umpire award.
 - C. No dropped third strike.
 - D. No infield fly rule.
 - E. Bat-around in all games.
 - F. 10 players may play the field (4 outfielders allowed).
 - G. 3 Outfielders and rover must remain behind the base line until the ball is hit, or a play is made on a runner.
 - H. Championship game will be 6 innings.

6. Seeding to Bracket/Playoff round will be based on the following criteria:

- Won, Loss, Tie record.
- Runs allowed.
- Runs scored.
- Coin Toss