

FASTPITCH SOFTBALL TOURNAMENT

WWW.GLENELLYNSOFTBALL.COM



HOSTED BY:

GLEN ELLYN GIRLS

SOFTBALL ASSOCIATION

AND

GLEN ELLYN PARK DISTRICT

2018 Tournament

10U Rules and Information

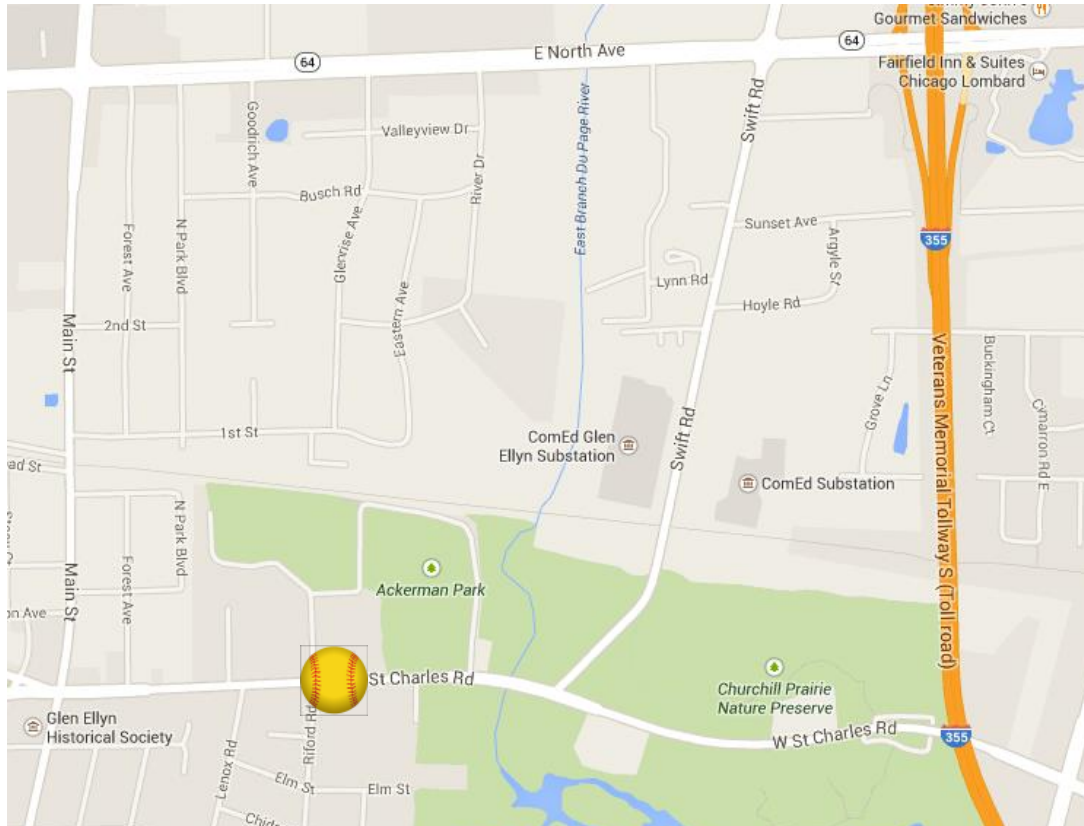
ASA RULES WILL APPLY IN ADDITION TO THE FOLLOWING TOURNAMENT RULES AND POINTS OF EMPHASIS

- **Managers are responsible and will be held accountable with a penalty of ejection for the conduct of their players, coaches and spectators.**
- **The tournament director has the right to modify any or all aspects of this tournament due to weather or any unforeseen circumstance.**
- All games will be held at Ackerman Park located at 800 St. Charles Road, in Glen Ellyn (½ Mile west of Route 53 at Riford Road) Tournament Headquarters and concessions will be located near the Hub on the South End of the park. All teams must report to Tournament headquarters before their first game to check in. Aaron Bobroff is the tournament director, cell phone # is 708.288.8244.
- All teams must check in 45 minutes prior to starting their first game. Please submit a copy of your roster, and a copy of your insurance certificate. The insurance certificate must have an expiration date subsequent to the end of the tournament. All Teams must have a copy of Birth Certificates for all rostered players on hand at all times. Teams will not be able to play without submitting their roster, and a copy of your insurance certificate. Games not played due to incomplete documentation will be considered a forfeit.
- Have your team ready to play at least 20 minutes before all games. Games may Start Early if fields are available. Game start times will be determined by the umpire prior to the first pitch of the game and will be reported to both teams.
- The pitcher may take 5 warm up pitches at the start of the game and 3 warm up pitches between innings. Any new pitcher may take 5 warm up pitches. After the first inning, no warm-up balls in the infield will be allowed.
- Start time of the game is established at the time of the first Warm up pitch. Official Time is kept by the umpire.
- No one is allowed on the field before the game, there will be no pre-game infield practice.
- Home team is determined by a coin toss at the start of the pool games. The higher seed will be the home team in bracket play.
- Dugouts are on a first come basis during pool play and higher seed shall occupy the 3rd base dugout during bracket play, unless the opponent is already occupying the 3rd base dugout due to a previous game.
- Both teams should verify game score throughout the game. The Both coaches are to Sign the Score Card and the umpire will turn-in the final score card for each game.
- **One game constitutes a tournament.** In case of a complete rainout, a \$ 100.00 administrative fee will be retained. Glen Ellyn Softball and the Glen Ellyn Park District are not responsible for loss of guaranteed games due to weather, forfeits, last minute withdrawals, or other similar items. There will be no refunds given for a reduced number of games played.

