

10C TOURNAMENT RULES

The "Battle in the Borough" Tournament games will be played under ASA Fast Pitch rules except where the following takes precedence over published rules:

CHECK IN

Teams are required to check in at the Westborough Mill Pond Concession Stand at least 1 hour prior to your first scheduled game. You must present the following to the tournament director (or assistant tournament director):

- OFFICIAL SIGNED ASA ROSTER
- BIRTH CERTIFICATES OR PLAYER ID CARDS
- A VALID CERTIFICATE OF INSURANCE

INFIELD PRACTICE

Teams will be allowed 5 minutes of infield practice prior to their first game of the tournament only. Portable hitting nets can be used, but away from all game areas.

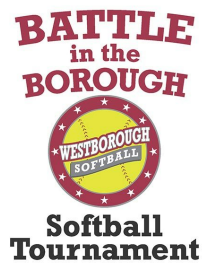
JEWELRY & HELMETS

No jewelry is allowed during this tournament. Jewelry cannot be taped over. Medical bracelets may be worn, but must be taped to the body. Players must wear helmets with approved faceguards and chin straps.

TOURNAMENT FORMAT

The tournament format is 3 pool play games with a single elimination championship round. Pool play will end at seven 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.

The international tiebreaker rule will be used to decide each game in the championship round when 7 innings or time limit has been reached - with the exception of the championship game. In the championship game the game will not end in a tie and there will be no time limit (unless foul weather or darkness comes into play).



TOURNAMENT SCHEDULE

The initial tournament schedule has been posted to the ASA website. If the schedule is altered due to weather conditions (see weather issues), the updated schedule will be posted at the concession stand by the tournament director.

TEAM ARRIVAL

Teams must be onsite 30 min prior to start time to keep all games on schedule. Lineups are to be handed to the Umpire and opposing coach a minimum of 10 minutes prior to the scheduled start time. The game clock will start at the conclusion of ground rules. Home team will be determined by a coin flip during pool play. Higher seed will be home team in Championship play.

WEATHER ISSUES

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 or Assistant Tournament Director reserves the right to amend the schedule, including reducing game times to 1 hour, reducing games to five innings, or reducing pool play. Teams are asked to provide the tournament director with a cell phone number and contact in order to communicate delays or changes to the tournament.

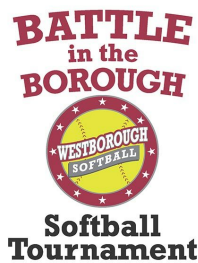
MERCY RULE

The following mercy rule will apply:

15 runs after 3 innings, 12 runs after 4 innings and 8 runs after 5 innings.

INFIELD FLY RULE

Infield fly rule will not be in effect.



NUMBER OF PLAYERS ON THE FIELD

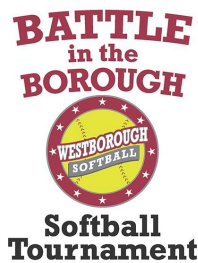
- A maximum of 10 players are allowed on the field. Outfielders must be in the outfield grass prior to each pitch.
- Teams may play with 8 players. Those who fail to do so will forfeit that game.
- Free substitution is allowed with the exception of the pitching position, where only the starting pitcher is allowed to re-enter the game at that position

PITCHING RULES

- The pitcher's mound will be 35' from home plate.
- Pitchers may use windmill or modified fast pitch style.
- Pitcher's will be allowed 5 warm-up pitches in the first inning & 3 warm-up pitches each inning thereafter.
- Only the first pitcher of the game may be removed from that position and then later in the game return to that position.
- The pitcher will be removed from the game if she hits 3 batters in one inning or 5 batters during the course of the game.
- The play is dead when the ball is in the pitcher's possession in the pitcher's circle as long as all runners have stopped any further attempt towards the next base. Unless otherwise stated in this handbook, ASA rules will govern play.

BATTING

- All players are to be included in a continuous batting order. 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.
- The first thrown bat will result in a team warning. Each time any player from that team throws a bat in the same game she will be called out.
- If a batter is hit by a pitch, and in the umpire's opinion made a reasonable attempt to avoid the pitch, she will be awarded first base.
- A maximum of 6 runs per team can be scored in an inning unless it is the last inning, then it will be unlimited runs. The umpire must inform both teams that the inning will be the last.
- Bunting is allowed; however, slash bunting (i.e. batter fakes the bunt and then pulls back and swings away) is not allowed. Slap bunting is not permitted.



BASERUNNING

- Runners may not leave the bag until the ball leaves the pitcher's hand.
- Stealing of second and third is allowed. There will be unlimited number of steals per inning with no stealing of home.
- There will be no stealing by winning team if there is a 10 run lead.
- A runner cannot advance a base on an overthrow on the steal attempt.
- A batter cannot advance to 1st base on a dropped third strike.
- A courtesy runner may be used only for the catcher to speed up the process of the game. The courtesy runner shall be the girl who made the last out.

UMPIRES

We will be using one umpire for pool games on Saturday and Sunday with two umpires for the championship round on Sunday.

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.

GAME RESULTS

Game results should be reported to the tournament director by the home team (or designated official) at the Concession Stand, immediately following the game.

PROTESTS

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.

PLAYOFF RULES

Seeding will be based on win/loss record from pool games (2 points for a win, 1 point for a tie). Higher seed will be home team. Tiebreakers will be used in the following order:

1. Best record
2. Least amount of runs allowed
3. Most amount of runs scored
4. Coin flip

(**Note:** A forfeit will count as a 7-0 win.)