



15th Annual Germantown Diamond Club Summer Night Lights Tournament Rules July 27-29, 2018

All Divisions:

- ASA Rules with minor modifications (see below).
- Games shall be seven (7) innings. No new inning shall start after 1 hour 15 minutes. Inning will be played to completion. No time limit in Championship game, EXCEPT FOR 8U. 8U TIME LIMIT WILL BE 1 hour 15 minutes FOR ENTIRE TOURNAMENT.
- Clock starts at conclusion of coach's meeting.
- Pool play games can end in a tie.
- In bracket play if the score is tied at the end of a completed inning following the end of regulation time, the ASA tie-breaker method will be used until a winner is determined.
 - Note: The ASA tie breaker rule essentially involves the following: Each extra inning begins with zero outs and an offensive player assuming a position on second base prior to the first batter coming into the batters box. The player on second base shall be the last official batter in the batting order of the previous inning.
- Mercy Rule as follows, applies in pool, bracket and Championship games.
 - 15 runs after 3
 - 12 runs after 4
 - 8 runs after 5
- In case of rain, determination of completion of tournament, including number of games, times of games, format of remaining games is left to the discretion of the Tournament Director.
- **Home Team**
 - Home team will be decided by coin flip with team coming from furthest distance calling the flip. For all bracket play games home team will be the higher seeded team. If two teams are seeded the same, the team coming from the furthest distance will call a coin flip. Home team will be responsible for keeping the official score for their game.



- **Roster**

- Final team rosters must be submitted prior to the start of a team's first game. No additional players can be added after a team has started their first game. The roster limit is 13 players.
- Games played without a formal, submitted roster to the tournament director or site coordinator prior to the team's first game will be considered a forfeit.

Tie Breaker for Pool Play Seeding

Win/Loss Record
Head to Head
Runs Allowed
Runs Scored
Coin Flip

Rules of Conduct

- Spectators, players, coaches and managers will refrain from any unsportsmanlike conduct during games. The judgment of conduct will be left to the discretion of the Umpire(s) assigned to the game and/or the Tournament Director. When, in the judgment of the umpire(s) and/or Tournament Director, a coach, manager, player or spectator should be ejected from a game or stands, the ejected person must leave the field within 1 minute of time of ejection or the game will be forfeit.
- If any spectator(s) exhibit behavior, which in the judgment of the umpire(s) or Tournament Director, causes disruption of a game, the umpire(s) and/or Tournament Director shall meet with the manager and/or coach(s) of each team and ask them to request these spectators cease their disruptive behavior. If this behavior continues, the umpire(s) and/or Tournament Director shall have the authority to declare the game forfeited against the team(s) with which the disruptive spectators are associated.

Special 12U/14U/16U/18U Rule:

- Shall utilize a continuous batting order during pool play.
- May utilize a continuous batting order during bracket play.
- An EP OR the DP/Flex may be utilized

Special 10U Rule:

- 10U shall utilize a continuous batting order.



8U Rules:

- Defense may play 9 or 10 in the field.
- 8U shall utilize a continuous batting order.
- All players must play at least one inning in the field.
- Unlimited defensive substitutions.
- Pitching will involve player and coach pitch. Player pitch will be used until 4 balls are pitched. After a walk, the coach will pitch with the existing ball/strike count. Pitcher and coach must reside in pitching circle during coach pitch. A player can strike out on coach pitch.
- Pitchers are limited to 3 innings per game (one pitch in an inning is counted as one inning). 5 warm-up pitches allowed between innings or for a new pitcher.
- Max. 5 runs allowed per inning. Unlimited runs allowed in the seventh inning.
- No stealing is allowed. Runners may leave base only after the ball has crossed the plate.
- One base per overthrow. If a play is not made after the initial overthrow, the runner must stop at the next base. Ex. A runner advancing to 2nd Base on an overthrow must stop if the defense does not make another play to 2nd Base. They may not advance from 1st to 3rd Base.
- Dropped 3rd Strike is not in effect (i.e., batter cannot take first base on dropped 3rd strike).
- No bunting allowed. No fake bunting and pull-back allowed.
- Infield fly rule will not be in effect.
- 8U TIME LIMIT WILL BE 1 hour 15 minutes FOR ENTIRE TOURNAMENT.