

Southeastern Slam 2020

Tournament Rules

GAMES: • Tournament Rules will abide by ASA Fast-Pitch Softball Rules unless noted in the below. • All games will be 7 innings and no inning will start after 1 hour and 15 minutes, always complete the inning. Any pool play game still tied after 1 hour and 15 minutes will be listed as a tie in the tournament standings. If a pool play game is still tied after 7 innings and there is still time left the Tie-Breaker will begin. If the time limit expires while the home team is batting and winning, the game will be called. All runs scored by the home team prior to the time limit expiring will count towards the final score. The Tie-Breaker will begin after 7 innings of all bracket play games if the score is tied or the time limit has expired. The Tie-Breaker involves the last batted out of the previous inning assuming a position on 2nd base with one out and a 1 ball and 1 strike count to each batter. This would be done at the beginning of each half inning; until, after a full inning, a winner is determined. For championship games there is no time limit.

• **Teams** shall arrive on site at least 30 minutes prior to their scheduled start time, as games may start prior to scheduled times. Any team playing back to back, will have no more than 8 minutes in between games. A game will be forfeited if a team does not have 8 players present in uniform ready to play by their designated start time. If a team has 7 or less uniformed and roster players to start a game or at any point during the game, the game shall be declared a forfeit. A forfeit will be scored 5-0. Any team that forfeits multiple games will be disqualified from the tournament.

- The home team shall be determined by a coin flip for all pool play games and the home team will keep the official scorebook. The team that has traveled the farthest distance will call the flip. The higher seed (lower number) will be designated the home team for all bracket games.

- Each team is responsible to sign off on the umpire's score card for each ballgame played. Upon completion of each game the umpire will provide the tournament director with a Scorecard which will include the final score and initials of each team's coach. Scores will then be posted on tourneymachine.com. Teams should download the application on their phone as they are responsible to track and follow scores, and all updates accordingly. All schedules, scores, directions, and other pertinent tournament information will be available via tourney machine by searching the applicable tournament. In the event of an error with a score or standings the tournament director will work to correct the error as quickly as possible and communicate accordingly. In the event of any Tourney Machine malfunction, contact the tournament director for information Dan Kitterman 262-496-0587

There are no home and away dugouts. Dugouts are selected by a first come first serve basis. If a team has back to back games on the same field, they should remain in the same dugout. 3 • 4 innings are considered an official game (3 ½ if the home team is ahead) if a game is called due to weather, darkness, or field conditions that prevent the game from being completed. If a game is suspended and not yet an official game the tournament director will schedule a time to make up the game only if the game is deemed pertinent to tournament standings.

PITCHING MOUND/BASE DISTANCES: • Pitching mound distances: 8U&10U: 35',
12U: 40', 14U,16U, & 18U: 43' • Base distances: 60'

SLAUGHTER RULES: • 12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 or 6
innings. This is in affect for all games.

PITCHING RULES:

- The manager is solely responsible for maintaining the health of their pitchers.
- One trip to the pitcher's mound or visit to any defensive player per inning. A second trip in an inning and the player must be replaced.
- Pitchers are allowed 8 warm-up pitches in the first inning and then 4 warm-up pitchers any inning after that. New pitchers are allowed 6 warm-up pitches when entering a game in progress.
- No pitches need to be thrown to intentionally walk a batter. Notify the umpire, and the batter will be awarded first base.
- Any pitcher that hits 3 batters in an inning must be removed from the game and cannot return to pitch in that game.
- Only the Starting pitcher can be taken out of a game and return to pitch after at least 1 full inning (3 defensive outs) this can only happen once in a game.

BATTING RULES: • All lineups have 3 options.

Option 1: Unlimited subs, only a batting order change will need to be reported. So if you have 12 players and only bat 9 players, subs can come on and off the field for defense without changing the batting order.

If you sub in your batting order, player coming out, is not done and can come back into the game as a defensive player, but is retired as a offensive (batter) player. Courtesy runner applies for pitchers and catchers at anytime, and is the last batted out.

Option 2: Use continuous batting order with unlimited substitutions.

Option 3: Use DP/ Flex and follow ASA guidelines on substitutions.

COURTESY RUNNERS: • Courtesy runner for the pitcher and catcher is allowed at any time (except DP/Flex lineups use ASA substitution rules). Teams must replace catcher when there are two outs. The courtesy runner must be the last batted out or a player not currently in the game. The pitcher or catcher for this rule is the pitcher or catcher for the next inning with the exception of the final inning when it is the pitcher or catcher from the previous inning.

CONDUCT/INJURY: • A runner must avoid contact, as the safety slide rule will be in effect. Any player who, in the judgment of the umpire illegally runs into a fielder rather than sliding or avoiding contact will be called out. If the umpire deems the play malicious, the player will be ejected from the game.

