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General Rules

- ASA rules will apply and govern all tournament games unless otherwise defined in this
 document.
- The tournament is open to single community organization teams only. The tournament director reserves the right to decline a team's registration and/or participation if it is determined that the team does not qualify as a single community organization team.
- Rosters will be limited to 15 players and must be submitted to the tournament manager at the pre-tournament draft meeting.
- The roster is fixed as submitted and may not be changed during the tournament.
- ALCOHOLIC BEVERAGES ARE PROHIBITED IN THE PLUM COMPLEX.
- THE USE OF TOBACCO AND TOBACCO PRODUCTS IS STRICTLY FORBIDDEN ON THE PLAYING FIELDS AND IN THE DUGOUT AREAS throughout the Plum Borough Complex. Managers, coaches, players, or spectators may not smoke or use tobacco products within any fenced-in field area, in the dugouts, near the fences around the dugouts, home plate, the first-base line or the third-base line, in the bleachers, or under the main pavilion.
- Each manager is responsible for the behavior of players, coaches, and his or her team's fans.
 Unsportsmanlike or unacceptable behavior by players, coaches, or fans will not be tolerated and may result in penalties against the responsible team, including but not limited to game or tournament forfeit.

Pre-Game Rules

- Teams must report thirty (30) minutes before the scheduled starting time of the game.
- There will be a 15-minute grace period, if needed, for a team to arrive for a scheduled game. Any team that is not ready to play with the required nine (9) or more players after 15 minutes past the scheduled start time will forfeit the game unless the team manager has contacted the tournament director at least 30 minutes before the scheduled game time.
- A team must have a minimum of nine (9) players to play. Any team who cannot field nine (9) players at the time of the game or before the fifteen (15) minute grace period will forfeit the game.
- No inning will be started after 1:20 minutes.
- The top bracketed team will occupy the 1st base dugout.
- Bench and dugout areas are restricted to rostered players, a manager, 3 coaches, and 1 scorekeeper.
- No infield warmups or practices are permitted. Teams may warm up in the outfield on the same side of the field as their assigned dugout.
- A pre-game coin flip by the umpire will determine the Home team. Highest seed will be Home team during bracket play.

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Game balls will be provided by the PBSA.

In-Game Rules

- Only managers, coaches, umpires, scorekeepers, and players are permitted on the field, the bench or in the dugouts. All players not in the field, at bat or on deck must remain in the dugout. Team managers are responsible for the conduct of their players, scorekeepers and coaches.
- Only the manager may discuss a call with the umpire. If a coach, player or scorekeeper disputes an umpire's call, the umpire may halt the game until such person is removed from the game and/or field. Any manager, coach or player on any team who is removed from the game by an umpire shall not be eligible to participate and/or play in such team's next game.
- Metal spikes are not permitted.
- Only ASA-approved bats are permitted.
- Batting helmets must be worn while at bat, on the base paths, and while returning to the dugout from the bases or base paths.
- A base runner must avoid contact at any base at which a play is being made. The runner shall be called out if in opinion of the umpire she did not avoid contact with the defensive player. If the umpire determines that contact was malicious, the player shall be ejected from the game.
- Head-first slides are not permitted when approaching a base, but players may slide head-first when returning to a base.
- Any defensive player that makes contact with a base runner (tag, blocking a base) that is determined malicious by the umpire will be ejected from the game.
- All players must wear a common uniform and all uniforms must have a unique number. Duplicates are not permitted.
- Courtesy runner may be used with 2 outs for the catcher to keep the game moving.
- All games except the championship games will have a 90 minute time limit. A new inning may
 not start 80 minutes after the scheduled game start time. An inning started before the 80
 minute mark will be completed. The umpire will be responsible for tracking the time and will
 enforce any time restrictions.
- Any protest must be presented to the tournament director by the team manager. Protests will be settled by the tournament director at the time of the protest.
- Umpire and tournament director decisions are final.
- A courtesy runner may be requested for an injured player. The request must be made to the umpire and the opposing manager at the start of the game for a player who is injured before the game or before the start of the inning in which that player is likely to bat if the player is injured during the game. The courtesy runner will be the player who made the last batted out.

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- A continuous batting order (all players bat if they play in the field or not) may be used at the
 discretion of the manager, but is not required. The manager may choose to bat only ten (10)
 batters even if there are more than ten (10) players available to play. The manager must notify
 the opposing team manager if a continuous batting order will be used (more than 10 players will
 bat) by his or her team before the game starts. It is assumed that only 10 players will bat if no
 notification is made.
- An Extra Hitter (EH) is permitted. The EH will bat, but not play the field. For example, a team
 with 12 players may choose not to use the continuous batting order (bat all 12 players), but
 may bat 11 players (10 + the EH) and play 10 in the field. The manager must notify the umpire
 and the opposing manager of the EH before the game.
- Runners must hold the base until the batter makes contact with the pitch. Any runner that
 leaves the base before the batter makes contact with the pitch will be called out. There is no
 warning for this violation.
- Any player who throws the bat, at the discretion of the umpire, will be called out. There is no warning for this violation.
- Catchers must wear a helmet with a mask and a chest protector. Pitchers must wear a face mask and heart guard.

