

**PYLGSA 16TH ANNUAL ALL-STAR TOURNAMENT
2009 TOURNAMENT RULES
CO-HOSTED BY TEAM ANDERSON 18 GOLD**

The current ASA Official Rules of Softball and the Southern California ASA Rules and Regulations shall be enforced at this event except as modified herein.

A. Game Time

1. Pool games will start no new inning after (1) hour, twenty (20) minutes and drop dead at one (1) hour, twenty five (25) minutes. Pool Play games can end in a tie. Score of pool games that drop dead incomplete will revert back to last inning completed if home team is behind. If the home team has tied or taken the lead during their last at bat, the score stands. Elimination bracket games will be completed, with no new inning starting after one (1) hour, twenty five (25) minutes. The championship game of the tournament shall not have a time limit.

2. The ASA 'run ahead rule' shall be used in all games (15 after 3 innings, 12 after 4 innings and 8 after 5 (or 6 innings).

3. The 'tie-breaker rule' shall be in effect after 7 innings (6 innings for 8U), or once the time limit is reached in elimination bracket games.

4. Game time is forfeit time.

5. **Coaches must use silent warm ups before the first game of the day on Saturday and Sunday morning. Our field permits don't allow us to use the fields until the actual game time. No cheering, yelling or loud noise is allowed before the first game. Penalty for violation of this rule is forfeiting the game.**

B. Check-in

1. Check-in at the Snack Bar 1 hour prior to your first game.

2. You will receive official tournament brackets with any changes that may have occurred. Pre-ordered T-Shirts must be paid for at this time.

3. Bring your proof of insurance, ASA Cards, Birth certificate, Roster.

C. Ground rules for the tournament:

1. No practice on infield dirt is permitted. Teams may not warm-up between the foul line and the fence. If a relay player is used, they must stay on the grass. Pitchers may not warm up using the pitching circle.

2. The team listed on the bottom of the bracket shall occupy the 3rd base dugout, except in back-to-back games played on the same field, in which case the team playing the consecutive game does not change dugouts. Each team will completely clean their dug out after use.

3. Home team is the official scorekeeper for the game.

4. Home team is determined by a coin toss at the pre-game meeting with the umpires and coaches.

5. Game balls for the tournament will be provided, and will be the only balls used. Worth 'RIF' 10" Level 1 for 8-U, Worth 'RIF' 11" Level 1 for 10-U, and the Worth Dream Seam 12" for 12U and 14U.

6. Double safety bases will be used, as long as double pegs are available.

7. Ties in pool standings as well as overall age group seeding will be determined by the following, in order:

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Win-Loss Record
Head to head record
Least runs allowed
Most runs scored
Coin toss

D. Protest

1. Playing rule protests are not allowed in Pool Play. In Bracket Play, playing rule protests must be made prior to the next pitch and will be ruled on by a protest committee (TD & UIC) whose decision will be final. The game will be stopped. The manager must be prepared to site the rule he/she feels is being violated.
2. Eligibility protests shall be ruled upon according the ASA code.
3. Protest fee is \$50 cash payable at the time of the protest and is only refundable if the protest is upheld.

E. Clarifications

1. If there is a delay in the schedule, it is the responsibility of the team manager to check the bracket boards and contact the Tournament Director for possible game time and/or field changes.
2. Tobacco products of any type are prohibited on school facilities. The same is prohibited from the dugouts and field of play
3. Alcoholic beverages and illegal drugs are prohibited from the facilities, including all parking lots. Teams will be immediately disqualified if they violate this rule.
4. All players are encouraged to wear like-colored uniforms and helmets
5. All regulations of the tournament site shall be followed

F. Sportsmanship

1. Team managers are responsible and must have control of their players, coaches and team followers at all times including on and off the field of play.
2. The ASA Code of Conduct shall be enforced throughout the tournament.
3. Artificial noisemakers of any type will not be allowed (i.e. horns or cans filled with rocks).
4. Umpires and/or Tournament Representatives shall have the responsibility and authority to eject (out of sight and sound) any team personnel or spectators for abusive language, charging, bumping, shoving, striking, threatening to players, coaching staff, spectator, or team from the tournament or facility. Umpires shall have the authority and responsibility to eject (out of sight and sound) per ASA Rules and Code.

