

Revised 8/27/09

## 2009 OC Fall Brawl Tournament Rules 10U - 14U

*A.S.A. Rules shall apply except as modified below*

**Coaches are responsible for the conduct of their players, managers and fans. ASA and league codes of conduct are to be adhered to.**

**Game Time** is forfeit time; no new inning starting after one (1 ) hour and 15 minutes.

**Game Format: 2 Pool games into Elimination. Elimination may start on Sat night. No games will begin before 5pm on Friday night, or prior to 8am on Sat and Sunday.**

**Pool Games:** The team listed first will take the 3B dugout, unless back to back games then the team already occupying that dugout may stay.

**Bracket Play:** The team listed at the top of the bracket will be 3B dugout.

**Home team determination-** Home team will be determined in ALL games by a coin flip prior to each game. Home team official score book.

**ALL Games:** No new inning after 1 hour and 15 minutes and inning WILL be completed. If game is tied after last completed inning in an elimination game then an International Tie Breaker (ITB) will be used.

**Pool Play games may end in a tie.**( Note: In case of a Tie in the first game of a four team pool, the winner of the coin toss will move to playing in the winners bracket)- this is ONLY to determine where the team then plays for the first elimination game, the score will still stand.

**Pool Play Seed** will be determined in the following order:

- A. Win/Loss Record
- B. Head to Head
- C. Runs allowed
- D. Runs scored
- E. Coin toss

**Championship Games** – 7 innings, if the score is a tie, the International Tie Breaker will be used.

**Dugout** – First team listed (pool play) or top of the bracket occupies third base dugout. If a team is playing consecutive games on the same field, no dugout change is necessary.

**Batting Order** – All Divisions and all age groups will use Round Robin Format.

**Balls** – Only ASA authorized Worth softballs will be used as follows:

- 10U 11" Worth SR11RYS RIF level 1
- 12U 12" Worth C12RYL Dreamseam Optic Yellow w/Red Stitch
- 14U 12" Worth C12RYL Dreamseam Optic Yellow w/Red Stitch

**Run Limits** - Same as the Fall Ball 2009 Rules per division• 10U Five (5) run limit for the first (4) innings, unlimited runs starting in the 5th inning• 12U Six (6) run limit for the first (4) innings, unlimited runs starting the 5th inning• 14U Six (6) run limit for the first (4) innings, unlimited runs starting in the 5th inning.

**Mercy Rule** – 10 runs ahead after 5 completed innings. ASA Rule requires a team to field at least 8 or more players or the game is subject to forfeit

**Substitutions** - Free defensive substitution is permitted. No player shall sit more than two (2) consecutive innings.

**Pitching Rules:**

- 10U division will have 21 outs per game; International Tie Breaker, the semi-championship and championship game will be unlimited
- 12U and 14U division will have unlimited pitching outs

*Once a pitcher is removed from the pitching position she may return only once per game back to the pitching Position*

**Defense Play 10U Division:**

Will play at ASA 10U Rules- Drop third strike rule is in effect, three outfielders, home plate is open, multiple bases allowed on walks and stolen base attempts. Infield Fly Rule will apply in 10U

Note: Pitching and Run limits will be enforced at 10 U guidelines

**Courtesy Runners** are for the Pitcher, Catcher of record, and an injured player only. The courtesy runner will be the last out (last recorded out - either Batter or Runner). Note: If a courtesy runner is used for an Injured Player and the Injured Player returns to play in the game, NO Courtesy Runner will be allowed for **that player** for the remainder of the game.

**Late Arrival/Early Departure:**

- Late arriving players may be added to the bottom of the batting order.
- Players leaving early from a game will be stricken from the batting order with NO penalty or out taken Unless the number of players drops below 9. However, the player will NOT be allowed to return to the game.
- NO out will be taken for injured players not able to take their turn at bat. However, they shall NOT be allowed to return to play in the game. Rule-if you are healthy enough to bat, you are healthy enough to play defense.
- Teams may play with 8 players per ASA rules. An out will be charged each time the ninth position is scheduled to bat.

**PROTESTS: All umpire decisions are final. Protests regarding on-field rulings will not be accepted. Local tournament director(s) will be consulted ONLY on issues involving OC Federation guidelines (minimum play, pitching limits, etc.).**

**Any coaches/teams found not following the above rules, could be subject to a game forfeit. MAKE SURE ALL COACHES HAVE A COPY OF THE RULES AND READ THEM.**