

All Star Tournament Series Rules  
15u-18u Showcase Style Tournaments

- **Format**

Each registering team will play 3 games (weather permitting) over the course of the weekend for all showcase events. Each team will either play 2 games on Saturday and 1 game on Sunday or vice versa. Games may end in a tie. There will be no playoffs for 2 day showcase events.

\* ASTS reserves the right to alter the format of a tournament at any moment due to extraordinary circumstances. E.g., In the case of inclement weather (Rain, Heat, Snow, etc.) \*

- 15u-18u will play on 90' base path fields and 60'6" mound distances.

- **Infield/ Outfield:**

Infield/Outfield is not permitted between games to allow the staff time to prep the field for the next game. Teams are permitted to hit fly balls and/or ground balls in the OF area to prepare their players for the game.

- **Tie Breakers**

There will be no seeding or tie breakers for showcase events.

- **Rules**

All Star Tournament Series will play *High School Federation Rules* for baserunning and substitutions.

Teams must bat a minimum of 9 batters in their lineup, bat their entire lineup or anything in between. For lineups with more than 9 batters, those extra batters/players are considered an EH/XH (Extra Hitter). EH and XH are like positions on the field. Those players may enter and exit the game at any time but must remain in that batting position. Teams may use a DH if they choose. The DH must bat for a player on the field.

*Speed Up Rule* is in effect. You can run for the PITCHER and CATCHER at any time. That baserunner can only be a player that is NOT in the game. If the team is batting the entire lineup, the last recorded out is the pinch runner.

**Batting:**

- Batting out of order will result in an out.
- If there are more than 9 batters in the lineup and a player is hurt and cannot participate, that player's spot in the lineup will be skipped without penalty.

- If there are more than 9 batters in the lineup and a player is injured during the at bat and cannot finish the at bat:
  - *If a reserve batter is available, that batter will inherit the count of the injured player.*
  - *If a reserve batter is not available, the subsequent batter in the lineup will inherit the count of the injured player.*
- If there are 9 batters in the lineup and a player is injured during the at bat and cannot finish the at bat:
  - *If a reserve batter is available, that batter will inherit the count of the injured player and the injured player's position in the lineup going forward.*
  - *If a reserve batter is not available, the subsequent batter in the lineup will inherit the count of the injured player and that batter's original lineup spot will result in an out going forward.*
- If a player is deemed hurt, he will not be permitted to re-enter the game at any time.

**Balks:**

- No warnings will be issued to pitchers. Balks will result in a dead ball and base runners will move up one base.

**Leads:**

- Players are permitted to lead off an occupied base.

**Steals:**

- Players are permitted to attempt advancing to the next base.

**Dropped Third Strikes:**

- Batters are permitted to attempt to advance to 1B on a dropped 3<sup>rd</sup> strike from a catcher or a ball in the dirt that the umpire has called a strike.
  - The batter is automatically out if first base is occupied and there are less than two (2) outs.
  - If there are two (2) outs and 1B is either occupied or unoccupied, the batter may attempt to advance to first base.

- **Rosters:**

- Teams **MUST** turn in their roster no later than 1 week prior to the event.
- Roster must include Name, Jersey #, Grad year, High School, Position, Height, Weight. Any additional information is up to the individual team. The more information the better.

- **Lineups:**

- Lineups are required to be submitted to the ASTS Staff member on site for game data. Any substitutions must be presented to the opposition and the scorer.
- **It is the responsibility of the opposing team to verify the accuracy of the other team's lineup prior to the start of each game.**
  - Managers must bring any issues to the attention of an ASTS Tournament Director before the game.
  - If a lineup issue is discovered during the game, the ruling will be that the lineup is corrected at that point for the remainder of the game. If it is brought to our staff's attention after the game- there will be no penalty. There will not be a forfeit in this situation since the opposing team is responsible for verifying the other team's lineup prior to the start of the game.
- Players must be on the roster at the beginning of the tournament. If a player is added to roster after the start of a tournament, that player must check in with the field manager and provide a birth certificate prior to joining the team roster. If a birth certificate is not provided, the player is not eligible to play. Any game that a player participates in, that is not on the original roster, will result in forfeiture of that game (7-0 for 7 inning game, 6-0 for 6 inning game).