- There will be no protests! Umpires' decisions are final.
- In case of weather, or for Sunday's schedule and additional information contact the tournament website WWW.GLENELLYNSOFTBALL.COM

Drivers should be aware of one's proximity to the Field of Play. Parking is at one's own risk. Glen Ellyn Softball and the Glen Ellyn Park District are not responsible for damage to vehicles

We are located at the Ackerman Sports, 800 W St Charles Rd, Glen Ellyn, IL 60137



Ackerman Park



Ackerman Park is located on St. Charles Rd at Riford Rd. on the North side of the street between Rt. 53 and Bloomingdale Rd. If you are coming from the Northern or Southern suburbs, take I-355 and exit at North Ave. Go west to the first light, Swift. Turn left to St. Charles Rd and turn right. The park is on your right.

800 St. Charles Rd.
Glen Ellyn, IL 60137

ALL-STAR TOURNAMENT RULES AND REGULATIONS

2018 - 10U SOFTBALL

1. POOL PLAY

- a. Pool play will consist of 3 games.
- b. Placement
 - i. Teams will be placed based on their won/loss record.

2. BRACKET PLAY

- a. Single Elimination Playoff
 - i. These games can be played on Saturday and Sunday.
- b. Single Elimination Playoff Seeding
 - i. Teams will be seeded based on their pool play won/loss record.
 - ii. Tied records will be broken as follows:
 1. Head to head competition
 2. Least runs scored against
 3. Most Runs scored for
 4. Coin flip
- c. Awards are given to the tournament champion and runner up.

3. GENERAL GAME RULES

- a. ASA rules will be followed unless stated otherwise.
- b. Continuous batting order; each rostered player at the game must bat.
 - i. Late arrivals will be placed at the end of the batting order.
- c. Free substitution is allowed.
- d. A Eleven (11) inch hard ball will be used.
- e. A minimum of eight (8) players must be at the Start and Throughout the entire game. If a team cannot field eight (8) players at the scheduled game time or if a team cannot field the minimum number of players at any point during the game, the game will be forfeited.
- f. All players must be in uniform. No metal cleats.
- g. All bats must be an approved Fastpitch Softball. Bats must have an official stamp from one or more of the following Sanctioning organizations: ASA, USSSA, NSA, ISA or ISF. Each bat must have either a rubber or taped handle for safety reasons. The umpire can declare any bat illegal if it unsafe for some reason, or not properly inscribed.
- h. Home Team
 - i. For pool play games, the home team will be determined by coin toss. For the single elimination playoff games, the home team will be the higher seeded team.
- i. The umpire reserves the right to eject any manager, coach, player, or fan.
 - i. For coaches and fans, a first ejection is for the game and the next game. A second ejection is for the tournament. If the ejected person must retreat to the parking lot or off Premises. If they do not leave, the offending team will be charged with a forfeit.
 - ii. For players, the tournament committee will treat each situation individually.
 - iii. The ejected player's spot in the batting order shall NOT be considered an out unless the team is batting Fewer than 9.

4. GAMES

- a. Games will be six (6) innings long.
- b. An inning will Consist of (2) halves, each half will have three (3) outs
 - i. The next inning starts after the third out of the previous inning.

c. Time limit.

- i. During all pool games, no inning may start after 1 hour and 15 minutes. All innings started must be completed. A new inning begins upon completion of the last out of the previous inning. A started inning will be completed. Pool play games can end in a tie.
 - ii. During the first round of bracket play, no inning may start after 1 hour and 15 minutes. All innings started must be completed. The International Tie-Breaker (as detailed) will be used for bracket play if there is a tie after the last inning or the time limit has been reached. Each team begins its at-bat with a runner on 2nd base (the batter recording the last batted out of the prior inning) and no outs.
 - iii. In semi-final games, no new inning shall start after 1 hour and 30 minutes. All started innings must be completed.
 - iv. There will be no time limit for the championship games. The International Tie-Breaker (as detailed) will be used if game is tied after six (6) innings. Each team begins its at-bat with a runner on 2nd base (the batter recording the last batted out of the prior inning) and no outs.
 - v. The pitcher may take 5 warm up pitches at the start of the game and 3 warm up pitches between innings. Any new pitcher may take 5 warm up pitches. After the first inning, no warm-up balls in the infield will be allowed.
 - vi. Start time of the game is established at the time of the first warm up pitch and will be called by the umpire.
 - vii. Teams must be prepared to promptly field a team after the end of an inning. The umpires will not tolerate delays due to pitchers and catcher not being prepared to take the field. A courtesy runner for the pitcher and catcher (from the previous inning), may be used at any time, and are required after (2) outs. The courtesy runner shall be the last batted out.
 - viii. Rain delays – In the event of rain, a complete game is 3 innings
- d. In the event a game cannot be completed due to rain, an official game will be three (3) or more complete innings, or if the home team is ahead in the score at the end of two (2) and one half (1/2) innings.
 - e. The game is over if the home team is ahead after five and one half (5 1/2) innings.
 - f. Mercy Rule - 12 or more runs after 4 innings, 10 or more runs after 5 innings.
 - g. Forfeits will be scored as 7 to 0.

