



Pleasant Hill Baseball / Softball Association
ANNUAL FAST PITCH TOURNAMENT
July 16-18, 2010

Tournament Rules

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1. **Rules of Play.** American Softball Association (ASA) *2010 Official Rules of Softball* apply to this Invitational tournament.
2. **Home Team.** The team listed first, or shown above in a bracket, will occupy the third base dugout, unless one team is continuing play in back-to-back games.
3. **Pregame.** Provide opposing team and umpire with your lineup ten minutes before game time. Umpire's coin flip will determine home team. Game time is forfeit time, with no grace period.
4. **Post game.** Each team is responsible for cleaning up its dugout and spectator area, as a courtesy to the next team.
5. **Score-keeping.** The home team shall provide a scorekeeper for the official scorebook, and shall submit a completed score sheet immediately following the game to the Snack Shack.
6. **8 and 10-Under Extra Player.** 8 and 10-Under teams may use ten players on defense, in a four-outfielder arrangement only. The additional player must be included in the team's batting lineup.
7. **8 and 10-Under Scoring Limit.** 8 and 10-Under teams shall be limited to scoring five runs per at-bat through the first 3 innings. Thereafter is unlimited. 8U will have the coach pitch the remaining strikes after ball 4 is called.
8. **Run-Ahead Rule:** ASA Rule 5, Section 9 applies for all games: 15 runs ahead after 3 complete innings 12 after 4 or 8 runs ahead after 5 innings.
9. **Game Time Limit.** For Pool Play (Saturday) games, no new inning may begin after 1 hour and 10 minutes. Time begins with the game's first pitch. For the purpose of this rule, a new inning begins immediately following the third out of the home team's at-bat. Exception: CHAMPIONSHIP GAME WILL PLAY TO COMPLETION OF 7 INNINGS or in the event of a time after 7 complete innings, until a winner is disclosed.
10. **Tie-Breaker Rules.** If a Pool Play (Saturday) game results in a tie score, it shall be recorded as a tie for each team. During Elimination Play (Sunday), games will be played until won. If the score is tied at the end of regulation play, then the International Tie-Breaker Rule (ASA Rule 5, Article 11) will apply thereafter.
11. **Protests.** Valid protests will be resolved immediately by the umpires after consulting printed rules. If necessary, the final decision shall be by the Tournament Director. If the game is time-limited, the game clock shall pause until the protest is resolved.
12. **Tie-Breaker for Pool Play.** Should two or more teams finish Pool Play with identical records, order of finish will be determined by: (a) head-to-head competition; (b) fewest runs allowed; (c) most runs scored; then (d) coin flip.