



2018 Trevian Tournament Rules

1. Governing rules. ASA Rules govern play, including batting orders and substitutions, except as follows:

For All 10U Pool Play and 10U Bronze Elimination Play: No dropped third strike. Also, 10U Pool Play and 10U Bronze Elimination Play will use a "7 Run Limit" as follows: A team that is ahead or tied at the start of their offensive half inning can only score 7 runs during that offensive half inning; once the seventh run is scored, the offensive half inning is ended. A team that is behind at the start of their offensive half inning may only score enough runs during that offensive half inning to go ahead by 7 runs during that offensive half inning; once that limit is reached, the offensive half inning is ended.

Substitution: Free substitution will apply to **ALL POOL PLAY GAMES AT ALL LEVELS** and to all 10U games (pool and elimination), for both 10U divisions. Teams shall bat all players and may substitute freely at all positions, including the pitcher, at any time. During Elimination Play at all age-levels and Divisions other than 10U, standard ASA substitution rules apply. **For the 10U Bronze and 10U open divisions, free substitutions are allowed throughout the entire tournament.**

Courtesy Runners: During Pool Play, all teams at all age levels may use the last recorded out (not last batted out) as a courtesy runner for either the pitcher or catcher, without the runner counting as a substitution. During Elimination Play at all other age levels and Divisions, ASA rules regarding courtesy runners shall be followed. During Pool Play and 10U Bronze Division Elimination Play, umpires may require teams to use courtesy runners for pitchers and catchers to save time.

Run Ahead Rule: If either team is ahead by 12 runs or more after the conclusion of the third full inning (or if the home team is ahead by that much after the conclusion of the visitors' third offensive half inning), the game shall be terminated. If the visiting team is ahead by 10 runs or more at the conclusion of the fifth full inning or at the conclusion of any inning thereafter (or if the home team is ahead by 10 runs any time after the conclusion of the visitors' fifth offensive half inning), the game shall be terminated.

Drop Third Strike: This rule applies to all divisions except 10U Bronze and 10U Open.

Infield Fly: This rule applies to all divisions except 10U Bronze and 10U Open.

On Deck Batters: On-Deck Batters must stand behind the batter.

No Jewelry: Players must remove all jewelry, including earrings and bracelets, before the game commences. This rule is for player safety purposes and will be strictly enforced.

Dugouts: Please ensure that you leave the dugouts in a clean condition for the next game.

2. Time Limits/Forfeits. All games are 7 innings or time limited as noted below. If a team is not prepared to play at the appointed game time, that team will be deemed to forfeit. A forfeit will be recorded as a 10-0 win for the non-forfeiting team.

The Tournament Director may alter any and all time limits based on weather and any other necessary circumstances.

A new inning (or half inning) starts immediately upon the occurrence of the final out of the preceding inning (or half inning).

A. Pool Play and Elimination Play Time Limits, Except Championship Games:

No new full inning shall begin after 1 hour and 10 minutes.

During Pool Play, games shall end at 1 hour 20 minutes (drop-dead time). During Pool Play, **if the home team is ahead at drop-dead time it is the winner.** Otherwise, the score reverts to the end of the last full inning played and the winner is the team that was ahead at that time. During Pool Play, if the score was tied at the end of the last full inning played, the game ends in a tie

During Elimination Play, upon the expiration of the no new full inning time limit, the full inning then in progress shall be completed, and if the game is tied at that point, the teams shall immediately proceed to the "International Tie Breaker." The International Tie Breaker shall be used in Elimination Play Games only that are tied after 7 innings or expiration of the above time limit guidelines. Each team begins its offensive half inning with a runner on 2nd base (the player scheduled to bat last in the respective half inning (ASA Rule 5, Section 11 A.)) and no outs.

B. Championship Game Time Limits:

No new full inning shall begin after 2 hours. After completion of 7 innings or the expiration of the time limit, if the score is tied the teams shall proceed to the International Tie Breaker as described above.

In recognition of the fact that there are time limits on games, all teams are encouraged to demonstrate good sportsmanship by using best efforts to move play along.

3. Warm Up and Game Procedures.

Outfield areas ONLY or designated fields at certain locations may be used for pre-game warm-ups. Warm up areas are limited at certain park locations. Please do not intrude on any games in progress, nor utilize areas designated for other activities (e.g. soccer games). For infield warm-up teams may use available foul territory along the base lines to warm up infielders or pitchers prior to start of a game. Fielders may not use warm-up balls after the first inning of a game.

