

# Park Ridge Pistols Softball 2021 Ice Cream Classic

## Tournament Rules

- USA Softball (ASA) rules (with modifications)
- Team Rosters (with team name, players' names, jersey numbers, and birthdates) and current Certificates of Insurance must be submitted electronically, in .pdf format, via [prpistolstravel@gmail.com](mailto:prpistolstravel@gmail.com) and/or uploaded to Tourney Machine.
- Team roster cannot be changed after being submitted. 15 player limit
- Throughout the tournament, all teams must have each rostered player's birth certificate available for review. Protests of player eligibility will be according to USA Softball (ASA) rules and may be made at any time to the Tournament Director. If a protest of eligibility is made, the Tournament Director has final decision authority on whether a violation of eligibility has occurred. If the Tournament Director determines that a violation of eligibility has occurred, the previous game played (or all previous games played, depending on the nature of the violation), reverts to a forfeit. A violation of eligibility may also result in the ejection of a team from the tournament.
- We will be using **Tourney Machine** for rules posting, schedules, locations, updated scores, standings, seedings, brackets and weather delays.
- 4 game guarantee (weather permitting)
- 3 pool games
- 2 points for a win, 1 point for a tie, 0 points for a loss
- After pool play, 10U, 12U and 14U teams will be seeded into a Gold Championship Bracket and a Silver Bracket.
- Bracket Play - Single elimination for all teams in all brackets.
- Bracket seeding tie breakers
  1. Head to Head (Only if 2 teams tie, otherwise go to Breaker 2.)
  2. Least amount of runs scored against
  3. Most amount of runs scored, no more than 15 runs differential per game
  4. Coin Flip, best 2 out of 3
- Teams must be ready to play 30 minutes before game time.
- Games may start up to 30 minutes before game time.
- Game time is forfeit time. Teams with back to back games will be allowed time to move to

another field.

- Scheduled 7 innings, forfeits will be recorded as 7-0.
- First team listed has the 1<sup>st</sup> base dugout, and the second team listed has the 3<sup>rd</sup> base dugout.
- In bracket play, the higher seed shall occupy the 3<sup>rd</sup> base dugout and be the home team.
- In pool play, a coin flip will determine home team. The team assigned to the 1<sup>st</sup> base dugout (listed first on the schedule) will call the coin flip.
- Once the game begins, umpires are in control of the game. Umpire's word is final. No protests.
- No jewelry or taping of earrings.
- Only managers (lead coach for each team) are allowed to consult with the umpire.
- Managers are responsible for their coaches, players, and spectators. Please ask them to act responsibly to avoid the potential for ejection and forfeiture.
- In good sportsmanship, we ask that cheering is positive and encouraging.
- A coach or manager who is ejected will not be allowed to coach in the next game. The person may appeal to the Tournament Director, who will have sole discretion to overturn.
- 12" optic yellow ball for 14U and 12U and 11" optic yellow ball for 10U.
- 43' pitching distance for 14U, 40' for 12U and 35' for 10U.
- Continuous Batting order, all players in attendance must bat. Free substitution, no option for just playing 9.
- A player late for the game may enter the game at the end of the batting order as long as the manager communicates with the other coach **before** the start of the 4<sup>th</sup> inning.
- Injury & Leaving early: In case of an injury, once a player misses her at bat, she is no longer available to play in the game. The spot will be skipped and not counted as an out. If a player needs to leave early, please inform the other manager along with the reason and the spot will be skipped and not counted as an out unless her departure brings the total number of eligible players to 8 players or less. Please let common sense prevail. Players ejected or restricted to the bench will be counted as an out for each time their batting order slot comes up.
- Last batted out may run for the catcher or pitcher at any time in the inning to move pace of play along. Same player may not run for both players in the same inning. If prior to a batted out in a game, the player at the bottom of the line-up should run for the catcher or pitcher.

**Time limit: No new inning after 90 minutes – no drop dead.** if the home team is ahead after the completion of the top half of the last inning or if the home team takes the lead in the bottom of the last inning the game is over.

- **No time limit for Bracket Championship Games.**

- Pool play games tied after 7 innings but prior to 90 minute time limit will go to an International Tiebreaker – Each team will begin the inning with the last batted out on 2<sup>nd</sup> base and no outs.
- Pool play games can end in a tie.
- Bracket play games tied after 7 innings or 90 minutes will go to an International Tiebreaker – Each team will begin the inning with the last batted out on 2<sup>nd</sup> base and no outs.
- Gold Bracket Championship Games tied after 7 innings continue without a tiebreaker.
- Once an inning starts, the inning will be played to completion. At the end of the inning, all runs scored will count.
- **Mercy rules: 15 after 3, 10 after 4, 8 after 5**
- In case of weather or darkness, the Tournament Director will determine the completion status of any game not finished per the rules.
  - Should a pool play game be suspended due to rain or any reason in any inning and not completed:
    - If the home team is ahead at the time of suspension, the home team will be the winner with the current score deemed the final score.
    - If the visiting team is ahead at the time of suspension, the game will be deemed to have ended at the end of the last fully completed inning.
  - Pool play games may be eliminated at the discretion of the Tournament Director. If weather and time permits, we will try to even out the number of games played by each team.
  - If a bracket game is suspended due to rain and is not completed, the same rules shall apply as pool play. If a tie exists, the higher seeded team is the winner.
  - Starting time and time limits for bracket games may be changed at the discretion of the Tournament Director. In the event that bracket games must be eliminated the higher seeded teams shall be given preference as to games.
- In the case of rainouts or weather, the Tournament Director will determine the outcome and/or schedule of the tournament. All decisions are final.
- No refunds after the first pitch of the tournament.
- In case of cancellation with no first pitch being recorded, a refund will be issued less a \$200 administrative fee to cover the up-front costs of the tournament.
- Two (2) games is an official tournament to determine final standings.
- Tournament ends on Sunday May 30<sup>th</sup> No games on Memorial Day.
- Managers or team contacts must **text the score to 773-720-6225**. All managers are asked to check posted scores for accuracy. Please text „10u Team A 7 – Team B 6“

- The on deck batter will warm up behind the batter (third base side for right handed batters and first base side for left handed batters).

Note: Rules are subject to modification prior to the start of the tournament. Please consult the **Tourney Machine** tournament website for any updates before your first game. Any questions about the tournament rules, please consult one of the Tournament Officials. Tournament officials will make every effort to communicate changes with the team contact or manager electronically.

Lightning Warning: Everyone must clear the field and get under cover (in cars or a building) if the THOR Guard system is activated or if the umpire clears the field due to lightning. Play cannot resume until the THOR Guard signals “all clear” with three short blasts. THOR Guard can be viewed via the [prbaseball.com](http://prbaseball.com) website.

### **SPECIAL 10U RULES**

- No dropped third strike
- No infield fly rule
- A player may steal any base
- There will be a 5 run limit per inning with no run limit on the last declared inning