

# Summer Grind at the Mill Tournament Information

## July 21-23, 2017

**This is a non-sanctioned Class C/Rec All Star tournament. We will use NSA Rules.**

For "C" classification, all of the players must have played in your latest recreation league season. No player shall be rostered on a travel team as of March 31<sup>st</sup>, 2017. If you have a doubt about a player's eligibility, please go to Coach's Check in table.

**Format:** Double Elimination, Pool Play to determine seeding. **Minimum of 4 games.** (Weather permitting)

**Age Groups:** 8U, 10U, 12U, and 14U

### **Registration Items:**

1. Team Fees: \$400.00 (Fee must be paid prior to your team being allowed to play.)
2. Documents (Copies must be presented at Check-In)
  - a. A completed and signed roster;
  - b. Team Insurance Certificate;
  - c. Copies of your players birth certificates

**Failure to supply these documents at check-in will require your team to forfeit.**

## Facility Information

Check-in will be at the Monument Street Fields next to the Concession Stand. Please check-in at least one (1) hour prior to your first game.

- The fields are **NON SMOKING.**
- **No** glass bottles
- **No** pets allowed
- **No** alcohol permitted

**Parking:** Parking is allowed in the paved areas of Noblesville High School (NHS). The Monument Street lot will be closed for this event. Parking in an undesignated area may cause your vehicle to be towed at your expense.

**Batting Cage:** The Batting Cage will be available during the tournament. It will be available to all teams in 30 min increments. There is no charge for use of the cage. Please see the tournament director to reserve your time.

# Conduct

## **Abusive language/behavior will not be tolerated.**

- The Coach will be responsible for the conduct of his/her players, coaches and fans. A team will be in jeopardy of losing a game by forfeit if such conduct becomes unmanageable.
- All protests will be settled at the time of occurrence and the decision will be final.
- All disputes will be settled on the field by the Head Umpire.
- Touching of any umpire or his/her equipment will be cause for immediate ejection, and said person will not be allowed to return for the remainder of the tournament.

# Tournament Play

Please refrain from warming up your teams near the concession stand or behind the home plate. Use the designated areas beyond the outfielders.

## 1. Games:

- a. Pool Play – 1 hr 30 min; Time Limit Enforced; Max – 6 innings (7 innings for 14U)
  - i. A new inning cannot begin after 90 minutes, but an inning in progress will be completed.
  - ii. Tie – Reverts back to last completed inning that was not tied
  - iii. Home team is determined by a coin flip
- b. Tournament Play – 1 hr and 30 min. Max – 6 innings (7 innings for 14U)
  - i. Current Inning will be completed when time expires.
  - ii. Tie – determined by International Tie Breaker Rules. Under this rule, each team starts the inning with the player who completed the last official at bat, as a base runner on second base. Each subsequent inning will start the same until a winner has been determined.
  - iii. Home team is determined by a coin flip
  - iv. No time limit for the Championship game.
  - v. If a 'What if' game is required, the time limit is applied as in section (b) above.
- c. Three complete innings or two and a half (middle of the third) if the home team is ahead shall constitute a regulation game if called for weather or darkness. If the game is called before three complete or two and a half if the home team is ahead will be replayed from the exact point it was stopped.
- d. In the event of a temporary delay of game (game is to be played out the same day), due to weather conditions, injuries, field repair, or any other extraordinary condition in the judgment of the umpire, the official scorekeeper will be notified of the time. This time will be added to the end of the game when resumed.
- e. It is the responsibility of each Coach to appoint a scorekeeper. The visiting scorekeeper should compare scores with the home scorekeeper at the end of each

- inning. The home scorekeeper's scorebook is considered the official record of the game
- f. The plate umpire shall advise the official scorekeeper of the game starting time and that time shall be duly noted in the official record of the game.
- g. The plate umpire is responsible for reporting game results to the tournament director.
2. Coaches are asked to have their girls pick up trash in the dugouts and around the bleachers after their game and to exit as quickly as possible so the next game can get started on time.
3. Inclement Weather or Other Circumstances: The Tournament Director reserves the right to change field locations, game times, number of innings played, time limits, or revert to single elimination to assist in concluding the tournament on the set date. If the tournament is unable to be completed on the scheduled date, the following system will be used to determine the order of finish:
- Win/Loss Record
  - Head to Head
  - Runs Against
  - Runs Scored
  - Coin Flip

## Rule Modifications

### **BASE RUNNING / STEALING**

**8U:** We will be using halfway hash marks. Time can be called in the pitcher's circle or in the baseline in front of the lead runner. When time is called, if runners have not made it to the hashmark, they will go back to the previous base.

**10U:** A runner may steal on a pitch. However, the runner must not leave the base until the release of the ball from the pitcher.

**12U/14U:** A runner may steal on a pitch. However; the runner must not leave the base until the release of the ball from the pitcher. A runner may advance to first base on a dropped third strike.

**10U/12U/14U:** A courtesy runner may be used for Pitchers and Catchers using the player that made the last out.

### **BATTING**

**8U/10U/12U/14U:** Teams may bat their entire roster, but are not required to.

**10U/12U/14U:** Bunting is allowed.

### **PITCHING**

**8U:** Coaches will do the pitching from a 35' distance using an 11" official softball.

**10U/12U/14U:** The Starting pitcher gets one re-entry per game. A pitcher is not limited to the number of innings she may pitch.

**10U:** Pitching from a 35' distance using an 11" official softball.

**12U:** Pitching from a 40' distance and using a 12" official softball.

**14U:** Pitching from a 43' distance and using a 12" official softball.

### **MERCY RULE**

**8U/10U/12U/14U– 12 runs after 3 innings; 10 runs after 4 innings**

### **INFIELD FLY RULE**

**12U/14U Only**

### **OVERTHROWS**

**8U/10U/12U/14U:** A runner may advance until the pitcher has control of the ball in the circle or the umpire calls time.

### **Miscellaneous:**

**LINE UPS** –Minimum of 8 players to take the field (**Ninth batting spot is an automatic out**). Maximum of 10 players in the field for 8U/10U/12U. Maximum of 9 players in the field for 14U.

### **Equipment:**

- Batting helmets with face shields are required.
- Mouth guards or face masks are highly encouraged, but not required
- Shin guards, Chest Protectors and Helmet with facemask are required for Catchers of all ages.
- No jewelry --including EARRINGS -- of any kind is permitted.

## Contact Information

**Tournament Director:**

**Rodney Hise**

**317-501-4869 (call or text)**

**ngsaallstars@gmail.com**