

Somerset/Berkley Summer Slam

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12U B/C TOURNAMENT RULES June 5th, 6th and 7th 2015

The Somerset/Berkley Tournament is intended to provide the maximum playing experience for the players. 1st and 2nd place teams will receive trophies. All 12U tournament games will be played under ASA Fast Pitch rules except where the following takes precedence over published rules: All signs ASA rosters, Birth Certs. and insurance must be shown 45 Min. prior to start of games.

1. All games are six innings or time limit. No new inning will start after 1 hour and 30 minutes. Time will start at the first pitch and the start of an inning is noted as the time the last out is made in the previous inning. Any inning started before 1:30 will be played to its completion. Semi-final and Championship games will have no time limit.
2. Pool games can end in a tie as no extra inning games will be played in pool play.
3. A continuous batting order is to be used consisting of all girls present at the game. If a batter leaves the game she will be considered an out at her time to bat unless the reason is for medical/health reasons. Only players listed in the batting order are eligible to play in the field.
4. In order to speed up games, courtesy runners will be allowed for the next inning pitchers/catcher only. The courtesy runner(s) will be the last out(s) made in last inning.
5. Nine players in the field. Free substitution is allowed with the exception of the pitching position, where only the starting pitcher is allowed to re-enter the game at that position.
6. Dropped 3rd strike is in effect.
7. Infield fly rule is in effect
8. Any team with a 12+ run lead may **not** steal or advance to home (by a pass ball or wild pitch).
9. Bunting and Slapping is allowed; however, slashing is NOT allowed.
10. There is a six-run limit per inning, in **pool play** only, semifinals and finals will be unlimited but the mercy rule is still in effect. With the exception of the 6th inning, in which there will be no limit to the number of runs a team may score. Extra innings will also be unlimited.
11. The following mercy rules will be in effect: 15 runs after 3 innings, 12 runs after 4 innings and 8 runs after 5 innings, or if a team is trailing by more than six runs going into what is clearly the last (but not 6th) inning of play based on the 1:30 time limit.

Additional Game Rules

- a. No part of the infield can be used for warm-ups. No hitting of fly balls/line drives in the outfield with during warm-ups with regular softballs. (Soft type balls only)
- b. All players must wear matching uniforms. Metal spikes are NOT allowed. In case of player injury, (i.e. bleeding) the player will have a reasonable amount of time for uniform repair (umpires discretion). At this point, unlike uniforms is permitted and proper care should be taken to dispose of bloodied garment.
- c. For pool games, the home team is determined by a coin flip; the higher seeded team is the home team during the elimination round on Sunday.
- d. We will be using one umpire for all games, with the exception of the finals where two umpires will be assigned.
- e. This is a zero tolerance tournament. If the umpire ejects you from a game, you are banned immediately from the premises for the duration of the tournament.
- f. The home team will keep the official scorebook. Game results should be reported to the tournament director (or designated official) immediately following the game at the Concession Stand.
- g. Protests MUST be settled on the playing field before the game will be allowed to continue. Judgment calls by the umpire are not grounds for protest and cannot be questioned. No protest will be allowed after the game is completed. The tournament's Game Site Administrator and umpire staff will hear protests and make a decision.
- h. The tournament's Game Site Administrator will have last say on any rule interpretation that is debated or anything else not fully defined in this document.
- i. Should any game be suspended due to weather or unusual circumstances, it will be resumed from the point of suspension. If we have inclement weather, the tournament director reserves the right to amend the schedule, including reducing the number of games played, if necessary. We appreciate everyone's flexibility and patience should New England weather become an issue.

Playoff Rules

- Seeding will be based on win/loss record from pool games (2 points for a win, 1 point for a tie). Tiebreakers will be used in the following order:
 - 1. Head-to-head games
 - 2. Least amount of runs allowed
 - 3. Coin flip

NOTE: If more than two teams are tied, the above tiebreakers will determine the top place team, whereupon the tie-breaker rules would then be re-applied to the remaining teams.

- Higher seed will be designated as the home team.
- During the quarterfinal round, no new inning may start after 1 hour and 30 minutes. There is no time limit for the semi-final and final games.
- In the event of a tie, we will use the international tie breaker (see ASA rulebook).