

Firecracker

2014 Girl's Fastpitch Tournament Rules:

1. All Amateur Softball Association (ASA) rules will be followed unless otherwise noted.
2. Check in with Tournament Director when arriving at the field. A copy of your completed ASA roster must be submitted at least 30 minutes prior to the first game. That roster will be kept by the tournament director and not returned to you at the tournament site. All team managers must have proof of age at all times and submit those if requested by tournament personnel. Age determined on January 1, 2014. All Coaches must wear their ASA badges while on the field.
3. The Tournament Director must have a local or cell phone number to reach the team manager during the tournament. Please write this information on your roster.
4. Home team will be determined by a coin toss on the field before the game. Home team will occupy the third base dugout unless back-to-back games, then the incoming team will occupy the open dugout. Complete lineup cards must be submitted at the time of coin toss. In the championship game, the undefeated team will be the home team. If the 'IF' game is used, they will reverse home teams.
5. Tournament Balls will be provided. Used balls in good condition will be used during the tournament. The umpire will bring the game balls to the field.
6. Game time is forfeit time, unless delayed by a late running game. It is your responsibility to check schedules, time, and any changes prior to leaving the fields.
7. Game time will be kept by the umpire on the field and will start on the first warm up pitch is thrown. If you are Home team, have your team ready on the field to start warm-ups as soon as meeting with umpires is over. **At the beginning of each half inning, or when one pitcher relieves another, not more than one minute may be used to deliver the warm up pitches. No more than five warm up pitches may be thrown.**
8. All pool play games will be played by the following guidelines:
 1. 8 run rule after 4 innings, 12 runs after 3 innings, or 1 hour.
 2. No new inning will begin after 1 hour and 5 minutes (65 min).
 3. Pool games may end in a tie. If teams in a 4-team pool are tied at the end of their first game, a coin toss in press box will determine which second game they play but a "tie" will be recorded for both teams.
 4. Teams may bat their entire line up for pool play. If a player cannot fill in their turn at bat it will be an auto out.

9. Each team will play two pool games. All teams from each pool will advance to the double elimination bracket play. Team seeding from each pool will be determined by the following:
 - A. Three Team Pools
 1. If all teams are tied then:
 - a. Run differential between team that are tied
 - b. Run differential versus 3rd pool team
 - c. Coin toss
 - B. Four Team Pools
 1. 1st Place – Winner of the “Winner Pool Game”
 2. 2nd Place – Loser of the “Winner Pool Game”
 3. 3rd Place – Winner of the “Loser Pool Game”
 4. 4th Place – Loser of the “Loser Pool Game”
10. All double elimination play, with the exception of the Championship game, will be played with the following guidelines:
 1. 8 run rule after 5 innings or 1 hour, 10 run rule after 4 innings, and 12 run rule after 3 innings.
 2. No new inning will begin after 1 hour and 15 minutes unless the game is tied.
 3. The International Tiebreaker rule will go into effect at the top of the 8th inning or any new inning after the time limit has expired.
 4. Championship games – No new inning will begin after 1 hour and 30 minutes (18U & 16U will have 1 hour 45 minutes).
“If” games – No new inning will begin after 1 hour and 15 minutes (18U & 16U will have 1 hour 30 minutes).
11. Any team that forfeits a game may be disqualified from the tournament.
12. The tournament committee will rule upon protests before play continues. All committee decisions are final.
13. The tournament committee reserves the right to make rulings not specifically covered herein, which is deemed to be in the best interest of the tournament. All decisions rendered by the tournament committee become final.
14. No infield practice will be allowed on fields inside the base path. No hitting practice will be allowed anywhere into the fences or across walkways.
15. The one-minute between innings and conference rule will be enforced.
16. Please wait for the teams to leave the dugout before your team enters. All dugouts must be cleaned up after each game by the team occupying the dugout.
17. Teams will not be admitted inside the ballpark gates until 30 minutes before the first scheduled game of the day.