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10U Gold, 12U Gold and 14U Rule Modifications

A. The following rule modifications apply during Pool Play:

Teams must either bat using ASA rules or they may bat their **entire line up (Round robin batting)**. Once bracket play begins, teams must comply with ASA rules as they pertain to lineups. If a team elects to bat their entire lineup during pool play, the following tournament rules apply:

1. The manager must turn in a lineup sheet to the umpire at the pre-game conference. Only those players listed on the lineup sheet are eligible to participate in the game in any capacity.
2. A team may not convert back to an ASA lineup during the game once the lineup sheet is turned into the umpire.
3. If a player is injured during the game or leaves for any reason, an out will be declared each time the player is supposed to bat.
4. A team batting their entire lineup may use free substitution on all defensive positions during the half inning. Pitching changes can be made at any time per ASA rules. Except for pitching changes during an inning, defensive substitutions do not have to be reported to the umpire.
5. The player making the most recent out can be used as a courtesy runner for the pitcher or catcher. During the first inning only, the first courtesy runner (if used) will be the last person listed on the batting order and the second courtesy runner (if used) will be the player listed second to last in the batting order.
6. One team may use an ASA line up and their opponent may use round robin batting during the same game.

10U Silver and 12U Silver Rule Modifications

A. The following rule modifications apply during Pool Play and Bracket Play:

Teams must either bat using ASA rules or they may bat their **entire line up (Round robin batting)**. If a team elects to bat their entire lineup, the following tournament rules apply:

1. The manager must turn in a lineup sheet to the umpire at the pre-game conference. Only those players listed on the lineup sheet are eligible to participate in the game in any capacity.
2. A team may not convert back to an ASA lineup during the game once the lineup sheet is turned into the umpire.
3. If a player is injured during the game or leaves for any reason, an out will be declared each time the player is supposed to bat.

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4. A team batting their entire lineup may use free substitution on all defensive positions during the half inning. Pitching changes can be made at any time per ASA rules. Except for pitching changes during an inning, defensive substitutions do not have to be reported to the umpire.
5. The player making the most recent out can be used as a courtesy runner for the pitcher or catcher. During the first inning only, the first courtesy runner (if used) will be the last person listed on the batting order and the second courtesy runner (if used) will be the player listed second to last in the batting order.
6. One team may use an ASA line up and their opponent may use round robin batting during the same game

8-UNDER DIVISION MODIFICATIONS

The ASA Official Rules of Softball including the section on Junior Olympic 10-Under rules will be followed but for these exceptions and modifications:

A. Game Information:

1. Pool play will drop dead at one hour twenty five minutes. Score of pool play games that drop dead incomplete will revert back to the last inning completed if the home team is behind. If the home team is tied or ahead, the score at the drop dead time limit will stand.
2. The championship game will have a time limit of 1 hour 50 minutes. No new inning will start after the time limit has expired unless the score is tied and the final inning will be completed once it has started. .
3. Five (5) run limit per inning. No run limit in the 6th inning.

B. General Rules

1. The "run-ahead" rule shall be in effect in all games including the Championship.
2. Pitcher / Catcher courtesy runner rule not in affect.

ASA rules emphasized:

1. Runners may advance when the ball leaves the pitcher's hand. A runner may not *steal* home on a pitch at any time. Clarification: runners will be awarded home by the umpire in situations per ASA rulebook (i.e., illegal pitch, thrown ball into dead ball territory, the batter walks, etc).
2. A play at any base during a steal, an attempted pick-off, or an overthrow to the pitcher does not release the runner from third base. Exception: a thrown ball that goes into dead ball territory. Ruling: all runners are awarded two (2) bases from the last base held at the time of the throw.
3. Runners on first and second base may advance only one (1) base per pitch. A batter that is walked may not advance past 1st base.
4. **No** dropped-third strike. The batter is out on a third strike at all times, whether it is caught or dropped.

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5. **No** "Infield Fly Rule" will be used. Meaning, with less than two outs and runners on 1st & 2nd or with bases loaded, a pop fly that could be easily caught by an infielder does not result in an automatic out on the batter if the ball is not caught.

C. Line Up Cards, Substitutions and Field Positions

1. A team must bat with at least 9 players in the line up to avoid the "short-handed" rule penalty.

2. Short-Handed rule: A team may start with 8 players but when another player arrives, that player must be inserted into the line up in the ninth batting position. An out will be recorded each time the ninth position in the batting order appears until a 9th starting player arrives and is entered. If a 10th player arrives, they must be inserted in the 10th spot in the line up. Subsequent arrivals must be listed in order of arrival up to the maximum number of 16 players on the line up card.