During Pool Play, the home team will be determined by a coin flip.

The higher seeded team is home team (pursuant to paragraph 4 below—"Seeding") for all Elimination Play games, including Championships. If teams are equally seeded in Elimination Play, the home team will be decided by coin flip.

Line-up cards shall be given to the opposing coach and the umpire prior to the game.

At the conclusion of each game, each head coach should confirm the game results with the umpire, who will report the score to Tournament officials.

At the 10U and 12U age levels, Coaches of each team are asked to present an MVP award to a player of the other team at the end of each game. Each player is limited to one MVP award during Pool Play; one MVP award during Elimination Play games other than Championship games; and one MVP award for a Championship Game.

Team and individual awards will be presented to the Champions and runners-up in each age group and Division.

4. Seeding. This is a single elimination tournament. Teams will be seeded for Elimination Play based upon their order of finish within their pools during Pool Play. Ties in standings will be broken as follows:

- **Record** - This is technically based on winning percentage which is computed as follows $(Wins + .5 * Ties) / (Wins + Ties + Losses)$. For example, if one team is 1-1-1 and another is 0-0-3, they technically have the same record (winning percentage)
- **Points** - Some tournaments allocate points for Wins, Losses (usually zero for losses), and Ties. For example, if you assign 3 points for a win, 0 points for a loss, and 1 point for a tie (common scenario in soccer) and one team goes 1-1-1 they would receive 4 points (3 for the win and 1 for the tie) and another team goes 0-0-3 they would receive 3 points (1 for each tie).
- **Head to Head** - This breaks ties based on the record (or points, if points are used) against the teams tied with. For example if 3 teams have the same overall record at 4-2 and all 3 of the teams played each other an equal number of times and one teams record against the other two was 2-0 and another was 1-1 and

the other was 0-2. This tie breaker would order them accordingly. If all three teams had identical 1-1 records, this tie breaker would not be used.

It should be noted that this tie breaker is completely ignored if all of the teams tied do not play each other an equal number of times. For example if there are 3 teams tied and one team played the other two, but the other two did not play each this tie breaker will be ignored (regardless of the outcome of the two games played by the first team)

- **Head to Head Two Teams Only** - This is the same as the head to head tie breaker, except this one will only be used if only two teams are tied. If there are three teams tied (even if they all played each other), this tie breaker will be ignored.
- **Run Diff** - The differential tie breaker determines the total difference between a teams score versus their opponents. The largest differential wins the tie breaker.
- **Runs Scored** - The total of a teams score. The higher total wins the tie breaker.
- **Runs Allowed** - The total of a teams opponents score. The smallest total wins the tie breaker.
- **Pool Place** - This tie breaker is only relevant when breaking ties across an entire division. For example if you have two pools of four within a division and you have the places set within those pools. Then within the divisional rankings this tie breaker will determine that all first place teams in their respective pools should rank higher within the division then second place teams in the pools.

It is the *intent* of the Tournament Director to post all final standings from Pool Play on the Trevian Tournament website <https://admin.tourneymachine.com/R40843> as soon as possible. Your patience in this regard is greatly appreciated. Scores will be entered as they are received, and you can follow the standings at <https://admin.tourneymachine.com/R40843>. Teams may play an Elimination Play game on Saturday afternoon/evening. Responsibility for preparedness to begin Elimination Play, including when and where, rests with the teams, not with Tournament officials.

5. Sportsmanship. Absolutely no negative chattering is permitted by opposing players, coaches or parents. Positive cheering/chattering for your own team is permitted and encouraged. Umpires will be instructed to issue a bench warning to any team in the unlikely event that such negative chattering persists by a team, and if it continues after a warning, to disqualify the player or remove the parent.

Absolutely no noisemakers, horns, clappers, claxons or anything else deemed to be distracting by an Umpire in Charge, or the Tournament Director or any Assistant Tournament Director, shall be used. A warning will be issued; subsequent violations of this rule may result in the removal of an offending player and/or disqualification of the team. Coaches are responsible for informing their fans of this rule.

Absolutely no alcoholic beverages are allowed at any venue.

