



GIRLS FAST PITCH SOFTBALL TOURNAMENT RULES

CODE OF CONDUCT AND CONFLICT RESOLUTION

- A. No food, alcohol or tobacco products of any kind inside of the sports complex. Drinks are limited to water. Sports drinks allowed for participants only.
- B. Zero tolerance for any abusive language to any umpire or tournament official. You will be asked to leave the premises.
- C. All calls during pool play are final and cannot be disputed.
- D. Any dispute of rules during bracket play should be brought to the umpire and if the dispute can't be resolved by umpire the game will continue as the UIC and tournament director are contacted to resolve the dispute.

POOL AND BRACKET FORMAT

- A. 3 game tournament pool play format with single elimination bracket play
- B. One ump for pool play and 2 for bracket play.
- C. Game times will be as follows: Pool play 1:05, Quarter final and semi-final 1:10, Final 1:20
- D. If overall tournament schedule is running behind game times may be reduced.
- E. Games can start up to 15 minutes early from the stated start time.
- F. Home team determined by coin flip.
- G. Game time starts as soon as the pre-game meeting concludes.
- H. All games will finish the inning. Pool play games can end in a tie. Bracket play games will go to international tie breaker.
- I. Teams should not purposely delay games in order to preserve a lead.
- J. Pool seeding: Best Record, 2. Head to Head 3. Least runs allowed 4. Run differential (maximum of 7 runs per game), 5. Coin Flip

WARM-UP

- A. For the first games of the day you can start warm-up on fields 30 minutes before game start. Doors will open one hour prior to first game start time.
- B. The warm-up area is on the south end of the dome and center field areas of field 1 and 2.
- C. Up to 4 teams will need to warm-up at any one time. Please be courteous and share the warm-up space evenly.
- D. Please use spotters to protect teams from ongoing games.

It's A Great Day To Play Inside!



RULES OF PLAY

- A. ASA rules will be followed unless otherwise stated.
- B. Entire roster is allowed to bat with defensive free substitution but all batters must remain in the same position in the batting order the entire game.
- C. There is no pitching limit.
- D. 3 warm-up pitches for 1st inning then 1 warm-up remaining inning. No infield warm-up after 1stinning. Hustle on and off the field.
- E. The last batted out will be used as the courtesy runner for the pitcher and the catcher if requested.
- F. If an injury occurs and the team is batting their entire line-up and the player cannot continue, an out will be recorded in the line-up if there is not a sub to take their place.
- G. Teams may start and end with 8 players but no less at any point in the game. If there is only 8 players in the line-up an out will be recorded for the 9th batter missing from the line-up.
- H. No metal cleats are allowed in the dome. Plastic or rubber cleats are allowed.
- I. Run Ahead Rule: 12 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings. If a game should end early, the next teams should be prepared to start early.
- J. All teams must be prepared to begin 15 minutes earlier than their scheduled start time. Games can start earlier than that if both teams are ready to play.
- K. The umpires will keep the official time and the home team will keep the official book and report score back to tourney director in field house.

FIELD OF PLAY

- A. There are 4 rows of lights in the dome. Balls hitting the ceiling from the 3rd rows of lights back to the west side of the dome will be played live unless the plate umpire determines the ball should be ruled a dead ball foul due to the flight path of the ball being significantly altered. This is an umpire's judgment call and can't be disputed.
- B. Balls hitting the 3rd row of lights to the top of the blue section on the east wall are a home run.
- C. Balls hitting the blue section on the east ball in the air play it live.
- D. Balls hit over the divider net between fields 1 and 2 is a home run.
- E. 10U will pitch at 35 feet, 12U at 40 feet, and 14U and HS at 43 feet.
- F. Any ball hitting the outfield dome wall or netting and getting hung up in any obstacle outfielders should raise hand and ball will be considered a ground rule double.
- G. Bases awarded on past balls that go out of play will be per standard ASA rules and will be at the judgment of umpire.
- H. Balls hit in the air outside of the west out of play line are out of play and can't be caught for an out unless the defender is still in play when the ball is caught.
- I. All spectators need to be aware of game play at all times.

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