



Rohnert Park Rebels Tournament Rules (10U, 12U, 14U, 16U)

1. All Games will be governed by the ASA Rules and Guidelines for 2013 Fastpitch Softball, except where modified below.
2. All teams Managers should check in no later than 30 minutes before their first game at the field in which they are scheduled to play. There will be a check in table located at each park. **Always be ready to play up to 15 minutes sooner if tournament is running early.**
3. Proof of age is required & the burden lies w/ the manager if challenged. We recommend that teams carry proof of age at all times to all games (photocopy is acceptable).
4. Teams not present at game time will forfeit the game. No grace period unless the delay is determined to be excusable by the Tournament Director.
5. Team listed first will be in the third base dugout, **unless already occupied from previous game.**
6. Lineups must be given to both, the umpire and other team, before each game.
7. A coin toss will determine the home team at the start of each game on Saturday. **Higher seed will be home team on Sunday.**
8. No infield usage for warm-ups.
9. Re-entry; a player who has previously played, may re-enter the game for an injured player, provided there are no other substitutes available.
10. All protests on rule interpretations will be determined by the umpires of the game at the point of protest and their decision is final.
11. No new inning will start after 1 hour and 10 min. Drop dead time is 1 hour 25 min and the score reverts to the last completed inning. Except for the championship game in which it will have no time limit and will be 7 innings. Games may end in a tie during pool play. During single elimination round on Sunday, if there is a tie after time limit or 7 innings we will go to international tiebreaker, the last out of the last inning will start at second (2nd) base.
12. Mercy rule, if a team is ahead by 12 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings the game will end and the team leading will get the win.
13. Seeding for Sunday will be based on points accumulated in pool play:
 - 7 points for a win
 - 5 points for a tie
 - 1 point for each run scored above opponent up to a maximum of 3 points
 - 5 points for a shutout*

*If game ends tied 0-0, both teams receive 5 points each only for the tie and no points for the shutout.

 - The maximum a team can earn for a game is 15 points
 - If two teams have the same point total, the first tie breaker will be head to head, then fewest runs allowed, then most runs scored, then coin toss.
14. Home team is the official scorebook. Final score will be reported to the tournament official at the concession stand after each game by winning team.

15. Each team is responsible to know where and when their game is being played. If you need assistance, please feel free to ask any Rohnert Park Rebel Coaches or the Concession Stand.
16. Courtesy runner for pitcher and catcher are allowed. Can be player on bench or if all players have entered the game, then last player to make an out.
17. You may bat your whole team on **Saturday (Cinderella Batting Order)**. **On Sunday you may use an EP**. Please put EP on line-up card. The EP's may be listed anywhere in the batting order. Any change of EP to a defensive position will not be a substitution. DP and Flex may also be used.
18. **Managers are responsible for the conduct of their players, coaches and fans of your team. Any player, coach or fan that displays unsportsmanlike conduct on or off the field, or causes any incident or unfavorable action to the tournament may be removed from the grounds by a representative of the Tournament Official.**
19. **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 the ASA.**
 - **A warning for the first offense may be issued at the umpire's discretion.**
 - **The second offense will result in ejection of the responsible individual(s) from the premises.**
 - **Third and subsequent offenses will result in the ejection of the Manager then the team.**

Exception Rules for 10U division

1. You may, but are not required to, bat all players in your lineup (Cinderella Batting Order) **on Saturday only** and 4 players allowed in the outfield on **Saturday and Sunday**.
2. Dropped 3rd strike and stealing home apply.
3. There will be a 5 run per inning run limit, except for the 7th inning, last inning or extra inning. Last inning will be determined by umpire. Umpire will let both teams know that it is going to be last inning.
4. No new inning will start after 1 hour and 10 minutes. Drop dead time is 1 hour and 25 minutes.



