

UTAH AMATEUR SOFTBALL ASSOCIATION



34th Annual Brigham City Invitational

July 13th & 14th

10U

TOURNAMENT RULES

1. All Amateur Softball Association rules will be followed unless otherwise noted.
2. Pool Play may bat the entire roster; with open substitution on defense only
3. All pool play games will be played by the following rules:
 - A. Only 6 runs will be scored in a half inning
 - B. 8 run rule after four innings, or 50 Minutes.
 - C. A new inning will not start after 1 hour unless the game is tied.
 - D. The International Tiebreaker rule will go into effect at the new inning after the time limit. LIMIT: one tiebreaker inning, coin toss will then decide the winner.
4. All double elimination play will be played by the following rules, except for the Championship game which will not exceed 90 minutes and run rules will be in effect.
 - A. Only 6 runs will be scored in a half inning.
 - B. 8 run rule after 4 innings, or 55 minutes.
 - C. A new inning will not start after 1 hour 5 minutes unless the game is tied.
 - D. The International Tiebreaker rule will be in effect.
5. Each team will play two games in their respective pool. All teams from each pool will advance to the double elimination bracket play. Team seeding from each pool will be decided in the following ways:
 - A. Four team pools:
 - 1st Place - Team with 2-0 record.
 - 2nd Place - Team that won 1st game, lost 2nd.
 - 3rd Place - Team that lost 1st game, won 2nd.
 - 4th Place - Team with 0-2 record.
 - B. Three team pools:
 1. Won-loss record
 2. Three (3) teams tied
 - a. The fewest runs allowed
 - b. The most runs scored
 - c. Coin flip

6. The Managers of both teams shall meet at Home Plate before their game time to flip for home team. The scorer's copy of the line-up shall be delivered to them at least 10 minutes before scheduled game time. The Plate Umpire's copy shall be handed to him at the pre-game conference. The line-up submitted to the Plate Umpire becomes official at this time. The undefeated team in the Championship Game will be the Home Team. The "If Necessary" game will be determined by a coin toss and revert back to a time limit.
7. Time will be posted on the score board. At the scheduled game time, but after the pre-game conference, the Umpires will instruct the Home Team to take the field and then call out the game time on their watch. They will then cause the time they announced to be recorded by the official Scorekeeper in the official score book for that game. Under no circumstances will the announcement (by scorekeeper) of amount of time remaining in a game be considered official.
8. The team manager has the responsibility to contact the Tournament Committee to clarify any questions that may arise as to time, location, etc., of rescheduled games.
9. No warm-up practice will be permitted on the infield (inside the base lines) before the game. ***No warm-up practice will be permitted on the infield dirt when any member of the grounds crew is on the field.***
10. Game time is forfeit time, unless a team is delayed by a late running game. Teams that play back-to-back and must change field will have ten minutes to change fields and start the next game.
11. The game balls for this tournament will be provided.
12. The ASA Uniform Rule will be strictly enforced.
- 13. There will not be any tobacco use on the field or in or around the dugout by any personnel!**
14. Any team personnel and/or fans who display unsportsmanlike behavior will subject themselves and/or their team to suspension from that game and/or forfeit. If flagrant enough, it could cause suspension from the Tournament.
15. The Tournament Committee will rule on all protests except rule interpretations. The Tournament Umpire-In-Chief will rule on rule interpretations. Any game that is protested will not continue until decided on by the appropriate authority.
16. The Tournament Committee reserves the right to make rulings not specifically covered herein which are deemed to be in the best interest of the Tournament. All decisions rendered by the Tournament Committee are final.