



Wess Jones Memorial Tournament



ASA Rule Modifications & Tournament Procedures

1. All games will be governed by the **A.S.A. Rules and Guidelines** for fastpitch softball, except where modified within these rules. (Also see special section below for additional 8U rules.)
2. All teams in this tournament (except 8U) must be registered with ASA and be a Class 'B or C' Team as defined by the Pacific Coast Region Junior Olympic program.
3. A copy of each team's **2008 ASA Roster** and **Proof of Liability Insurance** must be on file with the tournament director before playing your first game. If you were unable to submit these items during the registration process, it is your responsibility to contact the tournament director or an appointed representative prior to your first game.
4. Teams not present at game time will forfeit the game. No grace period will be allowed. Teams should arrive at the field at least 30 minutes before game time.
5. Game time limits for all 14U, 12U and 10U games (including championship games):
 - Games will have an **80-minute time limit**. No new inning can start after the 80-minute mark.
 - Innings started prior to the 80-minute mark will be given an additional ten (10) minutes to be completed. If the game is still not completed at the 90-minute mark, play is stopped and the score reverts to the last completed inning.
6. Pool play games can end in a tie. International tiebreaker rules will be followed in championship bracket games.
7. The game will be called if a team has a **10-run lead after 4** complete innings or **8-run lead after 5** complete innings.
8. No team warm-up allowed on the infield prior to the game.
9. Home teams will be determined by a coin toss by the umpire prior to each game at the time the line-up cards are submitted. The home team will be responsible for keeping the official scorebook for the game.
10. **Bracket seeding** will be determined by **won/loss percentage** (tie=.5 win and .5 loss). Ties will be broken in this manner: 1) head-to-head, then 2) total runs allowed, then 3) total runs scored, 4) then coin toss.
11. **No protests** will be allowed.
12. Managers will be responsible for the conduct of their respective teams and fans. Any player, coach or fan that portrays unsportsmanlike conduct on or off the field, or causes any incident or action unfavorable to the Tournament, may be removed from the grounds.
13. Umpires (during games) and/or tournament officials have the responsibility of ejecting coaches, players, or spectators for abusive language or other acts that are contrary to the objectives of A.S.A.
 - A warning for the first offense MAY be issued at the umpire's discretion.
 - The second offense by coaches or players will result in ejection of the responsible individual(s) from the game.
 - Third and subsequent, offenses by a spectator will result in ejection of the (1) head coach, (2) coaching staff, and (3) players.
14. No alcoholic beverages are allowed on the premises or parking areas.
15. The tournament director or appointed assistant will resolve any situation not covered above.



Special 8U Tournament

Rules & Guidelines



1. Use of 50' baselines and 30' pitching mounds will be implemented, as well as 11" softie type softballs.
2. Game time limits for all 8U games (including championship games):
 - Games will have a **70-minute time limit**. No new inning can start after the 70-minute time limit.
 - Innings started prior to the 70-minute mark will be given an additional ten (10) minutes to be completed. If the game is still not completed at the 80-minute mark, play is stopped and the score reverts to the last completed inning.
3. Ties are allowed in pool play, but the international tie-breaker rule will be used for all Sunday games.
4. Five runs per inning maximum, except for the "final" inning as declared by the umpire due to time constraints.
5. The game will be called if a team has an **8-run lead after 4** complete innings.
6. Ten players will be allowed on defensive play (four outfielders) and there will be **continuous batting** (all rostered players in batting lineup) for all players.
7. Outfield must be standing on the grass and can only enter dirt area of infield after ball has been hit.
8. There will be **no base stealing**.
9. **No walks allowed** - after the pitcher pitches four (4) called balls, an offensive coach will come in to pitch. Coach pitching rules:
 - a. The batter's strike count remains.
 - b. Balls and strikes will be called by the umpire when coach pitcher pitches, but only strikes will be recorded.
 - c. Foul tips/foul balls count as a strike, but a foul tip/foul ball will not be recorded as an out for the "third strike" (unless ball is caught).
 - d. Batter will hit until either ball is placed in play, or a strike-out is recorded. There is no maximum number of pitches from coach pitcher.
 - e. Coaching from the pitching circle is not permitted – batter will be called out.
 - f. Batted balls that strike the coach pitcher are "in play" and live. If umpire determines that coach pitcher did not make an adequate attempt to avoid the ball, the batter will be called out and runners returned to their original position.
10. Bunting off the coach pitcher is not allowed.
11. The infield fly rule will not be enforced.
12. Leading off is permitted once the ball leaves the pitchers hand, but base runner(s) may not advance as the result of any pitched ball, or ball thrown back to pitcher.
13. Pitchers may only pitch six (6) outs maximum per game. An "out" includes strikeouts and fielded outs and includes outs recorded when the coach pitcher finished pitching to a batter.
14. **Hit by Pitch Rule:** Only two (2) hit batters per inning and three (3) total per pitcher are allowed.
 - a. Upon the 2nd batter hit, the pitcher will be removed from the mound for the duration of the inning. The pitcher will be allowed to return to pitch the next inning, but upon the 3rd batter hit, she will be removed from the mound again and will not be able to pitch the rest of the game. This rule applies to all games in the tournament.



15. Batter and Base Runner Advancement Rules:

- a. **Balls hit to outfield (grass) on the fly or on the ground:** Runners may advance the bases until the ball is thrown to an infielder or pitcher and they have possession of the ball in the dirt portion of field. Runners may advance to the base they are running to, but they can be called out if physically tagged by the fielder while advancing the bases. If a throwing error or catching error results while attempting to “put out” an advancing runner the base runner may NOT advance beyond that base as a result of the error.
- b. **Balls hit to the infield (dirt) and thrown to 1st base:** There will be NO extra base advancement by the hitter or base runners on a throw, overthrow, or error to 1st base, and other base runners may only advance to the base they are running to at the time the ball is thrown to 1st base. Runners may advance to the base they are running to, but they can be called out if physically tagged by the fielder while advancing the bases. If a throwing error or catching error results while attempting to “put out” an advancing runner, the base runner may NOT advance beyond that base as a result of the error. On an unassisted play at 1st base (first baseman fields ball and then steps on first base for the out), the base runners may only advance to the base they are running to when the first baseperson has possession of the ball. Runners may advance to the base they are running to, but they can be called out if physically tagged by the fielder while advancing the bases. If a throwing error or catching error results while attempting to “put out” an advancing runner, the base runner may NOT advance beyond that base as a result of the error.
- c. **Balls hit to the infield (dirt) and thrown to 2nd, 3rd or at home:** Only one extra base maximum may be advanced by a base runner on an overthrow or error on the hit ball, regardless of the number of errors that occur on the primary play or subsequent play(s) (base the runner is advancing to at the time of the error, plus the next base). Runners may advance to the base they are allowed, but they can be called out if physically tagged by the fielder while advancing the bases. If a throwing error or catching error results while attempting to “put out” an advancing runner the base runner may NOT advance beyond that base as a result of the error. Ball thrown to pitcher stops all play.

16. Coaches are not permitted on the field during defensive play. Coaches are permitted on the field between innings to assist in placement and positioning of defensive players. The umpire will NOT permit play to resume until all coaches have left the field.