

## Midway Orange Crush USA/ASA Qualifier Rules

All USA/ASA tournament rules apply in addition to these listed below

- Please sign in and show your roster and insurance to the designated area.
- Home team determined by coin toss on Saturday called by the team that travelled longest.
- Plate umpire will establish starting time with no new inning started after 80 minutes. Saturday's games can end in a tie, however the International Tie Breaker rule is in effect if time allows after 7 innings (6 innings for the 10u). Sunday's games must play to a winner.
- Winning team must report scores after each game to the designated area. Losing team is responsible for checking scores before they leave the complex. If no score is reported, it's a 20-20 tie.
- Run ahead rule: 12 runs after 3 innings, 10 runs after 4, 8 run after 5.
- Coaches have the option of using either the Flex rule or the EP rule and it must be stated prior to the game at the home plate meeting and listed on the line-up card. You may change this option for each new game.
- Sunday seeding
  - Win/Loss record
  - Total Runs Allowed
  - Total Runs scored
  - Coin Toss
- Protests- No protests are considered on a judgment call, Umpire decision is final. The Decisions committee will address all protests and questions concerning the actual playing of the game as they arise.
- Five warm-up pitches in the first inning, 3 for all other innings.
- Inclement Weather- The tournament director will determine any new format because of weather.
- Concessions and T-shirts will be sold at the Midway Complex.
- No time limit on the championship game only.
- Please do not throw balls into the backstops or the fences.
- Pre-game warm-up in the grass only, not on the infield.
- NO SMOKING ANYWHERE ON THE FIELDS. Please use the parking lot and pick up your butts!
- Grills are not permitted on or around the fields. We are not happy with a field fire or a trash fire from your embers.
- Pets are welcomed, on a leash. You must provide shade.
- Please respect our neighbors and do not use artificial noise makers, like air horns or jugs of rocks or pennies. Please don't allow the players to stomp on the bench with their cleats.

Keep your warm-up music to a respectable level. And please don't wander or warm up or let your younger children play in the neighbors' yards.