



WINTER 2011 TOURNAMENT RULES, PROCEDURES, AND INFORMATION

SOUTHEAST VALLEY CHURCH LEAGUE'S TATERS FOR TOTS CHARITY SOFTBALL TOURNAMENT PLAYING RULES WILL BE IN EFFECT. IF THE RULE IS NOT COVERED IN THESE RULES ASA OFFICIAL PLAYING RULES WILL BE USED.

TOURNAMENT IS OPEN TO MEN'S & CO-ED TEAMS HOWEVER, TEAMS WILL NOT BE CLASSIFIED FOR THIS TOURNAMENT.

ALL TEAMS ARE TO CHECK-IN AT THE REGISTRATION TABLE AT LEAST 30 MINUTES PRIOR TO THEIR FIRST SCHEDULED GAME.

ALL PLAYERS PARTICIPATING IN THE TOURNAMENT ARE ALLOWED TO PLAY FOR ONE TEAM ONLY.

TIME: EACH GAME IS 7 INNINGS OR **55 MIN** IN LENGTH. **NO NEW INNING WILL BEGIN AFTER 50 MINUTES.** IF TIED (CHAMPIONSHIP ROUNDS ONLY) AFTER 7 INNINGS START THE 8TH WITH LAST OUT ON 2ND AND 2 OUTS. CONTINUE IN THIS MANNER UNTIL A TEAM WINS.

SPEEDUP RULE: TEAMS MUST HAVE AN "ON DECK" BATTER IN THE CIRCLE READY TO BAT AT ALL TIMES. *NO INFIELD PRACTICE AFTER FIRST INNING. "5 SECOND PITCHING RULE" & "10 SECOND BATTER'S RULE" WILL BE STRICTLY ENFORCED.

FORFEIT TIME IS 10 MINUTES FOR THE TEAM'S FIRST SCHEDULED GAME OF THE DAY. FOR ALL OTHER GAMES THE SCHEDULED GAME TIME WILL BE FORFEIT TIME. FORFEIT SCORE: 7-0.

HOME TEAM FOR EACH GAME WILL BE DECIDED BY COIN FLIP. THE HOME TEAM WILL BE THE OFFICIAL SCORER.

HOMERUN RULE: 3 HOMERUNS AND 1 UP; ANY HOMERUN AFTER THE LIMIT IS AN OUT.

7 RUN RULE IS IN FORCE FOR THE FIRST 3 INNINGS. THIS MEANS THAT A TEAM IS LIMITED TO 7 RUNS AN INNING. UNLIMITED SCORING BEGINS AT THE TOP OF THE 4TH INNING.

MERCY RULE: 20 AFTER ANY INNING; 12 AFTER 5 INNINGS AND ABOVE.

1 BALL / 1 STRIKE COUNT, NONE TO WASTE. EXAMPLE: FIRST PITCH CALLED STRIKE, SECOND PITCH IS FOUL BALL – BATTER IS OUT.

A **COURTESY RUNNER** WILL BE ALLOWED ONCE PER INNING, CAN BE USED TWICE ONLY FOR THE SAME PLAYER.

CO-ED ONLY:

EACH TEAM MUST HAVE 2 FEMALES IN THE INFIELD & 2 IN THE OUTFIELD. IN THE CASE OF A TEAM HAVING 4 FEMALES & 5 MALES, ONE OF THE MALES MUST BE THE CATCHER. IF A TEAM HAS 4 FEMALES AND 6 MALES, ONE MALE WILL NEED TO SIT OUT WHILE THEIR TEAM IS ON THE FIELD BUT WILL STILL BE ABLE TO BAT IN THE LINE-UP.

EACH LINEUP MUST START WITH A FEMALE AND THEN ALTERNATE WITH MALE & FEMALES. THERE ARE NO EXCEPTIONS TO THE RULE.

WITH A FEMALE BATTING, ALL OUTFIELDERS MUST REMAIN BEHIND THE PAINTED ARC (150' FROM HOME) UNTIL THE BALL IS HIT.