5. SPEED UP RULE -

- a. Any New Pitcher entering the game will receive 5 warm-up pitches. Any Returning Pitcher will receive 3 warm-up pitches. No infield warm up balls after first inning.
- b. Courtesy Runners – may be substituted at any time for a pitcher and/or catcher and are required after two (2) outs. The courtesy runner must be the last batted out.

6. FIELD SET UP

- a. Base Paths - Sixty (60) feet with chalked foul lines.
- b. Pitching Mound
 - i. The pitching rubber will be thirty-five feet (35) from home plate.
 - ii. There will be an eight (8) foot circle chalked around the pitcher's mound.

7. SCORING (5-Run Limit)

- a. A team is Tied or leading, they can Score no more than 5 runs in any Inning.
- b. Catch-Up Rule; If a team is behind by more than 5 Runs, they can continue to until the score is tied.
- c. In the sixth (6th) inning there is no limit on the number of runs scored.

8. BATTING

- a. Bunting.
 - i. **Fake bunting is permitted.**
 - ii. **Fake bunting then swinging (slashing) is not allowed. The batter will be called out.**
- b. Each player will receive one (1) warning for throwing the bat. A second warning will be an automatic out, which will result in a dead ball situation.
- c. **Dropped 3rd Strike Rule IS NOT in effect**
- d. **Infield Fly rule IS NOT In effect**

9. BASE RUNNING

- a. Stealing is allowed. Runners can Steal 2nd Base and 3rd Base.
 - i. Runners may only steal one base per pitch (**Runners cannot steal home**)
- b. A runner cannot leave the base until the ball **crosses the plate**.
- c. Infractions will result in the following:
 - i. In the event a runner leaves a base early, the runner will be warned once, and be instructed to return to the base. If occurs a Second time by the same runner, they shall be called out.
 1. This is considered a team infraction. If the ball pitched was a strike, it remains a strike. If the ball pitched was a ball, the pitch is considered a "no-pitch".
- d. Look Back Rule will be in effect.
 - i. An 8-foot radius circle will be chalked around the pitcher's mound. (See ASA Rule 8-7) Failure to immediately proceed to the next base or to the original base once the pitcher has the ball within the circle will result in the runner being declared out. Once the runner has returned or stops at any base, the runner will be declared out if she leaves. Pitchers must have both feet in the circle. The only exceptions are if the pitcher makes a play on the runner or pitches the ball. NOTE: If a play is made on the runner by the pitcher, the runner may change direction and return to the base.
- e. **Walks** - Batter must Stop at 1st base upon Receiving a walk. Continuation to 2nd base on the Same play is not allowed.

10. COLLISION AVOIDANCE

- a. All base runners must attempt to avoid a collision with a fielder in possession of the ball, or about to field a batted ball. Any runner who remains on her feet and crashes into or interferes with a fielder making the play in these situations, whether intentional or not, will be called out for interference. Furthermore, if the act is determined to be flagrant or malicious, the offender will be restricted to the bench for the duration of the game. Runners have three options to avoid a collision: 1) slide into the base they are going to, 2) step around a fielder, or 3) pull up and allow themselves to be tagged.

NOTE: A collision that occurs when an errant throw draws a defensive player into the path of the runner is considered to be incidental contact. It is not interference, and no penalty will be imposed to either the defensive or offensive player.

11. DEFENSIVE POSITIONS

- a. No exceptions to ASA rules.

12. PITCHING

- a. Pitchers will be allowed to pitch three (3) innings per game.
 - i. One pitch thrown from the pitching rubber to a batter or during a warm-up will constitute an inning pitched.
- b. Pitcher may re-enter the game **one-time** providing they have not reached the 3-inning maximum.
- c. All pitchers are required to pitch with a "Windmill Motion".
- d. There will be a one-minute warm-up of five (5) pitches between innings.
- e. Any pitcher who hits (2) batters in an inning, cannot return to the position of pitcher until the next inning. If a Pitcher hits (3) batters in one (1) game will not be able to pitch the remainder of that game. The batter must make an attempt to move to avoid contact with the pitched ball. (Umpires discretion)
- f. Both feet must be on or touching the rubber to start the pitch motion and one foot must stay in contact with the ground until the ball is released. Failure to do so will be declared a non-pitch. A step backward once the pitch motion begins is not permitted.
- g. A manager is allowed one (1) trip to the mound in any inning (Timeout). On the second trip (Timeout) to the mound in one (1) inning, the pitcher must be removed.
- h. No intentional walks will be allowed