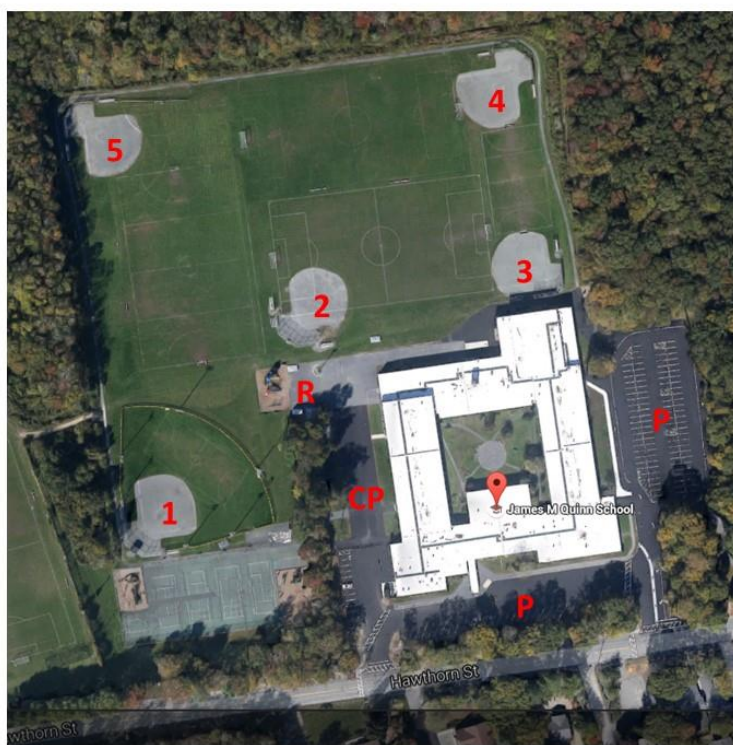# Dartmouth Summer Blast
U12
Tournament Procedures and Rules

I. Check in Procedure

1) Please identify the "CP" location on the satellite view of our tournament location. This is the "Coaches Parking" (CP). We are allowing one coach from each team (preferably the coach carrying the equipment) access to this specialized parking. Please be sure to identify your team when you arrive at the "CP" area.

2) Upon arrival, each team (or representative) must report to the Registration Table ("R" location on the map above). Teams playing Friday night may register their teams starting at 4:45 pm.

3) Each team will receive a Coaches Packet containing the following pieces of information:
   a) Copy of the procedures and rules for the tournament.
   b) Contact phone #'s of Tournament Directors
   c) Complete schedule for the tournament
   d) (3) Most Valuable Player of the Game pins (see below).

4) Coaches will be asked to provide the following information:
   a) Insurance Certificate
   b) Proof of Birth for all players. (Birth Certificates, ASA ID cards, and adoption papers are acceptable proof of birth)
   c) Tournament Rosters. You are limited to 15 players as registered with the ASA. Rosters must be turned in to the Tournament Director prior to tournament start. No additional players will be allowed once the roster has been turned in.

II.   General Information regarding the Fields

1) NO GRILLS anywhere on the school property;
2) NO SMOKING anywhere on school property;
3) No consumption of alcoholic beverages on school property;
4) No dogs are allowed;
5) Please do not walk in outfield area of fields while games are in progress;

III.   Game Rules and Procedures

1) No infield or batting practice is allowed on the playing field.
2) Both teams must submit a lineup card with FIRST & LAST NAMES, & SHIRT NUMBERS to the umpire and opposing team 15 minutes before game time. In the absence of an official scorer, the home team's book is official.
3) Score keepers for each team must compare scores after each ½ inning and any disputes are to be settled immediately. The home team's book is the official book for that game.
4) Both teams are responsible for reporting game scores to the Concession Stand at both field locations.
5) All equipment used must meet ASA guidelines as determined by the Umpire in Charge (UIC).
6) THE GAME OFFICIALS ON THE PLAYING FIELD WILL RESOLVE PROTESTS BEFORE THE GAME WILL BE ALLOWED TO CONTINUE. THE UIC'S DECISION IS FINAL. NO PROTESTS WILL BE ALLOWED AFTER THE GAME IS COMPLETED.
7) Should any game be suspended due to weather or unusual conditions, it will be resumed at the point of suspension. **See Rain Policy.**
8) Game time is forfeit time for all games if teams do not meet ASA Rules of eligibility.
9) Please clean out the dugout after each game.
10) If a player leaves a game for any reason other than ejection, their at bat is skipped and no out will be called for her batting position.
11) Discretionary benching of a player is allowed. The coach must notify the opposing coach as to such occurrences before the start of or during a game.
12) In the judgment of an umpire or coaches that an injury requires immediate medical attention, the ball is immediately called dead and the player is attended to. Placement of runners and batters is at the umpire's discretion.