IF A MALE PLAYER IS WALKED AND THERE ARE 2 OUTS, THE NEXT FEMALE BATTER HAS THE OPTION OF WALKING AS WELL. ANY MALE THAT WALKS, IS AWARDED 2ND BASE.

GENERAL:

THE TOURNAMENT WILL PROVIDE ALL BALLS.

ANY PLAYER PHYSICALLY ABUSING AN UMPIRE, TOURNAMENT OFFICIAL, OR ANY OTHER PLAYER OR SPECTATOR WILL BE SUSPENDED AND REMOVED FROM THE PREMISES IMMEDIATELY.

ANY PLAYER OR COACH USING PROFANITY WILL BE REMOVED FROM THE GAME IMMEDIATELY WITHOUT WARNING. IN THE EVENT OF CONTINUED OR EXTREME PROFANITY, MANAGER MAY ALSO BE REMOVED.

NO SMOKING OR ALCOHOLIC BEVERAGES ANYWHERE ON TOURNAMENT GROUNDS.

ANY PLAYER CONSUMING ALCOHOLIC BEVERAGES BEFORE OR DURING THE TOURNAMENT WILL BE EJECTED FROM THE TOURNAMENT AND THEIR TEAM WILL FORFEIT ALL TOURNAMENT GAMES.

TEAMS MUST WEAR MATCHING COLOR SHIRTS.

PROTESTING: UNLESS SPECIFICALLY AMENDED HEREIN, ASA RULES GOVERN ALL PLAY. DISPUTED CALLS CAN ONLY BE PROTESTED BY THE COACH OR HIS DESIGNEE BEFORE THE NEXT PITCH. GAME ENDING CALLS MUST BE PROTESTED BEFORE THE INFELDERS LEAVE THEIR NORMAL POSITIONS AND BEFORE THE UMPIRE LEAVES THE FIELD. PLAYER OR ROSTER ELIGIBILITY MUST BE PROTESTED BEFORE THE FINAL OUT IS MADE. THE COACH IS TO ADVISE THE UMPIRE THAT THEY ARE PLAYING UNDER PROTEST AND FOR WHAT REASON. NOTE: JUDGMENT CALLS BY THE UMPIRE ARE, BY RULE, NOT ELIGIBLE TO BE PROTESTED.

BLIND DRAW PLAY:

WINNERS OF EACH GAME WILL RECEIVE THREE (3) POINTS. LOSERS OF EACH GAME WILL RECEIVE ONE (1) POINT. IF THE GAME IS TIED AT THE END OF 7 INNINGS OR AT THE TIME LIMIT EACH TEAM WILL RECEIVE TWO (2) POINTS. NO TIE BREAKER OR EXTRA INNINGS WILL BE PLAYED IN BLIND DRAW PLAY.

TOP 4 SEEDS ADVANCE TO TOURNAMENT SEMI-FINALS. THESE TEAMS WILL BE DETERMINED BY: (1) POINTS, (2) HEAD TO HEAD, (3) LEAST RUNS GIVEN UP IN HEAD-TO-HEAD GAMES OF TIED TEAMS, (4) MOST RUNS SCORED IN HEAD-TO-HEAD GAMES OF TIED TEAMS, (4) LEAST NUMBER OF RUNS ALLOWED IN TOURNAMENT PLAY, (4) MOST RUNS SCORED IN TOURNAMENT PLAY, (6) COIN FLIP.

WINNERS OF THE SEMI-FINAL GAMES WILL ADVANCE TO THE TOURNAMENT CHAMPIONSHIP GAME.

CHAMPIONSHIP GAME:

HOME TEAM WILL BE DETERMINED BY COIN-FLIP. TIME LIMITS AND MERCY RULES APPLY. IF TIED AFTER 7 START THE 8TH WITH LAST OUT ON 2ND AND 2 OUTS. CONTINUE IN THIS MANNER UNTIL A TEAM WINS.