

2019 Girls Homewood Invitational Tournament Rules

Park Rules

1. NO COOLERS ARE ALLOWED IN THE PARK-please use our concession stand and BBQ grill. Thank you!
2. NO PETS are allowed in the park. No skates, rollerblades, bikes, etc. are allowed in the park.
3. NO SMOKING anywhere within the baseball park.
4. NO ALCOHOLIC BEVERAGES are allowed in the park or in the parking lots.

For everyone's safety, the Homewood Police will patrol the site periodically.

Parking

Parking is permitted only in the gravel lots by the fields. **Parking is not permitted in the back lot by the Izaak Walton preserve or around the E-Com building.** Cars parked in those locations will be towed at the owner's expense. These restricted areas are clearly marked. **Please observe all parking rules. Violators will be ticketed and towed.** Additional parking is available at Lions Club, located just 1/2 block East of the Izaak Walton entrance on the south side of Ridge Road. More parking is available on Center Street, South of Ridge or any side street within the immediate area. There is also room to warm up your team at Lions Park. It is 1 block east of the main entrance of the park on the south side of the street, our park is limited on warm up space, so I highly recommend using Lions Park to warm up your team.

Tournament Rules

Please check in at the middle of the park/ grill area, with your roster, birth certificates and proof of insurance @ least ½ hour before your first game. Players will not be permitted to play until proof of age is supplied.

1. The same girls must be on the roster for the entire tournament, Maximum 15 players.
2. It is the responsibility of both teams to report the score to the Tourney Director.
3. **In the event of inclement weather, the tournament officials reserve the right to change the time limit, order of play, start times, or any action deemed necessary to complete the tournament. Managers and team officials are responsible for maintaining contact with tournament officials for scheduling changes. ALL GAMES ARE OFFICAL AFTER 3 COMPLETE INNINGS.**
4. Pool Play- For 8u and 10u divisions, no new inning can start after 1 hour and 15 minutes and inning will be completed, the umpire will determine if an inning will start. Drop Dead rule is 1 hour and 30 minutes, in drop dead score will revert back to the last full inning played. For 12u divisions, no new inning can start after 1 hour and 45 minutes and inning will be completed, the umpire will determine if an inning will start. Drop Dead rule is 2 hours, in drop dead score will revert back to the last full inning played. A pool play game may end in a tie.
5. Elimination play- For 8u and 10u, no new inning can start after 1 hour and 30 minutes. Drop Dead Rule is 1 hour 45 minutes. For 12u, no new inning can start after 1 hour and 45 minutes. Homewood's interpretation of the *California Rule for tiebreaker will apply in the event of a tie after the no new inning time passed. ***1 out, prior innings last batter will be put on second base, and the batter will start with a 2 ball and 1 strike count.** Play will continue this way until a winner is decided
6. Championship & Consolation games will have no time limit. The California Rule tiebreaker (see above) will apply after the 7th inning in the 12U divisions and the 6th inning in the 10U & 8U division.
7. The mercy rule is 10 runs after the losing team has batted 4 times or 15 after 3 in all divisions.
8. Max run rule:

- i There will be a maximum of 5 runs allowed per inning in the 8U division only. The inning ends when the 5th run crosses the plate, no continuation. **No run limit in the last inning for pool play games, or in the championship/consolation games.**
 - ii There will be a maximum of 8 runs allowed per inning in the 10U division only. The inning ends when the 8th run crosses the plate, no continuation. **No run limit in the last inning for pool play games, or in the championship/consolation games.**
 - iii No run limit in the 12u division
3. Free substitution and re-entry is allowed for all position players, with the exception of the pitcher, only the starting pitcher may reenter and only if the pitcher has not already used up their inning for the game.
 4. One pitch by any pitcher constitutes an inning pitched.
 5. A pitcher hitting 3 batters in a game must be removed from the game and may not return to pitch for the remainder of the game
 6. No protests are allowed. Umpires decisions are final.
 7. Lead offs are allowed on release and subject to age specific restrictions
 8. Minimum of 8 players is required to play.
 9. Continuous batting order must be used. All players present and able to play must bat. A violation of this rule will result in a forfeit. Any player in the official line up who is not present when it's their turn to bat will result in an out.
 10. Any team discovered using an ineligible player will be disqualified from the tournament.
 11. A coin toss will determine the home team in pool play. In elimination play, the higher seeded team will be the home team.
 12. Teams must be ready to play 15 minutes before the beginning of each game.
 13. Teams not ready to play at game time will forfeit that game.
 14. The score for a forfeited game will be 7-0 for 10U & 12U, 6-0 for 8U.
 15. A pinch runner may be used for the pitcher or catcher with 2 outs; runner must be last batted out.
 22. Fans or teams may not use noise makers "I.E air horns, cow bells, whistles, bull horns, etc." This will result in a team forfeit.

Seeding

See pool standings in Tourney Machine.

DIVISION SPECIFIC RULES:

12 and under

- 12" ball
- 40' pitchers mound
- 60' bases
- 7 inning game
- 4 innings maximum per pitcher/Each pitcher only gets two mound visits per inning, the pitcher will be removed on the second mound visit of that inning.
- Stealing on release/Unlimited Steals
- Drop 3rd strike
- Infield fly
- Continuous walk allowed.

10 and under

- 10 players on defense, 4 of which must be in the outfield grass on release by the pitcher. If only 9 players on defense, there are no positioning restrictions.
- 11" ball
- 35' pitcher's mound
- 60' bases
- 6 inning games
- 3 innings maximum per pitcher/Each pitcher only gets two mound visits from the coach on third visit pitcher must be pulled.
- No Continuous Walk Allowed
- No infield fly
- No drop third strike
- Lead offs allowed on release and may not exceed five feet from the base.
- Stealing on release- one base at a time (runner may not advance on overthrow) If there is a pick off play, the ball becomes live and the runner may go.
- No delayed steals. A delayed steal will result in the runner being called out automatically.
- Unlimited Steals
- No stealing home

8 and under

- 10 players on defense with a maximum of seven inside the infield.
- 11" ball
- 30' pitcher's mound
- 60' bases
- 6 inning games
- 3 innings maximum per pitcher/Each pitcher only gets 2 mound visits from the coach on the third visit, pitcher must be pulled.
- No infield fly
- No drop third strike
- No Stealing
- Pitcher Motions will not be Scrutinized at 8U Level
 - Crow hopping is not a motion issue, but a pitching distance issue. Any crow hop pitch will be ruled as an illegal pitch. Pitch will then be counted as a ball in the pitch count.
- No Continuous Walk Allowed
- Lead offs allowed on release, no more than 5 feet.
- The runner leading off must return to the base immediately if the ball is not put in play by the batter.
- If the runner leading off leaves for the next base prior to contact being made by the batter, the runner is out.

*****ANY RULE NOT SPECIFIED WILL BE GOVERNED BY ASA. ANY INTERPRITATION OF RULES WILL BE MADE BY THE DIRECTOR OR CO-DIRECTOR AND WILL BE FINAL*****