Rohnert Park Rebels Tournament Rules (8U)

1. All Games will be governed by the ASA Rules and Guidelines for 2013 Fastpitch Softball, except where modified below.
2. All teams Managers should check in no later than 30 minutes before their first game at the field in which they are scheduled to play. There will be a check in table located at each park. **Always be ready to play up to 15 minutes sooner if tournament is running early.**
3. Age requirement: 8 years or under as of 12/31/2112. Proof of age is required & the burden lies w/ the manager if challenged. We recommend that teams carry proof of age at all times to all games (photocopy is acceptable).
4. Teams not present at game time will forfeit the game. No grace period unless the delay is determined to be excusable by the Tournament Director.
5. Team listed first will be in the third base dugout, **unless already occupied from previous game.**
6. Lineups must be given to both, the umpire and other team, before each game. There will be one umpire per game until the semi-finals and championship game on Sunday in which they'll have two.
7. No infield usage for warm-ups.
8. A coin toss will determine the home team at the start of each game on Saturday. **Higher seed will be home team on Sunday.**
9. The 8U Tournament shall utilize 60' base distances.
10. The 8U Tournament shall utilize a 32.6" mound.
11. Worth 11" RIF balls will be used.
12. Each team shall position at least 9 players at the start of each game. Ten players maximum are allowed on the field at one time, 4 of which shall be in the outfield, defined as on the grass for the 8U Division. Outfielders must be on the grass during the pitch.
13. **Pitching** - Each pitcher can pitch 6 outs or 2 full innings per game (an inning ending due to run limit is counted as 3 outs). Each pitcher may only re-enter as a pitcher one time per game provided they have not pitched their maximum number of outs. If a pitcher hits three batters in one inning, she will be removed from the inning; however, if removed, it will count towards one complete inning pitched where it relates to the two inning maximum. Each pitcher must start with both feet in contact with the mound and any step from there must be forward. If a game goes extra innings, any player may pitch during extra innings, even if she already pitched her two innings.
14. **Hit by pitch** - A batter, who is hit by a pitch from the player pitcher and not considered a strike, shall be awarded 1st base by the umpire. In the event the batter makes no attempt to avoid the pitch, as determined by the umpire, the pitch will be counted as a ball and the batter will not be

awarded the base. A player that is injured by a pitch may be replaced by a pinch runner until the player has recuperated from the injury.

15. **No Walk Rule** - There are no walks in the 8U Division. If a batter receives 4 balls from the player-pitcher, a coach or designated adult pitcher will deliver a maximum of 3 pitches. A foul ball on the third pitch will be declared a no-pitch and replayed until the batter puts the ball in play or strikes out. The inherited strike count will remain in place. If a coach pitches a strike through the strike zone and the batter does not swing, it is considered a strike. (i.e. – If the batter has a count of 4 balls and 2 strikes, the coach pitcher will enter, if the first pitch the coach throws is a called strike or a swinging strike, the batter is out.)
16. **Coach Pitching** - The coach pitcher is allowed 3 pitches maximum (See Rule 15, No Walk Rule). The coach pitch must be delivered from the pitcher's circle. If a coach delivers a pitch from a place other than the pitcher's circle, there will be a warning for the first occurrence and the pitch will be considered a no-pitch and replayed. Additional occurrences will be considered a strike. Coach pitchers cannot coach the batter-runner. Coaches must make every attempt to avoid a batted ball while in the pitcher's circle. A batted ball striking the coach pitcher while in the pitcher's circle is a dead ball and counts as no pitch against the coach. A coach may remove himself from the field of play during a live ball. However, if the coach is deemed to have interfered with the play while leaving the field, the batter will be out and runners will be returned to their original positions. Use good judgment and timing when removing yourself from the field. Once off the field (fair territory) you may begin coaching the batter-runner and/or runners.
17. **Pitcher position**. The pitcher must remain in the pitching circle (both feet) when the coach pitcher is delivering pitches, typically to one side or the other.
18. **Dead Ball** - No advancement on a dropped third strike, overthrows, passed balls, or wild pitches. On overthrows to any other base besides first base, runners may advance until ball is in the possession of an infielder in the proximity of the base paths. Once the ball is controlled in the infield by an infielder (infield will be considered in close proximity of base paths based on umpires judgment), runners can only advance to the base they were going to. Runner simply has to be between the next base and their previous base (there is no requirement for runner to be halfway to next base). No additional bases will be awarded for overthrows, balls thrown out of play, or errors subsequent to initial control.
19. Any batted ball that reaches the outfield, runners can advance until the ball is in control by an infielder that is in close proximity of the base line in the infield (i.e. infielder makes an error and ball ends up in outfield or the ball is hit to the outfield).
20. **Batting** - All players present will be placed in the batting line-up (Cinderella Batting Order). Players arriving late will be added to the bottom of the batting order. Players unable to take their turn at bat due to injury or absence (must leave early) will not result in an automatic out. They will simply be removed from the batting order. No enforcement of the infield fly rule.
21. **Bunting** is allowed in the 8U Division off the girl pitcher and not the coach pitcher.
22. **Leading Off** - A secondary lead is permitted once the ball has left the pitcher's hand. Runners may be picked off and may not advance in the event of an overthrown pickoff attempt.
23. No stealing is allowed in the 8U Division.
24. **End of the Inning** – The offensive half of the inning will end as soon the defensive team has made three (3) outs OR the offensive team has scored 5 runs. There is a maximum of 5 runs per inning per team, except for the 4th inning which will be an open inning. The offensive half of the first 3 innings will end as soon as the 5th run safely crosses home plate, regardless of the number of runners remaining on base. There is no scenario in which a team can score more than 5 runs in their half of the inning, until the open innings.
25. **Mercy Rule** will be in effect once one team is ahead by 10 or more runs at the completion of the third inning.

