

# SMASH TOURNAMENT RULES

Friday and Saturday's games will be round robin play to determine Sunday's schedule. After Saturday's games are concluded, teams will be ranked within their pools according to their win-loss record, then head-to-head play, then fewest runs allowed and finally a coin toss.

Sunday games will be single elimination.

Games are scheduled in 1 hour 45 minute intervals. No post-game on field team conferences are allowed. Please try and remove yourselves from the dugout along with any liter as soon as possible after the game ends.

All USA rules will be in effect with the following exceptions:

1. 12 run lead after 3 innings - game over  
10 run lead after 4 innings - game over  
8 run lead after 5 innings - game over
2. You may bat your entire line-up if you choose. This allows you to use free substitutions without announcing to the umpire or scorekeepers. If a player is injured or becomes sick during a game **the umpire** will determine if the player is unable to play, that player shall not count as an out when they come up in the batting line-up. On Sunday teams can bat their entire line-up or USA rules (straight 9). Coach may choose.
3. Winning team is responsible for keeping "**official scorecard**" and bringing it to the tournament office. The scorecards will be located at every field, secured to the fence next to the first base dugout. Both coaches and umpire need to sign the scorecard.
4. Team traveling the farthest distance will call the coin flip. On Sunday the higher seed will be the Home team.
5. Pool play: no new inning after 1 hour 15 minutes, drop dead at 1 hour 20 minutes, score will revert back to the previous inning score if home team is unable to finish the inning. In pool play, there will be no extra innings. The game will end in a tie.  
Sunday play: No new inning after 1 hour 25 minutes. If tied at the end of the time limit, international tie-breaker will be used. **Championship game for 10U will be 5 innings. Championship game for 12U, 14U and 16U/18U will be 7 innings. Run rules are still in effect.**
6. No soft toss or hitting into the fences. There will be no infield practice before the game. Warmup in open areas or across in the football fields.
7. **A copy of your team roster must be completed and handed into the tournament office before the first game.**
8. No protests will be allowed. Any USA rule questions can be directed to the umpire in charge.
9. Game start time will be determined by the umpire, please hustle your team in and out. If a game starts before its scheduled time, the same time limit is in effect.
10. Umpires may check bats and helmets.
11. **No parking is allowed on 4 Mile Dr. per City of Kalispell. Violators may be towed.**