- Any person ejected from a game will be subject to suspension of her team's next game. This decision will be made at the discretion of a tournament official. If a player is ejected during a game, she will be suspended for the remainder of the game.

- An automatic out is taken anytime an ejected player's spot comes up in the lineup if the team is batting the entire lineup and has no substitutions available.

- If a player is injured and can not finish the game, her spot in batting order will be skipped with no penalty only if there are still at least 9 batters in the lineup. Once an

injured player leaves the batting order, she can not return for the remainder of the game.

- Team managers are responsible for the conduct of their players, coaches, parents, and fans. If any players, coaches, parents or fans are ejected or become abusive and are asked to leave by the umpire or tournament director, they will have two minutes to leave the complex. Failure to do so could result in a forfeit.

STANDING TIE BREAKERS • 1. **Head to Head 2. Run Differential 3. Runs allowed 4.

Run scored 5. Coin toss • When the time limit has expired and the score is still tied for any bracket game including the championship, the Tie Breaker will begin. The Tie-Breaker involves the last batted out of the previous inning assuming a position on 2nd base with one out and a 1 ball and 1 strike count to on the batter. This would be done at the beginning of each half inning; until, after a full inning, a winner is determined. **

Anytime more than 2 teams have the same record in pool play head to head is thrown out and the next tiebreaker (Run Differential) is in effect. This rule is in play regardless if there are common opponents or not. If the Run Differential is also tied it will go next tie breaker and so on.

ROSTERS/BIRTH CERTIFICATES/INSURANCE • Managers are mandated to upload their roster on to tourney machine at least 48 hours prior to their first tournament game.

- All teams must have insurance for their respective team. No team will be able to participate without proper insurance.

- Teams must have their birth and their certificate of insurance present at the field at all times. Tournament officials reserve the right to request to review any of the items at all times. Any team that can't produce any of the mentioned items when asked to by a tournament director is subject to forfeit of ball games.

- There is no rule against a team having mismatched jerseys in the case that a team does not all match as long as the player is on the team roster. Any concerns between teams regarding such should be discussed during ground rules prior to the start of the game so both teams and umpire(s) are on the same page.

- In the case of a roster protest only the manager listed on the roster form can initiate. The manager must protest at least one hour and fifteen minutes prior to the player in questions next ballgame. The protesting manager must also submit \$100 cash at the time of the protest. If the player is found to be in proper standing age wise the \$100 will not be returned to the manager. If the protest finds the player to have violated the age restrictions the protesting manager will be receive his deposit back and all games that the illegal player participated in will be forfeit.

- No team will be allowed more than 20 players on their roster without prior tournament consent. A player may only be on one roster in any given tournament, regardless of age division.

- The birthday age cutoff is December 31st.

MISCELLANEOUS • No infield practice or hitting on the infield prior to ANY of the tournament games is allowed. Time between games will be used to rake the field and alter field dimensions if necessary. Teams are to warm up in the outfield. Flip drills with league balls in to the fence are not allowed.

- Teams are EXPECTED to hustle on and off the field after each half inning.

- The tournament director will supply official softballs for each game. 8U & 10U will play with 11” softballs. All other age groups will play with 12” softballs. Teams are asked to shag foul balls on their side of the field and get them back to their bench as soon as possible. Game Balls should be returned to the umpire after each game. All patrons should be alert for foul balls from other fields.

- No smoking is allowed in any area of the softball facility. Managers are responsible to ensure teams abide by all Rules and Regulations as well as local park district policies.
- All patrons are responsible for parking at their own risk and abiding by all street signs.
- There is no rule against teams pro-actively cheering or chanting for their own team while at bat or in the field.
- All umpire decisions are final and based off their best discretion.
- Every effort will be made to make sure base distances, pitching distances, and field dimensions are accurate. If the field dimensions are reasonable and the same for both teams, play shall not be stopped to reinstall bases or pitching rubbers.
- In the event of inclement weather, adverse field conditions, or scheduling issues the tournament director reserves the right to modify the number of games, shorten time limits or alter the format of the tournament. This includes modifying the time limit if games get backed up. Teams are responsible to be ready to play at the designated schedule time provided by the tournament director. If bad weather occurs managers are responsible to check for tournament alterations via tourney machine and or the tournament hotline (see page 1 for #). The tournament director holds the right to make any modifications to the rules, schedule, etc. Any interpretation and decision of the tournament director will be final. Everything possible will be done to complete the tournament in the case of inclement weather.

REFUND POLICY • If an event is cancelled at any time due to weather or field conditions, and no games are played 100% of money will be refunded. If one game is played and completed by your team, there will be no refund. If a game is scheduled to play and your team does not show or forfeits the game, there will be no refund.