

Charter oak softball

2009 Tournament rules

REVISED: 5/22/2009

ASA Rules of Softball will be enforced at this tournament with the exceptions or clarifications listed below:

- Teams must check-in one hour prior to their first game.
- Check-in table is located near the 12u field (Field #2) snack-bar.
- Rosters and VTD cards are required at check in. No changes to rosters after teams are checked in.
- No alcohol or tobacco products allowed on the park or school grounds.
- No fence drills.
- Our batting cages are available to teams on a first come basis. Please do not stay longer than 45mins so other teams can get in.
- Teams listed first occupy the 3b dugout. Coin toss for home and away.
- Home team is responsible for "Official Score". Please use the score books provided. Visiting team should check score between innings.
- Winning team shall report final score at the check-in table
- Only 4 adults are allowed in the dugout.
- 8u and 10u bat all during pool play. 10u: DP/Flex is optional in elimination rounds.
- 12u and 14u have the options to bat 9 / play 9 in pool play and elimination rounds. If teams elect to bat all, they also have free defensive substitution. If teams elect to bat 9, ASA substitution rules apply. Coaches may use the DP/FLEX option. DP Flex guidelines: DP must be known prior to the start of the game and name indicated in the line up as one of the nine players. The Flex player must be notated on line-up card in the 10th position. ASA guidelines apply.
- Courtesy runners allowed for pitchers and catchers. If batting all: courtesy runner shall be the last out. If batting 9: courtesy runner shall be any player not in the current lineup.
- Length of games: 8u = 5 innings. 10u, 12u, and 14u = 7 innings
- 8u Rules:
 1. 10 defensive players.
 2. No coach pitch.
 3. Runners may not leave the base until the ball is pitched.
 4. Runners may steal only one base per pitch. Home is closed.
 5. No drop third strike. No infield fly.
 6. 4 run ahead per inning
- 10u Rules:
 1. Drop 3rd strike.
 2. Home is open.

- Mercy rule: All levels - 15 runs after 3 innings, 10 after 4, 8 after 5
- Time limits:
 1. Pool play - drop dead after 1:20. Elimination rounds – no new inning after 1:20.
- **Modified drop dead: If the home team is ahead at the end of drop dead time, the game is over whether or not the inning is completed. If the visiting team is at bat at the time of expiration, you revert back to the last completed inning.
 - a) If the visiting team is up at the time game is called, the score shall revert back to the last completed inning
 - b) If the home team is up at the time game is called and they are losing the game, the score shall revert to the last completed inning
 - c) If the home team is up to bat at the time game is called and the home team has tied up the game in that half inning, the score shall stand and will not revert back
 - d) If the home team is up to bat at the time game is called and the visiting team has tied up the game in the previous half inning, the score will revert back to the last completed inning
 - e) If the home team is up to bat and is leading, the score shall stand and will not revert back.
 1. All levels: Championship games will be played out – no time limits.
 2. All levels: International Tie Breaker used in elimination games.
- Any ties in pool play standings are broken as follows:
 1. Head to head
 2. Fewest runs allowed
 3. Coin toss