



2017 TOURNAMENT RULES

TEAM CHECK IN

A Team Representative **MUST** report to their site registration desk and check in with the on-site tournament coordinator **60 minutes** prior to start of your team's first game.

Teams **must** present a team packet with a copy of team insurance, player birth certificates and team roster. Insurance and rosters will be checked.

Each rostered player on your team will receive a tournament gift bag.

Saturday, September 9, 2017

- 8U Division:** **Armstrong Park**
323 Ewingville Road, Ewing, NJ 08638
- 10U Division:** **Armstrong Park**
323 Ewingville Road, Ewing, NJ 08638
- 12U Division:** **Mercer County Park**
1600 Old Trenton Road, West Windsor, NJ 08550
- Hamilton Girls Softball Association Complex**
100 Christine Avenue, Mercerville, NJ 08619

Sunday, September 10, 2017

- 14U Division:** **Hamilton Girls Softball Association Complex**
100 Christine Avenue, Mercerville, NJ 08619
- Mercer County Park**
1600 Old Trenton Road, West Windsor, NJ 08550
- 16U Division:** **Mercer County Park**
1600 Old Trenton Road, West Windsor, NJ 08550
- Mercer County Community College**
1200 Old Trenton Road, West Windsor, NJ 08550
- 18U Division:** **Armstrong Park**
323 Ewingville Road, Ewing NJ 08628
- Rider University**
2083 Lawrenceville Road, Lawrenceville, NJ 08648
- The College of New Jersey**
2083 Lawrenceville Road, Lawrenceville, NJ 08648

TEAM ROSTER

****Teams will use a 2018 roster - NO EXCEPTIONS TO THIS RULE.***

8U TOURNAMENT RULES

Official rules are the 2017 ASA Fast Pitch and the PINK Tournament rules with the following 8U division modifications:

1. **Game scores to be reported by the winning team 5 minutes after completion of play** at the tournament site table. **Failure to do so will result in the tournament director choosing the game winner.** Please note that in past years, losing teams have made us aware that game scores weren't reported (in an effort to "earn the win"). As a charity event, this is the not the type of behavior we want to see. Please be courteous and help us have a smooth and efficient event – submit game scores immediately after your game.
2. Teams are asked to be at assigned field 30 minutes before game time.
3. Game time is forfeit time unless traveling to and from a previously played game at another field location. A maximum of 10 minute warm up time will be allowed at time of arrival at new field.
4. Umpires will speed up play with three warm up pitches or 1 minute between innings. Players must hustle on and off field. **No infield warm-ups after the first inning.**
5. There are no protests. All protests will be decided on the field by the umpire.
6. Ejections – SHOULD A MANAGER, COACH, PLAYER OR FAN BE EJECTED FOR ANY REASON, THEY ARE ALSO AUTOMATICALLY MANDATED TO MISS THE NEXT GAME AS WELL. NO EXCEPTIONS!
 - THEY MUST IMMEDIATELY LEAVE THE FIELD OF PLAY AND VIEWING AREAS. FAILURE TO DO SO WILL BE FORFEIT OF THE GAME. SECOND EJECTION FROM SAME INDIVIDUAL OR ANY ADDITIONAL MEMBER OF THAT TEAM, DURING THE REMAINDER OF THE TOURNAMENT, WILL BE AUTOMATIC FORFEIT OF THAT GAME AND THE REMAINDER OF THE TOURNAMENT
7. Coin toss to determine home team during all games **including** championship.
8. **8U Game Rules**
 - a) 8U will play a 6 inning game, using a 35' Mound and an 11" game ball.
 - b) Coach pitch with one foot on rubber.
 - c) No called balls or strikes. Batter gets three (3) swinging strikes. On the third swinging strike the batter is out. There will be no walks. Maximum of 6 pitches per batter, batter must swing on the 6th pitch or is out (on 6th pitch at bat continues if pitch is fouled off).
 - d) If the coach pitcher is hit with a batted ball the ball will become dead and the batter will have a foul called on them.
 - e) Pitcher must start with both feet inside the pitchers circle and stand even with or behind the pitching rubber prior to each pitch
 - f) A team will bat all attending players. However, if for any reason a player does not take her turn at bat it will be recorded as an out.
 - g) 5 run max per inning except for the last inning to be declared by the umpire, before the inning starts, where teams are allowed to score an unlimited amount of runs.
 - h) Leading is allowed once the ball crosses home plate. Runner leads at own risk. No advancement on attempted pick off. Each team shall receive 2 warnings for leaving the base early before the player shall be called out. If a player leaves early and a play is made on that player during a batted ball, ASA rules shall apply.
 - i) Sliding is allowed.
 - j) Courtesy runners are allowed at any time for **catchers only**. Courtesy runner must be a player not in the defensive line-up. If no bench players are available, then the last batted out will run.
 - k) No infield fly rule.
 - l) Dropped third strike is **NOT** in use.
 - m) 10 fielders are permitted, but outfielders must remain in the grass until the ball crosses the plate or is hit.
 - n) 30/30 Rule: Once the ball is controlled by the pitcher in the pitchers circle there will be no advancement of any base runners, if a runner is past the half way mark the play is "live" and the player can advance or retreat at their own risk.