3. Bat- Around Format will be used:

- a. The DP/FLEX rule will not be in effect.
- b. A team may have between 9 and 16 batters and no more than 10 fielders. All players on the roster must bat.
- c. All batters must bat and run the bases unless injured. If a batter or runner becomes injured and cannot complete their turn at bat or time on the bases, a courtesy player will be allowed to complete the at bat or time as a runner for that half inning only.
- d. When all play has stopped, the player who is scheduled to bat 9th after the injured player, will be the courtesy player. Any batter or base runner that must use a courtesy player *a second time* due to injury will be removed from the game for safety reasons. When the player who has left the game due to injury and misses the next at bat, an out will be recorded for that one time only. An inning or a game can end with an automatic out.
- e. A player may be used as a courtesy player only once per inning.

D. When a team is on Offense:

1. The batter is out on the 3rd strike dropped by the catcher; however, the ball remains live and runners on 1st and 2nd base may advance at their own risk. Runner on 3rd may not advance home on a dropped third strike.
2. Runners on 1st and 2nd may steal only one (1) base per pitch.
 - a. The ball is live and in play.
 - b. Runners may not leave the base until the pitched ball has left the pitcher's hand. The umpire will declare "no pitch" and an out when a runner leaves too soon. If more than one runner leaves early the umpire must determine which runner left too soon first and only that runner will be called out.
 - c. A runner in sole possession of an illegally stolen base shall be returned to the correct base without liability to be put out when all other play has stopped. A runner standing on an illegal base cannot be tagged out. A runner not standing on a base can be tagged out.

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| <p>d. Overthrows by the catcher to the pitcher or to the bases do <i>not result in additional bases</i> by the runners. After all play has stopped, if a runner(s) have advanced beyond the one base to which they are entitled, runners will be returned to their correct base. Exception: a thrown ball overthrown into dead ball territory. Ruling: runners are awarded two (2) bases from the last base held at the time of the throw.</p> |
|---|
- e. A runner cannot steal home, even on a play to another base (that remains in live ball territory) or an overthrow to the pitcher. Once the runner has touched home plate and after all other play has stopped, the umpire will call time and return the runner back to 3rd base. Note: the runner may be tagged out while off the base while the ball is alive.

E. When a Team is on Defense:

1. No more than 10 players will be allowed to play defense at one time.
2. No more than 6 players including the pitcher can be positioned in front of the base line.
3. Outfielders and the 10th player must remain behind the base line until the ball is hit, or a play is made on a runner (as a result of a batted ball).
4. No player except the catcher shall start in a defensive position closer than 25 feet to home plate, measured from the front side of the plate anywhere between the 3rd baseline and the 1st baseline.
5. An unlimited number of "free" defensive substitutions are allowed at anytime, during a dead ball situation, while on defense.

8U GOLD POOLS

| | POOL A | POOL B | POOL C | POOL D |
|-------------------------------------|-------------------|-------------------------|------------------------|-----------------------|
| '1 Pool Record Final Standing | Tustin | Huntington Beach | Los Alamitos | Rancho Trabuco |
| '2 Pool Record Final Standing | West Grove | Mission Viejo | Imperial Beach | Cypress |
| '3 Pool Record Final Standing | PYL Red | Poway | Rancho Bernardo | Bonita Valley |
| '4 Pool Record Final Standing | Corona | La Mirada | Simi Valley | PQ |

POOL PLAY SCHEDULE

FRIDAY

GOLDEN # 3

4:45 P.M. A1 vs A2
6:15 P.M. A3 vs A4

YORBA LINDA MIDDLE SCHOOL

Field # 1 (South Field)

4:45 P.M. B1 vs B2
6:15 P.M. B3 vs B4
7:45 P.M. C3 vs C4

Field # 2 (North Field)

4:45 P.M. D1 vs D2
6:15 P.M. C1 vs C2
7:45 P.M. D3 vs D4

SATURDAY

YORBA LINDA MIDDLE SCHOOL

FIELD # 1 (South Field)

8:00 A.M. A2 vs A3
9:30 A.M. B2 vs B3
11:00 A.M. A1 vs A4
12:35 P.M. B1 vs B4

Field # 2 (North Field)

