## Plum Fast Pitch Tournament 2018

## Tournament Rules

- ASA Rules apply except as modified herein.
- Arguing with an umpire is not permitted and will not be tolerated. Each manager is responsible for their own actions as well as the actions of their coaches, players, and fans. Failure to control their actions may result in a team's forfeit or removal from the tournament.
- All teams must have their team roster forms submitted no later than Sunday before start of tournament.
- Maximum 13 players on roster for $10 u$ and above. 15 for $8 u$.
- The team roster shall be made up of no less than $75 \%$ same community/rec league and maximum $25 \%$ outside the community.
- Teams found to be using players not on their roster will forfeit all games and be asked to leave the tournament with no refund.
- Players may play for only one team in one age bracket during the tournament.
- Managers must be able to present valid proof of a player's age status if questioned (Birth Certificate).
- Teams found using an ineligible player or players will forfeit all games played and they will be asked to leave the tournament with no refund.
- In the event of inclement weather, the tournament directors' reserve the full right to change, alter and or modify any part of the schedule including start times, game lengths, and start or stop times to allow the tournament to be completed.
- If no games are started or played, teams receive a refund equal to $80 \%$ of the entry fee. Once any games are started, teams will receive a prorated refund based on the number of games each individual team plays up to a maximum of $60 \%$ of the entry fee. With a four game minimum, refund is $15 \%$ of the entry fee for each unplayed minimum game, Refunds will be made within 10 business days of the scheduled conclusion of the tournament. Checks will be made out in the name of the team as listed on the official entry form submitted to the tournament.


## General Playing Rules

- Playing field: 60' bases $3^{\prime}$
- All fields in the tournament are considered neutral during pool play. A coin toss will determine the home team.
- Elimination Games: The higher seeded team will be the home team.
- Coaches are permitted 1 conference per inning. Upon a 2 nd conference in the same inning, the pitcher will be removed from the pitching mound.
- The manager/coach is permitted to substitute a courtesy runner for the pitcher or catcher at any time regardless of the number of outs. The courtesy runner shall be the last batted out.
- Pitchers will be allowed 5 warm-up pitches in their first inning and 3 warm-up pitches in succeeding innings. Infield or outfield practice is allowed at the start of the $1^{\text {st }}$ inning only. Please have the players hustle onto the field.
- All games will have a 75 -minute time limit. At the 75 -minute mark, teams will complete the inning they are currently in. At the 1 Hour and 25 Minute mark, the game is dropped dead. If the inning is not complete, revert back to the previous completed inning.
- This will not be in effect for championship games. Those games will be played in their entirety. Unless mercy ruled.
- The runs per inning rule will be 5 runs per inning for all age brackets. Runs tally until play stops.
- EXCEPTIONS - a) The runs per inning rule will not apply in the last inning ( $\left.6^{\text {th }}\right)$.
- Run ahead rules:
- 15 after 2 innings
- 12 runs after 3
- 10 after 4
- 8 after 5
- If a game is terminated for darkness, weather, field conditions, or umpire calls the game, 4 complete innings ( $31 / 2$ where applicable) will determine a regulation game.
- All games forfeited will end in a score of 6-0 for tie breaking purposes.
- Points earned in pool play are earned as follows:
- 2 points for a win
- 1 point for a tie
- 0 points for a loss
- Teams will be placed in the single elimination playoff by their order of finish based on their total number of points won in pool play. Most points first; least points last.
- Playoff seating tie breakers:

1. head to head
2. least runs allowed
3. runs scored
4. Run differential
5. Coin Toss

- Elimination games will go to International Tie break if teams are tied at end of time or end of game in the Semi-Final, Championship game or 3rd Place game, if applicable.
- Game balls will be furnished. Each game will start with one new ball and one used ball. All game balls are to be returned to the umpires after the game.

|  | 8 U | 10 U | 12 C | 15 |
| :--- | :---: | :---: | :---: | :---: | :---: |
| Minimum Players to Start/End Game | 8 | 8 | 8 | 8 |
| Length of regulation game (innings) | 6 | 6 | 6 |  |
| Maximum Number of Fielders | 10 | 10 | 9 | 6 |

