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## **12C 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.

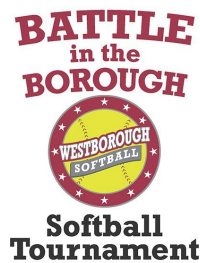
### **JEWELRY & HELMETS**

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).



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## **TOURNAMENT SCHEDULE**

The initial tournament schedule will be 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.

## **BATTING ORDER**

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.

## **NUMBER OF PLAYERS ON THE FIELD**

A maximum of 9 players are allowed on the field. Teams may play with 8 players; the ninth position in the batting order is to be recorded as an out. 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. Once the starting pitcher leaves the game a second time, she cannot re-enter the game to pitch again.

## **PITCHING DISTANCE**

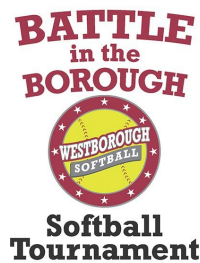
For U12 it is 40 feet.

## **INFIELD FLY RULE**

Infield fly rule will be in effect.

## **BUNTING**

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 permitted.



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## RULES

Unless otherwise stated in this handbook, ASA rules will govern play.

## MERCY RULE

The following mercy rule will apply:

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

## UMPIRES

**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.**

## AWARDS

Individual trophies will be presented to the winning team and the runner-up team. After every game, each team will select an MVP from the opposing team, who will receive an MVP pin.

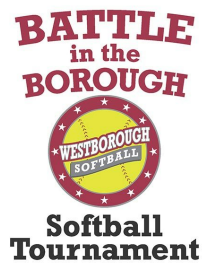
***Note: No player should receive more than one MVP pin throughout pool play. Please check with the opposing coach to see who has already received a pin. In the Championship round, all girls are eligible for a pin, whether or not they've previously received one.***

## GAME RESULTS

Scores need to be reported to the Tournament Director at the concession stand.

## 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 Director, Assistant Tournament Director and umpire staff will hear protests and make any decisions on protests.



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## CHAMPIONSHIP ROUND 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. 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.

Higher seed will be home team during championship round.

## FINAL SEEDING:

Match-ups and start times for Sunday's playoff round will be posted to the MASS ASA JO web site by 8pm on Saturday.

## 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.