- **Substitutions:**

- Mound visitations will be covered by *NFHS Rules*.
- If there are more than 9 batters in the lineup and a player is injured during the at bat and cannot finish the at bat:
  - **If a reserve batter is available, that batter will inherit the count of the injured player.**
  - **If a reserve batter is not available, the subsequent batter in the lineup will inherit the count of the injured player.**
- If there are 9 batters in the lineup and a player is injured during the at bat and cannot finish the at bat:
  - **If a reserve batter is available, that batter will inherit the count of the injured player and the injured player's position in the lineup going forward.**
  - **If a reserve batter is not available, the subsequent batter in the lineup will inherit the count of the injured player and that batter's original lineup spot will result in an out going forward.**
- If a player is deemed hurt and is taken out of the game, that player will not be permitted to re-enter the game at any time.
- If an injury occurs while on the base paths and there are no substitutes available, the player that made the last recorded out will take the place of the injured player on the bases.
- In the event that a player is late to the game, there are two options to utilize the player in the game.
  - The player can be listed as a substitute, and whenever he arrives or is available, he can enter the lineup according to our *Substitution Rules*.

- The player can be placed in the starting lineup, but if the player is unavailable for any of their at-bats, an out will be recorded for each time that player is due up. Whenever the player arrives and is available, that player can assume his spot in the lineup.

**Re-Entry:**

- If a team does not bat the entire lineup and substitutes are available, we use the standard *NFHS Re-Entry Rule*. Starters may be re-entered once, as long as the player occupies their original position in the batting order.

**Pitcher RE-Entry:**

- If a pitcher is removed after throwing a pitch and goes to another defensive position, they may not return as a pitcher in the game. In other words, as soon as another pitcher throws a warm-up pitch (becoming the new pitcher of record), the previous pitcher is no longer able to pitch in that game. If a team substitutes for the pitcher when on offense, but then re-enters the pitcher before going out on defense, that pitcher is still the 'pitcher of record' and can continue to pitch in the game.

**Pitcher of Record:**

- Once a pitcher throws a warm-up pitch, they must face at least one batter. If the pitcher is hurt during their warm-up pitches, another player may come in to pitch. The previous pitcher of record will not be allowed to re-enter back onto the mound after a pitcher has thrown a warm-up pitch.

• **Home/Visitor**

- **For all games, home/visitor will be determined by a coin toss at the ground rules meeting.**

• **Time Limit**

- 15u-18u Showcase
  - For all games, there is a no new inning 1 hour 50-minute time limit. A new inning cannot start after the 1 hour 50-minute time limit, and teams will finish the current inning.
- In the event of inclement weather or other circumstances beyond our control, All Star Tournament Series reserves the right to modify time limit rules in order to most effectively maintain the tournament schedule.

• **Mercy Rule**

- 15u-18u Showcase
  - *Mercy Rule* is in effect. If a team is winning by 10 or more runs after the 6<sup>th</sup> inning, the game will be deemed complete.
  - There will also be a maximum of 6 runs allowed in a half inning.

- **Bats**

**Bat Restrictions:** Coaches are responsible for checking all of their player's bats before playing in the tournament. Please make sure all bats meet the below guidelines:

- 15-18u Showcase: WOOD Bat only
- If the ILLEGAL bat is used in the game, the HEAD COACH will be ejected from the current game.

- **Ejections**

- Any player, coach, parent or team representative that is ejected from a game must leave the premises (playing field, complex, grandstand) immediately. Failure to do so will result in automatic forfeiture of that game. Any team that forfeits a game, the opposing team will be awarded a 7-0 win.
- If a player, coach, parent or team representative is ejected, that person will not be permitted to coach/play/attend the current game.

