

**Clairemont Girls Fastpitch
Memorial Day Classic 2007
Tournament Rules**

The Current ASA Official Rules of Softball will be in effect unless otherwise noted.

1. Check-In

- All teams must check in at the registration table a minimum of one (1) hour prior to your 1st game. **Check in will be available at Clairemont main fields only. No exceptions.** Check-in at our Main Site (Clairemont Girls Fastpitch Fields 3491 Mount Acadia Blvd. San Diego, CA).
- Registration booth will be open on **Friday May 25, 2007 (5:00 p.m. to 7:00 p.m.)** and Saturday May 26, 2006 (6:30 a.m. to 5:00 p.m.)
- Bring your completed Rosters and your VTD photo ID cards. No Player will be allowed to play without appropriate proof of age. Proof of age may be challenged at any time during the tournament. Any team using an ineligible player will forfeit all games, tournament fees, and will be disqualified from the tournament.
- Rosters are limited to 15 players. No player may be added after the start of your first game.

2. Game Time

- Game time is forfeit time. A team may start play with 8 players present.
- If a team forfeits a game they will be charged with 10 runs allowed and no runs scored.
- During pool and Bracket play, games will be one hour and twenty minutes (1:20) or seven innings, whichever comes first. No new inning shall commence after the time limit has been reached. Drop dead time will be one hour and thirty minutes (1:30). The score will revert back to previous completed inning. No Exceptions.
- There will be no “open inning” during pool play.
- Championship games will not have a time limit.
- During pool play, games may end in a tie and will count in standings. During bracket play, “international tie-breaker” rules will apply.
- Mercy Rule (Run Ahead Rule) shall be used in all games at 10 runs after 4 innings or 8 runs after 5 innings and thereafter.
- Run limits: During pool play, run limits per inning are as follows: 8U (4 runs), 10U (6 runs), 12U (6 runs), 14U (8 runs). There will be no run limits during playoff/bracket or championship play except 8U (4 runs).

3. Ground Rules

- No practice on infield dirt. Our crews need room to fix grounds between games.
- During pool play, the team listed last on the schedule shall occupy the third base dugouts.
- During pool play, the home team will be determined by coin toss at the pregame meeting with the umpires and coaches.
- During playoffs and/or bracket play the higher seed is home field and will occupy the third base dugout.

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- Home team is responsible for an official scorekeeper. The official scorekeeper will not be allowed to announce “out of order” batters. It is recommended that each team have their own scorekeeper in addition to the official scorekeeper.
- Each team is responsible for cleaning their dugout after each game.
- Official game results card must be taken to Tournament Director site at the end of each game. The game results card must be signed by umpire.
- Game balls will be provided and will be the only balls used. Worth “RIF” 10” for 8U, “RIF” 11” for 10U, and the Worth “Dream Seam” 12” for 12U and 14U.
- No artificial noisemakers please.
- No alcoholic beverages allowed in the park.
- Team managers have full responsibility for control of their players, coaches, and spectators.

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4. Protests

- All protests will be finalized on the field at the time of the protest by the Home Plate umpire and a Tournament Official.
- Protests are limited to misapplication of rules. Judgment calls by the umpires cannot be protested. The manager asserting the protest must be able to cite the rule he/she believes was violated.
- A \$100.00 cash protest fee is due at the time of the protest (fee will be refunded if the protest is upheld)

5. Special Playing Rules

- During pool play only, teams have the option of utilizing bat-around (everyone bats). If a team uses bat-around:
 1. They will be allowed free defensive substitution but will not be able to use a DP, DEFO, or courtesy Runner.
 2. If a player leaves a game for any reason other than ejection, the team will not be required to take an out in that players spot.
 3. Late additions (late arrivals) may be added at the end of the official batting order.
- 8U and 10U:
 1. Stealing as defined in the ASA rule book for 10 & under. One base per pitch, runner at third cannot steal home; a play at another base does not release a runner.
 2. No dropped third strike.
 3. No infield fly rule.
- 8U
 1. Bat-around in all games.
 2. 10 players may play the field (4 outfielders allowed).
 3. Four (4) run rule in all games.
 4. Championship game will be 6 innings.

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- 6. Advancement to Bracket/Playoff round will be based on the following criteria:**
(8U/10U/12U – Top 4 from each pool advance. 14U – Top 4 advance.)
- Won, Loss, Tie record.
 - Runs allowed.
 - Runs scored.
 - Coin Toss