Post-Game Rules

- Team managers must ask the umpire to sign the score book at the end of each game.
- The winning team manager must report game results to tournament management at the main pavilion within 15 minutes of game completion.
- Seeding ties will be determined by:
 - Head to Head
 - Runs Allowed
 - Runs Scored (Max 15)
 - o Coin Flip

8U-Specific Rules

- A full game is **six** (**6**) innings; there is no minimum regulation length.
- The pitching distance is thirty-five (35) feet.
- The base distances are sixty (60) feet.
- The infield is limited to six (6) players; catcher, pitcher, first base, second base, short stop, and third base.
- There will be a pitching circle for all games.
- 5 runs per inning max innings 1-5. Last inning has to get 3 outs.

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- Coach pitch will consist of a maximum of 7 pitches with no warm ups.
- A foul ball constitutes a pitch.
- Each batter will bat until she hits a fair ball or until she receives 7 pitches. If the batter does not hit a fair ball with 7 pitches, she is out.
- The ball must be pitched with a perceptible arc as determined by the umpire.
- Outfielders cannot make a force out or tag out at any base.
- Time will be called once an infielder has possession in the infield.
- If base runner goes too far, she must make it safely to next base and will be sent back to the previous base. If an out is made on that runner, it will stand.
- No extra bases will be awarded to base runners on an overthrow to any base if thrown by an infielder.
- One base on an overthrow from the outfield. The runner must make it safely.
- There is no infield fly rule.

10U-Specific Rules

- A full game is six (6) innings and a regulation length game shall be five (5) innings (or 4 1/2 innings if the Home team is leading at the time of the conclusion of the game). After five (5) full innings (4 1/2 if the Home team in leading) a score will be considered final if a team is ahead by fifteen (15) runs at the end of any full inning. The 15 run rule will not apply to the Championship game.
- 5 runs per inning max innings 1-5. Last inning has to get 3 outs.
- The pitching distance is forty (40) feet.
- The base distances are sixty (60) feet.
- The ball must be pitched with a perceptible arc that is no lower than the pitcher's head and no higher than twelve (12) feet from the ground.
- The infield is limited to six (6) players; catcher, pitcher, first base, second base, short stop, and third base.
- There is no infield fly rule.
- For batted balls which travel to the outfield, the umpire shall call time and no runners can
 advance beyond the base they have committed to after the ball is returned to the infield and is
 in the possession of an infielder.

12U-Specific Rules

• A full game is seven (7) innings and a regulation length game shall be 5 innings (or 4 1/2 innings if the Home team is leading at the time of the conclusion of the game). After five (5) full innings

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(4 1/2 if the Home team in leading) a score will be considered final if a team is ahead by fifteen (15) runs at the end of any full inning. The 15 run rule will not apply to the Championship game.

- The pitching distance is forty-six (46) feet.
- The base distances are sixty (60) feet.
- The ball must be pitched with a perceptible arc that is no lower than the pitcher's head and no higher than twelve (12) feet from the ground.
- Infield fly rule is in effect.

15U-Specific Rules

- A full game is seven (7) innings and a regulation length game shall be 5 innings (or 4 1/2 innings if the Home team is leading at the time of the conclusion of the game). After five (5) full innings (4 1/2 if the Home team in leading) a score will be considered final if a team is ahead by fifteen (15) runs at the end of any full inning. The 15 run rule will not apply to the Championship game.
- The pitching distance is forty-six (46) or fifty (50) feet, at the discretion of the pitcher.
- The base distances are sixty (65) feet.
- The ball must be pitched with a perceptible arc that is no lower than the pitcher's head and no higher than twelve (12) feet from the ground.
- Infield fly rule is in effect.

19U-Specific Rules

- A full game is seven (7) innings and a regulation length game shall be 5 innings (or 4 1/2 innings if the Home team is leading at the time of the conclusion of the game). After five (5) full innings (4 1/2 if the Home team in leading) a score will be considered final if a team is ahead by fifteen (15) runs at the end of any full inning. The 15 run rule will not apply to the Championship game.
- The pitching distance fifty (50) feet.
- The base distances are sixty (65) feet.
- The ball must be pitched with a perceptible arc that is no lower than the pitcher's head and no higher than twelve (12) feet from the ground.
- Infield fly rule is in effect.