



## 2019 Richfield RAGE SUMMER SLAM FASTPITCH Tournament Rules

- Our Summer Slam Tournament is based on a (4) game minimum format, weather depending. There will be three pool games with single elimination bracket. ASA rules shall govern with exceptions as noted below.
- Each team shall submit a Tournament Roster and a copy of their Certificate of Insurance to be on file with our Tournament Director prior to the first game. Players in the tournament can only be on one (1) roster. Players cannot substitute or roster on other teams.
- Bracket play shall be time limit or International Tie Breaker. Time limit will begin at the end of the home plate conference when the umpire announces the home team to take the field for all games. For pool play, each game Drop Dead time is 1hr 15minutes with score reverting back to last completed inning. For bracket play, each game Drop Dead time at 1hr 15minutes with score reverting back to last completed inning. Championship games will be 6 innings (U10) 7 innings (U12, U16) in regulation length with no time limit. Run rule does apply to Championship game.
- Run Rule- (12) runs after 3 innings, (10) runs after 4 innings, (8) runs after 5 innings shall be in effect for pool and bracket play. International tiebreaker shall be implemented for all Bracket play.
- Bracket games can NOT end in a tie.
- U10 - No more than 8 runs allowed per half inning, unless it is by the losing team. The losing team is allowed to score runs up until the moment the score is tied. Once tied, play for that half inning will be complete and the next half inning is started with the score tied. If an inning is not completed at the drop dead time limit, the score will revert back to the last completed inning. If the game is in pool play and the last completed inning is also tied, the game will end as a tie. If the game is in bracket play and the prior innings are also tied we will revert back to the last inning with a difference in score. If all innings are tied, the game will be decided by a coin flip with the higher seed making the call.
- U10 - Teams have the option to play with 10 players in the field during all games. The 10th player must be established in an outfield position at the time of the pitch. The outfield being defined as anywhere in the playing area and beyond the sand/dirt infield (i.e. in the grass)



- 10u & 12u Division shall have continuous batting order for ALL games. U16 is optional for continuous batting order. Courtesy runners shall be allowed for the pitcher and catcher only. Courtesy runner shall be the last out if you are using a continuous line up. If an offensive player is injured a courtesy runner may be used. In the event a player has to leave the game before her next at bat, she shall be disqualified for the rest of the game. If the continuous batting order is used, an out shall be recorded at the injured player's lineup position the first time through order after injury occurred. After that the injured player spot will be skipped with no penalty. The penalty shall not apply to the 10u and 12u as it is required to use the continuous batting order in those age groups.
- A team may start a game with only eight (8) players. If this is the case, there shall be no penalty for the ninth spot in the batting order. (Realizing this is a youth tournament.) Players can be added to the line-up card once the game has started **IF** the umpire is informed **AND** the opposing coach consents at the ground rules meeting. If continuous batting order is used, no player maybe added after one rotation of the batting order.
- U10 Pitching distance is 35' with bases at 60'.
- U12 Pitching distance is 40' with bases at 60'.
- U16 Pitching distance is 43' with bases at 60'.
- There is no limit to the number of innings a pitcher may pitch in a game.
- Unlimited Defensive Substitutions
- Metal spikes allowed at U16 only.
- Home team shall be determined by coin flip for pool play and highest seed in bracket play.
- Home teams shall be considered the official scorer for that game.
- Game balls will be supplied by the Tournament Director. (11 inch for U10, 12 inch for U12 & U16). Balls are to be returned to the umpire at the completion of the game.



- Prior to the start of the game, the umpires shall determine ground rules. There will be no protests, umpire's decision shall stand.
- Each team shall clean up their bench area after their game.
- Concessions will be available. This is a fundraiser so please do not bring food and drink into the parks.
- Brackets will be posted at the Upper Concessions Tournament Site (near field 4). Teams shall be ready to play 30 min. prior to game time in order to keep the tournament on schedule. If an opportunity arises to begin a game early because of run rule it will be at the Tournament Director's discretion to do so. In the event of inclement weather it will be the responsibility of a team representative to confirm revised schedules as posted.
- Seeding will be determined in the following way: 1. Record 2. Head to Head 3. Run Differential 4. Runs allowed 4. Runs Earned 5. Coin Flip
- We **STRONGLLY** encourage the use of face masks on the infielders! Although not required by rule, we suggest that at a minimum infielders wear masks.

If there are any questions regarding the Tournament Guidelines or scheduling because of rain delay you may call our Tournament Director at the following number.

Tournament Director's: Director:	Scott Walworth	262-853-0429
Assistant Director:	Andy Kaul	262-305-4429

Thank you and good luck! Enjoy the tournament.