Unsportsmanlike conduct of any kind will not be tolerated. Umpires in Charge and the Tournament Director have discretion to eject fans and/or teams from the Tournament for abusive or inappropriate behavior.

6. Umpires. All games are officiated by umpires from the Great Lakes Officials Association (unless noted to Coaches prior to play), whose decisions shall be final. No protests will be allowed. Umpires have full discretion to: 1) eject players, coaches, assistant coaches, or others for inappropriate behavior; 2) require runners for the pitcher or catcher consistent with the rules set forth above; 3) limit warm-up pitches or warm-ups by fielders; and 4) prevent delay tactics or other inappropriate actions that abuse the time limits.

RAIN DELAY PROCEDURES

1. No refunds. Due to incurred Tournament costs, all Tournament fees are non-refundable.

2. Field Conditions. The playability of any fields used during the Tournament shall rest first and foremost with the Park Districts/owners of the fields being used. If they decide the fields are not playable, then that decision shall stand notwithstanding any improvement in weather conditions.

3. Tournament Director's Discretion. The Tournament Director retains full discretion over all aspects of the Tournament. ALL DECISIONS OF THE TOURNAMENT DIRECTOR ARE FINAL AND NOT APPEALABLE.

4. Monitoring Weather and Game Status. Each Head Coach is responsible for monitoring weather conditions and the status of games.

Information will be posted on the tournament website, <https://admin.tourneymachine.com/R40843>. If there are rain delays that have not resulted in cancellation of games, teams must be available to resume play on 15 minutes notice, or risk forfeiting any resumed game. Responsibility for preparedness to play rests with the teams, not with Tournament officials.

5. Lightning or Thunder. Upon the occurrence of visible lightning or audible thunder, or activation of a lightning detector, game play SHALL be immediately suspended and everyone must leave the field of play and go to a safe location until at least 30 minutes have elapsed without any further lightning or thunder. Umpires and the Tournament Director or Assistant Tournament Director(s) have complete discretion over the timing of the safe resumption of play.

6. Rain Delays. In case of rain delays, game schedules and time limits will be modified to the extent possible as weather and time permit to allow an approximately equal number of Pool Play games for teams in the same Pools and then same Division. Games may be transferred to locations different than those designated on the initial

schedule. Because many of the tournament fields are not lighted, Pool Play and Elimination Play games may be cancelled to the extent necessary to complete the tournament.

POOL PLAY PROCEDURES

If a Pool Play game is suspended and not completed:

The home team is the winner if it is ahead at the time of suspension of play;

If the visiting team is ahead or the game is tied at the time of suspension, the score reverts to the end of the last full inning played and the winner is the team that was ahead at that time. If the score was tied at the end of the last full inning played, the game ends in a tie;

Ties count as one half win and one half loss for each team.

In order to move the tournament along, the Tournament Director may at his/her sole discretion decide that a game that has been suspended will not be completed even if favorable weather resumes, and the winner will be determined under the above procedures.

The Tournament Director at his/her sole discretion may shorten time limits for Pool Play and/or cancel Pool Play games. The Tournament Director at his/her sole discretion may seed teams at his/her discretion for Elimination Play purposes, restrict Elimination Play games to certain seeds, adjust starting times, and revise time limits as necessary.

ELIMINATION PLAY PROCEDURES

If an Elimination Play game is suspended and not completed:

Pool Play procedures apply. An incomplete game will be resolved in the same manner as a suspended Pool Play game. If the game ends in a tie under these procedures, the winner will be determined as follows:

The higher seed will be the winner. If the teams were equally seeded, then the winner is the team with the better record during Pool Play (as long as an equal number of Pool Play games were played). If Pool Play records were identical, then the winner will be determined by the following coin flip procedure:

A preliminary coin flip is called by the team from the furthest away from the field location. The winner of the preliminary coin flip will then call the first and third flips and the loser will call the second flip. The game winner is the team winning two out of three coin flips.

The Tournament Director at his /her sole discretion may cancel playoff games, restrict Elimination games to certain seeds, adjust starting times, and revise time limits to determine Tournament champions.

Thank you for participating in the 28th Annual Trevian Father's Day Classic. We hope your players, coaches, families, and fans enjoy the weekend!

Tournament Director,

**Kelsey Lee
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