26. To maximize the actual playing time, there will be one minute and no more than 5 warm-up pitches between innings
27. **Re-entry** - A player, who has previously played, may re-enter the game for an injured player, provided there are no other substitutes available.
28. All protests on rule interpretations will be determined by the umpires of the game at the point of protest and their decision is final.
29. No new inning will start after 1 hour and 10 min. Drop dead time is 1 hour 25 min and the score reverts to the last completed inning. Except for the championship game in which it will have no time limit and will be 4 innings. Extra innings are any inning after the fourth inning. Games may end in a tie during pool play. During single elimination round on Sunday, if there is a tie after time limit or 4 innings we will go to international tiebreaker, the last out of the last inning will start at second (2nd) base (See Rule 33 – Tie-Breaker).
30. Seeding for Sunday will be based on points:
 - a. 7 points for a win
 - b. 5 points for a tie
 - c. 1 point for each run scored above opponent up to a maximum of 3 points
 - d. 5 points for a shutout*
*If game ends tied 0-0, both teams receive 5 points each only for the tie and no points for the shutout.
 - e. The maximum a team can earn for a game is 15 points
 - f. If two teams have the same point total, the first tie breaker will be head to head, then fewest runs allowed, then most runs scored, then coin toss.
31. Home team is the official scorebook. Final score will be reported to the concession stand after each game by winning team.
32. Courtesy runner for pitcher and catcher are allowed. Can be player on bench or if all players have entered the game, then last player to make an out.
33. **Tie-Breaker:** Saturday's pool play games may end in a tie. For Sunday bracket play, games tied after 4 innings or expiration of time limit shall be settled under the international tiebreaker rule. Pitching restrictions are lifted. The offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed at second base (e.g. if the number five batter is the leadoff batter, the number four batter in the batting order will be placed at second base)
34. The Championship game will be four innings and no time limit.
35. **Managers are responsible for the conduct of their players, coaches and fans of your team. Any player, coach or fan that displays unsportsmanlike conduct on or off the field, or causes any incident or unfavorable action to the tournament may be removed from the grounds by a representative of the Tournament Official.**
36. **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 the ASA.**
 - a. A warning for the first offense may be issued at the umpire's discretion.
 - b. The second offense will result in ejection of the responsible individual(s) from the premises.
 - c. Third and subsequent offenses will result in the ejection of the Manager then the team.