

SLAMMERFEST TOURNAMENT RULES

- * Once the Brackets have been posted and emailed, no refund will be awarded for teams that back out or do not show.
- * Gate admission = \$5 per person per day (3 coaches per team and players are excluded). Coaches will pay at the gate and be refunded upon registration and will receive a weekend pass
- * Home Team will keep the Official Scorebook. Visiting team will keep the scoreboard
- * A Player is only allowed to play on one roster for the Tournament.
- * A team may play 9 players in the line-up OR use 1 or 2 Extra Players (EP) OR use the DP/Flex. Teams cannot use an EP and the DP/Flex simultaneously (one or the other). An EP can move into defensive positions without being reported but must remain in the line-up for the entire game unlike the DP/Flex positions which are subject to the rule as described Rule 4-Section 3 of the ASA rulebook. A player that must leave the line-up without a replacement will result as an OUT in that position of the batting order after play has been completed for the previous batter.
- * A Courtesy Runner (CR) can be used for the Pitcher and Catcher. It must be a player who has not played in the game. If there are no such players available, then the last batted out will be used. If the last batted out is the P or C, the next last batter out may be used. If the CR is on base when it is her turn to bat, she must be replaced on the base to bat by the next available CR or original runner. No OUTS will be called due to an incorrect CR; the incorrect CR will be replaced by the correct one.
- * POOL PLAY – Coin flip for home team. The time limit is drop dead after 1 hour and 15 minutes. The drop dead time limit does NOT reverse the home team advantage of getting last at-bat as the score reverts back to the last completed inning if the home team has not completed its at-bat when the time limit expires. EXCEPTION: if the home team is ahead when the time limit expires, the score is official and the home team wins. If the game ends in a tie, the score will be recorded as a tie game. Pool Play Tie Breakers: 1: Overall record; 3-Runs Allowed; 4-Runs Scored; and 4: Head to Head is only used in the event that all teams have played each other 5: by a coin flip.
- * BRACKET PLAY (Single-elimination) – Highest seed is home team. Games are 7 innings or no new inning to begin after 1 hour and 10 minutes; the last inning will be played out to completion. If the game is tied, the International Tie Breaker Rule will be implemented until completion.
- * The Championship Game will be 7 innings with no time limit but the run rules listed below will apply.
- * Run Rule for all games: 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.
- * Protest must be made immediately and require a \$100 fee. If protest is upheld, fee will be refunded.
- * Should Inclement Weather occur, decisions to shorten time limits, reduce games or play games on additional fields to attempt to complete the Tournament will be left to the Tournament Director and Field Crew. If tournament is cancelled, teams that have played 2 or less games will be given a reasonable refund. Any team that has played 2 games will not receive a refund
- * EJECTIONS – If an adult is ejected from a game, they must immediately leave the field to a location beyond the sight and sound of the game and is also suspended from their team's next game. If a spectator is ejected, the team's head coach is also ejected and both are suspended for their next game as the head coach is responsible for the behavior of their spectators. Umpires have been encouraged to give a warning prior to ejection and coaches/spectators are encouraged to heed that warning. Umpires have been instructed to call local law enforcement for non-compliance of the rule.
- * We hope that you will have a great experience playing in our tournament and enjoy the time that you spend in Georgetown, Kentucky! Thank you for being a part of the 2019 SLAMMERFEST!