IV.   Additional Game Rules

Our tournament is intended to provide a positive playing experience for the players. **All games will be played under ASA fast pitch rules except where the following takes precedence over published rules:**

1) Games are 7 innings. If the score is tied after 7 innings, the international tiebreaker will go into effect as defined in section V.2.a.
2) A 12-inch ball will be used.
3) Pitching distance is 40 feet from home plate.
4) Only 7 runs will be allowed per inning except in the last inning of each game.
5) Last inning decided by both teams and declared by umpire prior to start of an inning if full game cannot be completed.
6) Nine players will be used in the field. Should injury or illness occur, a team can continue to play with 8 in the field. A minimum of 8 players must be available to start a game.
7) A **continuous batting order** is to be used consisting of all players present at the game.
8) Unlimited steals in an inning. Runners cannot leave the base until the ball is released by the pitcher. In the event a runner leaves the base early, the umpire will call play dead and the runner will be called out. All other runners will be returned to their starting base(s) and the count remains the same to the batter. Runners **may** steal home plate
9) Mercy rule is in effect for all games – 15 runs after 3 complete innings, 12 runs after four innings, and 8 runs after 5 innings.
10) Batters **may** advance on a dropped third strike.
11) Bunting is allowed. Slap bunting is allowed.   Slashing is NOT   (i.e., batter fakes the bunt and then pulls back and swings away).allowed
12) Infield fly rule **is** in effect.
13) Courtesy runners will be allowed for the pitcher or catcher only. The courtesy runner must be the player (who is not the pitcher or catcher) that made the last out.
14) All fields will have a double safety bag at first base.
15) Each team in pool play will award an MVP pin to the opposing team's deserving player. Please take care to check with the opposing team's coach to make sure a player is selected only once.
16) It is the responsibility of each team to attend to their first aid needs and supplies.
17) Each team must provide their own insurance coverage.
18) Each team is responsible for the cleaning of their dugouts after each game.
19) MVP award will be distributed after each game.

V.   Tournament Format

Teams will play three games in pool play for seeding in Sunday's single-elimination round.
First and second place will receive trophies.

1) Pool Play
   a) Home Team will be decided in all games by a double coin toss at least 10 minutes prior to game time.
   b) No inning shall start after 90 minutes from the start time. The umpire will start the clock in each game and notify teams of the start time. The international tiebreaker will be used in pool play **only** if played within the time limit. Pool play games may end in a tie.

2) International Tiebreaker
   a) The player who made the last out in the previous inning will begin at second base with the

player batting after her in the order leading off in the tiebreaker inning. Each team has 3 outs to till someone wins or the game is called at the discretion of the Tournament Director.

3) Single-elimination Seeding
   a) The Tournament Staff, based on the following, shall determine the official order of finish in qualifying pool play:
      i) 2 Points for Win and 1 Point for a Tie.
      ii) If a tie exists, teams will be ranked:
         (1) According to which team won head to head (if only two teams are tied);
         (2) According to fewest runs allowed in pool play;
         (3) According to the most runs scored during pool play;
         (4) Coin Flip

4) Single-Elimination Play
   a) The higher seed team will be the home team unless both teams have the same seed. A double coin toss will be conducted whenever two teams have the same seed from their respective pools. A double coin toss will be conducted for the championship game.
   b) No inning shall start after 90 minutes from the start time. The umpire will start the clock in each game and notify teams of the start time.
   c) During single-elimination, the international tiebreaker will begin in the top of the eighth inning or when the time limit expires.
   d) Semi-final and championship games have no time limit and the international tiebreaker will begin as defined above. A time restriction may be imposed at the discretion of the tournament director in the event of extraordinary circumstances.

5) Overall Standings for the Tournament
   a) Overall Standings will be determined as follows:
      i) First place: Tournament Champion
      ii) Second place: Tournament Runner-Up
      iii) Remaining teams will be ranked according to:
         (1) Total points earned in tournament,
         (2) W/L/T game average,
         (3) least runs allowed,
         (4) Head to head,
         (5) Coin Toss

VI.   Rain Policy / Format

The Tournament Staff may change the Tournament Format at any time due to prolonged delays or severe weather conditions. If time is lost due to rain, the time limit on games may be shortened or pool play may be cancelled. In the event of rain or any cause, which interrupts a game, the game must be resumed at the exact point where it was stopped, time permitting. Our ultimate goal is to be fair to all and give everyone the number of games they deserve. However, there may be unforeseen circumstances that make it difficult for the tournament staff to achieve that goal.

1) Pool Play
   a) If a rain delay occurs and the time limit is expired, the score of the game will revert back to the last full inning of play.

2) Single-elimination Play
   a) In case of rain, the Tournament Staff will determine the format for single-elimination.
      i) The tournament director reserves the right to call any game having progressed to the time limit, or to reduce the number of innings for a completed game to try and keep on schedule.
      ii) In the championship round, if the game cannot be continued, and the score is tied, the winner will be decided: Head to head competition, Total points earned in tournament, W/L/T game average, least runs allowed, coin flip.

VII.   Taunting Policy

1) Taunting shall include any action, or comments, which are intended to bait, anger, embarrass, ridicule, or demean others, whether or not deeds or words are vulgar or racist.
2) No artificial noise makers of any type, horns, whistles, etc. will be allowed.
3) It is the policy of the Massachusetts Junior Olympic ASA and its' Commissioners staff to enforce the Taunting policy at all JO Tournaments.
4) We implore all coaches, players, and spectators, etc. to refrain from any type of taunting as described above.
5) The Tournament Director reserves the right to eject and/or remove from the premises any player/coach/spectator that is found to be taunting.