10U TOURNAMENT RULES

Official rules are the 2017 ASA Fast Pitch and the PINK Tournament rules with the following 10U modifications:

1. **Game scores to be reported by the winning team 5 minutes after completion of play** at the tournament site table. **Failure to do so will result in the tournament director choosing the game winner.** Please note that in past years, losing teams have made us aware that game scores weren't reported (in an effort to "earn the win"). As a charity event, this is the not the type of behavior we want to see. Please be courteous and help us have a smooth and efficient event – submit game scores immediately after your game.
2. **10U Games use a self-advancing bracket and must complete to a winner - game CANNOT end in a tie.**
 - a. All games are drop dead at 80 minutes and revert back to the previous full inning **unless** the home team has taken the lead in the drop dead inning.
 - b. If game is tied at 80 minutes after the start: complete the inning.
 - c. The first team to score wins (home team does not get last ups if visiting team scores first after 80 minutes)
 - d. If no winner at completion of regular or 80 minute time limit inning: International Tie Breaker rules (see 2017 ASA Rules) will be put into place for each inning after.
 - e. **DROP DEAD IN TIEBREAKER - FIRST TEAM TO SCORE WINS.**
3. In the championship game, no time limit will be enforced; however, International Tie Breaker rules will go into effect in the seventh inning.
4. Teams are asked to be at assigned field 30 minutes before game time.
5. Game time is forfeit time unless traveling to and from a previously played game at another field location. A maximum of 10 minute warm up time will be allowed at time of arrival at new field.
6. Umpires will speed up play with three warm up pitches or 1 minute between innings. Players must hustle on and off field. **No infield warm-ups after the first inning.**
7. Ejections – SHOULD A MANAGER, COACH, PLAYER OR FAN BE EJECTED FOR ANY REASON, THEY ARE ALSO AUTOMATICALLY MANDATED TO MISS THE NEXT GAME AS WELL. NO EXCEPTIONS!
 - THEY MUST IMMEDIATELY LEAVE THE FIELD OF PLAY AND VIEWING AREAS. FAILURE TO DO SO WILL BE FORFEIT OF THE GAME. SECOND EJECTION FROM SAME INDIVIDUAL OR ANY ADDITIONAL MEMBER OF THAT TEAM, DURING THE REMAINDER OF THE TOURNAMENT, WILL BE AUTOMATIC FORFEIT OF THAT GAME AND THE REMAINDER OF THE TOURNAMENT
8. There are no protests. All protests will be decided on the field by the umpire.
9. Coin toss to determine home team during all games **including** championship.
10. **10U Game Rules**
 - a) 10U will play at 6 inning game, using a 35' Mound and an 11" Game Ball
 - b) Dropped third strike is **NOT** in use.
 - c) Teams may field 10 fielders – team choice, but this cannot be changed once the game starts.
 - d) Stealing is permitted.
 - e) **Mercy Rule: 12 Runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings**
 - f) You may use a courtesy runner for your pitcher or catcher at any time. Must not be the same player for both. You must first use any player that has not been in the game yet, if exhausted or not available then you may use your last batted out.
 - g) DP/Flex can be used. EH can be used. Team may also bat their entire line-up. However, if for any reason player does not take her turn at bat, it will be recorded as an out.

12U / 14U / 16U TOURNAMENT RULES

Official rules are the 2017 ASA Fast Pitch and the PINK Tournament rules with the following 10U modifications:

1. **Game scores to be reported by the winning team 5 minutes after completion of play** at the tournament site table. **Failure to do so will result in the tournament director choosing the game winner.** Please note that in past years, losing teams have made us aware that game scores weren't reported (in an effort to "earn the win"). As a charity event, this is not the type of behavior we want to see. Please be courteous and help us have a smooth and efficient event – submit game scores immediately after your game.
2. **12U and 14U Games use a self-advancing bracket and must complete to a winner - game CANNOT end in a tie.**
 - a. All games are drop dead at 80 minutes and revert back to the previous full inning **unless** the home team has taken the lead in the drop dead inning.
 - b. If game is tied at 80 minutes after the start: complete the inning.
 - c. The first team to score wins (home team does not get last ups if visiting team scores first after 80 minutes)
 - d. If no winner at completion of regular or 80 minute time limit inning: International Tie Breaker rules (see 2017 ASA Rules) will be put into place for each inning after.
 - e. **DROP DEAD IN TIEBREAKER - FIRST TEAM TO SCORE WINS.**
3. **16U Games** will play two pool play games and then seed to their third games.
4. In the championship game, no time limit will be enforced; however, International Tie Breaker rules will go into effect in the eighth inning.
5. Teams are asked to be at assigned field 30 minutes before game time.
6. Game time is forfeit time unless traveling to and from a previously played game at another field location. A maximum of 10 minute warm up time will be allowed at time of arrival at new field.
7. Umpires will speed up play with three warm up pitches or 1 minute between innings. Players must hustle on and off field. **No infield warm-ups after the first inning.**
8. Ejections – SHOULD A MANAGER, COACH, PLAYER OR FAN BE EJECTED FOR ANY REASON, THEY ARE ALSO AUTOMATICALLY MANDATED TO MISS THE NEXT GAME AS WELL. NO EXCEPTIONS!
THEY MUST IMMEDIATELY LEAVE THE FIELD OF PLAY AND VIEWING AREAS. FAILURE TO DO SO WILL BE FORFEIT OF THE GAME. SECOND EJECTION FROM SAME INDIVIDUAL OR ANY ADDITIONAL MEMBER OF THAT TEAM, DURING THE REMAINDER OF THE TOURNAMENT, WILL BE AUTOMATIC FORFEIT OF THAT GAME AND THE REMAINDER OF THE TOURNAMENT
9. There are no protests. All protests will be decided on the field by the umpire.
10. Coin toss to determine home team during all games **including** championship.
11. **12U / 14U / 16U Game Rules**
 - a) 12U will play a 7 inning game using a 40' Mound and a 12" game ball.
14U will play a 7 inning game using a 43' Mound and a 12" game ball.
16U will play a 7 inning game using a 43' Mound and a 12" game ball.
 - b) Dropped third strike is in use.
 - c) **Mercy Rule: 12 Runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.**
 - d) You may use a courtesy runner for your pitcher or catcher at any time. Must not be the same player for both. You must first use any player that has not been in the game yet, if exhausted or not available then you may use your last batted out.
 - e) DP/Flex can be used. EH can be used. Team may also bat their entire line-up. However, if for any reason player does not take her turn at bat, it will be recorded as an out

18U TOURNAMENT RULES

Official rules are the 2017 ASA Fast Pitch and the PINK Tournament rules with the following 18U modifications:

1. **Game scores to be reported by the winning team 5 minutes after completion of play** at the tournament site table. **Failure to do so will result in the tournament director choosing the game winner.** Please note that in past years, losing teams have made us aware that game scores weren't reported (in an effort to "earn the win"). As a charity event, this is the not the type of behavior we want to see. Please be courteous and help us have a smooth and efficient event – submit game scores immediately after your game.
2. All games are drop dead at 75 minutes and revert back to the previous full inning **unless** the home team has taken the lead. If neither team has had the lead in the game, International Tie Breaker rules (see 2017 ASA Rules) will put in place for each inning after the completion of the current inning at 75 minutes.
3. **18U Games use a self-advancing bracket and must complete to a winner - CANNOT end in a tie.**
 - a. All games are drop dead at 75 minutes and revert back to the previous full inning **unless** the home team has taken the lead in the drop dead inning.
 - b. If game is tied at 75 minutes after the start: complete the inning.
 - c. The first team to score wins (home team does not get last ups if visiting team scores first after 75 minutes)
 - d. If no winner at completion of regular or 75 minute time limit inning: International Tie Breaker rules (see 2017 ASA Rules) will be put into place for each inning after.
 - e. **DROP DEAD IN TIEBREAKER - FIRST TEAM TO SCORE WINS.**
4. In the championship, no time limit will be enforced; however, International Tie Breaker rules will go into effect in the eighth inning.
5. Teams are asked to be at assigned field 30 minutes before game time.
6. Game time is forfeit time unless traveling to and from a previously played game at another field location. A maximum of 10 minute warm up time will be allowed at time of arrival at new field.
7. Umpires will speed up play with three warm up pitches or 1 minute between innings. Players must hustle on and off field. **No infield warm-ups after the first inning.**
8. Ejections – SHOULD A MANAGER, COACH, PLAYER OR FAN BE EJECTED FOR ANY REASON, THEY ARE ALSO AUTOMATICALLY MANDATED TO MISS THE NEXT GAME AS WELL. NO EXCEPTIONS!
 - a) THEY MUST IMMEDIATELY LEAVE THE FIELD OF PLAY AND VIEWING AREAS. FAILURE TO DO SO WILL BE FORFEIT OF THE GAME. SECOND EJECTION FROM SAME INDIVIDUAL OR ANY ADDITIONAL MEMBER OF THAT TEAM, DURING THE REMAINDER OF THE TOURNAMENT, WILL BE AUTOMATIC FORFEIT OF THAT GAME AND THE REMAINDER OF THE TOURNAMENT
9. There are no protests. All protests will be decided on the field by the umpire.
10. Coin toss to determine home team during all games **including** championship.
11. **18U Game Rules**
 - a) 18U will play a 7 inning game using a 43' Mound and a 12" game ball.
 - b) **Mercy Rule: 12 Runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.**
 - c) Teams may use unlimited defensive substitution and bat unlimited players during the tournament.
 - d) Teams may utilize the courtesy runner for any player in the game as long as you do not delay play. A courtesy runner can be any player.
 - e) Championship games are held at local college fields that do not have lights and therefore the 16-team divisions must be completed to get to a 5 PM Championship game. Know the division rules and make sure your games move along quickly.