**Ejection/Suspension Policy:**

- **Managers/Coaches:**

- Managers, coaches, scorekeepers or anyone else that is in the dugout or on the field during a game who are ejected from a game (either by an umpire or by a Tournament Director) must leave the facility immediately. The Tournament Director may also lengthen the suspension to more games or expulsion from the facility for a period of time as seen fit. If a manager or coach is ejected from a game twice during the same tournament, they will be suspended for the remainder of the tournament.

- **Players:**

- If a player is ejected from a game, they may face further suspension.

- **Parents/Fans:**

- If a fan or parent is ejected from a game (either by an umpire or a tournament director), they must leave the premises (playing field, complex, grandstand) immediately and will be suspended from that current game. All Star Tournament Series reserves the right to lengthen the suspension to more games or expulsion from the facility as seen fit.

- **Forfeits**

- If a team chooses to forfeit a game, they may face suspension in future All Star tournaments. The final score of the forfeited game will be based on the team giving up a run per inning for a complete game. e.g., for a 6-inning game the score would be 6-0; for a 7-inning game the score would be 7-0.
  - If a team chooses for forfeit a consolation or elimination game, they face suspension in All Star tournaments.
  - If a game becomes a forfeit after it has started due to a team having less than the required 7 available players, the official score of that game still follows the guidelines above no matter what the score was at the time of the forfeit.

- **Baseballs**

- Baseballs will be provided by All Star Tournament Series for each event of A1030 or better quality. We ask that each dugout help with foul balls on 1B, 3B and behind home plate. Game balls will be provided for each game. Please do not take game balls at the conclusion of the game.

- **Inclement Weather**

In the event of inclement weather, we will do everything within our power to stay as close to game schedule as possible. However, because of limited field availability we may have to deviate from the printed schedule. If and when we need to alter the schedule, we use the following procedures/priorities as our guide:

- Our first priority will always be to make sure that each team plays its minimum number of games.
- We will try to maintain the original schedule as much as possible
- \* All Star Tournament Series reserves the right to alter the format of a tournament at any moment due to extraordinary circumstances. E.g., In the case of inclement weather (Rain, Heat, Snow, etc.) \*

**Example:**

In the event of a delay due to inclement weather, the game clock **WILL NOT** stop. All Star Tournament Series will make every attempt to complete games within the timeframe allotted. It is important that all games stay on time in fairness to all the participants.

For example: If there is a delay for 20 minutes in the middle of the game and there is only 20 minutes remaining on the running clock, the game will be deemed complete, so the next game can be started on time and give other teams a chance to play.

If a delay occurs, continuance of the delayed game will be at the sole discretion of the All Star Tournament Series staff member.

- **Lightning Policy**

- When lightning is detected within 8 miles, all games will be suspended. At that time, players, coaches, and spectators should exit the facility to the safety of their vehicles or another building structure available.
- Games will be resumed once the lightning has moved outside of the 8-mile radius from the complex for a period of 20 minutes. Additional university or college guidelines may be in place depending on the tournament venue.
- It should be noted that lightning could be visible over 20 miles away.

- **Suspended/Regulation Games Policy**

Games that do not make it to regulation (3 complete innings) due to inclement weather/darkness will be considered a completed game for seeding purposes. The game will go in the standings as one of three outcomes for each team; win, loss, or tie. Please refer to credit policy.

**Pool play/Consolation games:**

- If a game is cancelled prior to being considered regulation status, the game will be considered complete, and the **score would revert back to the last completed inning**.
- If a game reaches regulation status but does not finish due to inclement weather/darkness, the score will revert back to the last full inning. No credit/refund will be given.
- If a **game does not start** because of inclement weather/darkness and the game is not able to be played, **it will be scored as a 0-0 tie towards the standings**. Please refer to credit policy.

