

2010 First Pitch Softball Tournament Policy & Procedures

1. The tournament director reserves the right to alter the tournament format in the event of inclement weather or other unplayable conditions or other events that may arise.
2. Management reserves the right to alter Tournament Rules with advance notice to teams.
3. **Tournament game schedules** will be posted and printable from First Pitch website 5-6 days prior to the start of each tournament, unless notified. Field directions are also on the website and printable. Exception is ASA State Tournament schedule may not be posted until 3-4 days prior.
4. **Team Check-In with Site-Supervisor: no less than 45 minutes prior to your first game, each team must submit copies of Proof of Insurance and the ASA Roster/Waiver form that must include birthdates and a PARENT signature (roster form can be printed from First Pitch website) These copies will be kept by First Pitch Softball.** Players do not need to sign Roster form.
5. **All teams must be registered with ASA and have paid the annual team registration fee.**
6. **Rainout Info:** First Pitch uses TeamCaller.net to call coaches cell with weather updates & info about resumption of play. Cell number called is what was listed on the First Pitch team entry form. Each team must show-up and be ready to play at your scheduled game time. If it is raining or threatening to rain Coaches SHOULD call the weather line, 217-353-5353, for current field conditions.
7. **Game Scores and Current Standings** - will be posted on FirstPitchSoftball.com at the end of each day. Tournament wins & losses and runs allowed will be updated every few hours and posted at the concession stands or other designated area.
8. **Pre-Game Warm-Up – there will be no infield taken between games. ABSOLUTELY NO SOFT TOSS (INCLUDING PLASTIC BALLS) AGAINST FENCING**
9. **No gate refunds, nor rain checks at any time.** Tell your parents and fans, if play is in doubt due to inclement weather, to wait until play begins to enter the park. Additionally, in the event of a forfeited game -- **there will be no refunds for any gate or fan admission fees.**
10. **Coaches Passes:** Each team will receive three (3) coaches' passes at Team Check-In after Roster/Waiver is turned into site-supervisor. These passes are for coach's use only –one pass per coach. Coaches who lose, forget or misplace your pass will have to pay admission.
11. **Please support our concession stands.** No food or drink coolers allowed inside gate, unless a concession stand is not provided. Exception: team water jug is allowed, must be water only.
12. Use of tobacco and alcoholic products is prohibited on all fields and in dugouts. Failure to comply will result in dismissal from park and possible team suspension from tournament with no refund.
13. **PLEASE BE WARNED -- Our tournament has "zero tolerance" for any physical confrontations by players, coaches, fans or anyone else. Upon the first violation, the violating party shall be removed from the facility for the remainder of the tournament.**
14. Insufficient Funds: A \$30 fee will be charged for all returned checks.

FirstPitchSoftball.com will use the ASA Fastpitch Softball Rules as the primary rulebook governing this tournament with **Exceptions and Additions Below:**

Game Time Limits

- All games will be 1 hour 15 minutes in length (no new inning will start after 1 hour 15 minutes).
- If home team is leading and on offense when time limit expires, game will be over.
- All games will be seven innings or time limit.
- There will be no time limit on the final championship game.
- In the event of a tied game at the end of seven innings or time limit, games will enter the International Tie Breaker.
- Game time will start upon first warm up pitch.

Game time is forfeit time: Teams must be ready to play 30 minutes prior to scheduled game time.
Forfeit score: 6 inning game = 6-0 score. 7-inning game = 7-0 score.

Run Rules

Winner Declared If:

- 12 Runs Ahead After 3 innings (2 ½ if home team ahead)
- 10 Runs Ahead After 4 innings (3 ½ if home team ahead)
- 8 Runs Ahead After 5 innings (4 ½ if home team ahead)

Home Team – Will be determined by coin toss prior to the game.

Official Scorekeeper & Umpire Scorecard – The home team scorekeeper will be the official scorekeeper. At the conclusion of the game, **the base umpire will fill out a scorecard for that game** using the home team scorekeeper as reference. Both coaches must sign the completed scorecard. The umpire will immediately turn in the scorecard to the Site-Supervisor for posting.

Pool Play Tie Breakers – At the end of pool play competition, teams may be tied going into bracket play (same win-loss record). The following tiebreakers will determine in what order each team will be seeded.

1. Head to head competition only if two teams have same record. (If 3 teams have same record then fewest runs allowed is first tie-breaker)
2. Fewest runs allowed in pool play.
3. Run differential - runs scored minus runs allowed with a +8/-8 max per game.
4. Coin toss.
5. Once advance to next tie-breaker criteria, do not return to previous criteria.

Courtesy Runners – A courtesy runner will be allowed for the pitcher and catcher at any time.

- 1) **ASA Rule:** The team at-bat may use a courtesy runner for the pitcher and/or catcher any time after they are on base. The same runner may not run for both. If a player has already been in the game as a starter or a substitute, they will not be eligible to be a courtesy runner. If a player serves as a courtesy runner early in a game, she can be used as a substitute for another position any time after that half inning is completed. A courtesy runner for the pitcher cannot later be a courtesy runner for the catcher and vice versa.

- 2) **Tournament Rule for Pool Play:** For Roster batting only the courtesy runner will be the last batted out. If the last batted out is the pitcher or the catcher the next player in the batting order will then become the courtesy runner.

Pitching Distance –

14U – 40'

12U – 40'

10U – 35'

All Teams must bat their Roster during pool play.

Protests – Umpire's decision is final. There will be NO protests allowed.

Facemasks and Chinstraps – Facemasks and chinstraps are required on all players' helmets.

No Jewelry – Absolutely no jewelry.

No Metal Spikes – No metal spikes allowed in any division.

Unplayable games, bad weather or other acts out of our control: Credit towards future First Pitch Tournaments as determined by Tournament Committee. Credit issued does not apply to future State or National tournament games. Credit is transferable to another team.

0 games played – 90% credit

1 game played - 50% credit

2nd game started – 20% credit

3rd game started – no credit

Disrespect for the Game: a team caught intentionally giving up runs, losing on purpose or otherwise playing the game to change the outcome of pool play or the finals in favor of another team shall be dismissed from the Tournament and reported to their League and any other appropriate sanctioning body. The dismissed team's won/lost record shall stand, and the teams seeded below them will all move up and play, if qualified, based on tournament seeding rules and tie-breakers.

Unsportsmanlike conduct will not be tolerated: any player or coach **ejected** from a game for **unsportsmanlike conduct** will serve the remainder of that game and must leave the area and have no contact with the umpires or participants in the game. Managers and coaches are responsible for the behavior of the entire team, parents included. At the umpire and site supervisor's discretion, unruly fans will be warned once, then suspended from the ballpark for the remainder of the tournament if a second unsportsmanlike situation occurs.