- A team needs a minimum of 8 players to start and finish a game.
- If playing with 8 players, the $9^{\text {th }}$ spot in the batting order is an automatic out.
- Teams may play with 9 players without penalty.
- If additional players arrive after the start of the game, they can be inserted into bottom of the batting order and put into a fielding position
- The length of a regulation game is 6 innings.
- Team coaches may be used on defense to give instructions, but they must be in the outfield. No more than 2 defensive coaches are permitted in the playing area.
- Catchers must wear a helmet with facemask, and chest protector. Shin guards are optional.
- Player pitchers must wear a heart guard.
- Pitching distance will be 35 feet within a circle of 16 feet diameter.
- Team coaches will be utilized as pitchers but may not make any defensive plays. The coach must make every effort not to interfere with a ball in play.
- If a batted ball hits the coach, the ball is dead and the play is done again.
o If the umpire believes the coach intentionally interfered with a batted ball, the batter will be called out and all base runners will go back to their previous base.
- A pitcher/coach will pitch to his/her own batter and must always have at least one foot inside the circle upon releasing the ball
- The player-pitcher must start with at least one foot within the circle.
- NO minimum or maximum pitching arc requirements will be enforced.
- There are no walks.
- Batters may get up to 7 pitches with the following exceptions.
- Batters are out on a 3rd swinging strike if there is no contact, even when less than 7 pitches have occurred.
 even after 7 pitches has occurred.
- Regardless of strike count, the batter is out if no contact is made (swinging or non-swinging on the 7th pitch)
- All batters and base runners must wear a helmet.
- Continuous batting order rules apply -- All players in attendance including those on the bench must bat in a continuous lineup.
 the remainder of the current game.

- Every player present will play a minimum of 2 innings in the field.
- 6 infielders (P, C, 1B, 2B, 3B, \& SS) and 4 outfielders will be used
- All infield positions must be occupied, meaning if you are starting a game with only 8 players, you can play with 2 outfielders.

- The infield fly rule does not apply.

- If an infielder overthrows a ball to any base, the base runners cannot advance past the bases they are on or running to at the time of the throw unless forced.
- If an outfielder overthrows a ball to any base, the base runners can advance as many bases as possible until the ball is CONTROLLED by an infielder in the infield.
- On a batted ball that does not leave the infield, the batter is limited to a single, and base runners are limited to advancing only one base, at risk to be put out.
 the infield and in fair territory.
o Once the ball is controlled, a delayed dead ball is initiated and base runner positions are observed by the umpires.
- All base runners are at risk to be put out until play is stopped.
- All non-forced base runners in violation but advancing safely to the next base will be returned to the last base legally touched without liability of being put out.
- A lead base runner being returned will force the return of preceding base runners.
- A minimum of 8 players for to start and finish a game.
- If playing with 8 players, the $9^{\text {th }}$ spot in the batting order is an automatic out.
- Teams may play with 9 players without penalty.
- If additional players arrive after the start of the game, they can be inserted into bottom of the batting order and put into a fielding position.
- The length of a regulation game is 6 innings.
- If a pitcher is removed from the circle during an inning, the pitcher cannot return to the circle during the same inning. Any other player can enter the game defensively anytime and at any position.
- If a player cannot bat for any reason, and the player is removed from the game with no available substitute, an out will be recorded. If the player can return later, they may re-enter in the same spot in the batting order with no out recorded.
- A pitching rubber must be installed at 35 feet from home plate.
- The infield fly rule does not apply.
- Continuous batting order rules apply -- All players in attendance including those on the bench must bat in a continuous lineup.
- Base runners can leave the base after the ball crosses home plate.
- Runners can advance on any overthrow.
- Players can steal home.
- Look back rule is in effect.
- Batter can advance on dropped $3^{\text {rd }}$ strike. If base isn't occupied.
- After a walk, batter can advance to $2^{\text {nd }}$ per ASA rules.


## 12U/15U Rules

- A minimum of 8 players for to start and finish a game.
- If additional players arrive after the start of the game, they can be inserted into bottom of the batting order and put into a fielding position.
- If playing with 8 players, the $9^{\text {th }}$ spot in the batting order is an automatic out.
- The length of a regulation game is 6 innings.
- If the starting pitcher is removed from the circle during an inning, the pitcher cannot return to the circle during the same inning. Any other player can enter the game defensively at any time, and at any position.
- If a player cannot bat for any reason, and the player is removed from the game with no available substitute, an out will be recorded. If the player can return later, they may re-enter in the same spot in the batting order with no out recorded.
- A pitching rubber must be installed at 40 feet from Home Plate for 12 U and 43 feet from Home Plate for 15 U .
- Base runners can leave the base on pitch release.
- Runners can advance on any overthrow until play is stopped.
- Players can steal home.
- Batter can advance on dropped $3^{\text {rd }}$ strike. If base isn't occupied.
- After a walk batter can advance to $2^{\text {nd }}$ per ASA rules.
- Infield Fly is in effect.
- Teams can field 3 outfielders.
- Continuous batting order rules apply -- All players in attendance including those on the bench must bat in a continuous lineup.
- Last batted out can run for the pitcher or catcher at any time. A courtesy runner can only be used once per inning. If you have already used a courtesy runner and there were no outs recorded since then use the next last batted out.