8:00 A.M. C2 vs C3
9:30 A.M. D2 vs D3
11:00 A.M. C1 vs C4
12:35 P.M. D1 vs D4

10U GOLD POOLS

| | POOL A | POOL B | POOL C | POOL D |
|-------------------------------------|-------------------------|---------------------|----------------------|----------------------|
| '1 Pool Record Final Standing | Rancho Trabuco | Tustin | Mission Viejo | PYL Red |
| '2 Pool Record Final Standing | Corona | La Mirada | West Grove | Chino |
| '3 Pool Record Final Standing | Rancho Bernardo | Poway | PQ | Bonita Valley |
| '4 Pool Record Final Standing | Huntington Beach | Los Alamitos | N/A | N/A |

POOL PLAY SCHEDULE

FRIDAY

GOLDEN ELEMENTARY SCHOOL

FIELD # 1

4:45 P.M. A1 vs A2
6:15 P.M. C1 vs C2

Field # 2

4:45 P.M. D1 vs D2
6:15 P.M. B1 vs B2

Field # 3

4:45 P.M.
6:15 P.M.

SATURDAY

GOLDEN ELEMENTARY SCHOOL

FIELD # 1

8:00 A.M. B3 vs B4
9:30 A.M. C2 vs C3
11:00 A.M. B2 vs B3
12:35 P.M. C1 vs C3
2:10 P.M. B1 vs B4
4:15 P.M. A1 vs A4

Field # 2

8:00 A.M. A3 vs A4
9:30 A.M. D1 vs D3
11:00 A.M. A2 vs A3
12:35 P.M. D2 vs D3
2:10 P.M.
4:15 P.M.

Field # 3

8:00 A.M.
9:30 A.M.
11:00 A.M.
12:35 P.M.
2:10 P.M.
4:15 P.M.

12U GOLD POOLS

| | POOL A | POOL B | POOL C | POOL D |
|-------------------------------------|-------------------------|------------------------|-----------------------|-----------------------|
| '1 Pool Record Final Standing | Los Alamitos | PYL | Mission Viejo | Rancho Trabuco |
| '2 Pool Record Final Standing | Poway | Corona | Imperial Beach | West Grove |
| '3 Pool Record Final Standing | Huntington Beach | Tustin | PQ | Simi Valley |
| '4 Pool Record Final Standing | Bonita Valley | Rancho Bernardo | N/A | N/A |

POOL PLAY SCHEDULE

FRIDAY

Eastside Park

EASTSIDE # 1 (NORTH)

4:45 P.M. D1 vs D2
6:15 P.M. C1 vs C2
7:45 P.M. A1 vs A2

EASTSIDE # 2 (SOUTH)

4:45 P.M. B1 vs B2
6:15 P.M. B3 vs B4
7:45 P.M. A3 vs A4

SATURDAY

EASTSIDE PARK

EASTSIDE # 1 (NORTH)

9:00 A.M. D2 vs D3
10:30 A.M. B2 vs B3
12:00 P.M. D1 vs D3
1:35 P.M. B1 vs B4
3:10 P.M.

EASTSIDE # 2 (SOUTH)

9:00 A.M. A1 vs A4
10:30 A.M. C1 vs C3
12:00 P.M. A2 vs A3
1:35 P.M. C2 vs C3
3:10 P.M.

14U POOLS

| | POOL A | POOL B | POOL C | POOL D |
|-------------------------------------|-----------------------|---------------------|-------------------------|---------------|
| '1 Pool Record Final Standing | Tustin | PYL Red | Huntington Beach | N/A |
| '2 Pool Record Final Standing | Rancho Trabuco | Los Alamitos | Corona | N/A |
| '3 Pool Record Final Standing | Bonita Valley | West Grove | Poway | N/A |
| '4 Pool Record Final Standing | N/A | N/A | N/A | N/A |

POOL PLAY SCHEDULE

FRIDAY

SHAPELL PARK

FIELD # 1 (EAST)

6:15 P.M. A1 vs A2

FIELD # 2 (WEST)

6:15 P.M. B1 vs B2

SATURDAY

YORBA REGIONAL PARK

FIELD # 1 (NORTH)

8:00 A.M. C1 vs C2
 9:30 A.M. A1 vs A3
 11:00 A.M. C1 vs C3
 12:35 P.M. A2 vs A3
 2:10 P.M. C2 vs C3

FIELD # 2 (SOUTH)

8:00 A.M.
 9:30 A.M.
 11:00 A.M.
 12:35 P.M.
 2:10 P.M.

FIELD # 3 (EAST)

8:00 A.M.
 9:30 A.M. B1 vs B3
 11:00 A.M. B2 vs B3
 12:35 P.M.
 2:10 P.M.